FIRE EMBLEM™ ENGAGE

By **Waifuology**

Welcome to the land of Elyos, home of the Divine Dragon and the Emblems. 1000 years have passed since the war against the Fell Dragon Sombron, in which all but two of his children were slain and the dragon himself was sealed away deep beneath the ocean, along with his homeland of Gradlon.

Now both the Divine Dragon Alear, and the Fell Dragon Sombron, are on the verge of awakening, and unbeknownst to all, war is looming on the horizon. You will arrive the day before Alear awakens and the Corrupted begin to spread across the land.

You receive 1000 Choice Points

Home Country

Roll 1d6 to decide your home country or choose freely for 50 CP. Your age (or in the case of Dragons, how old you look) and gender can be changed fo free.

1. The holy land of Lythos, home of the Divine Dragon Monarch Lumeria and her Child, Alear
2. Firene, the Kingdom of Peace, home of Queen Ève and her children Alfred and Céline
3. Brodia, the Kingdom of Might home of King Morion and his sons Diamant and Alcrest
4. Elusia, the Kingdom of Knowledge, home of King Hyacinth and his daughters Ivy and Hortensia, where worship of the Fell Dragon prevails.
5. Solm, the Queendom of Freedom, home of Queen Seforia and her children Timerra and Fogado
6. Free Choice

Origins

Drop-In (Free): An enigma with no history in this world, but also with no loyalties that could pin them down.

Commoner (Free): An average, run-of-the-mill citizen of your chosen homeland.

Knight (Free): A knight in the service of your chosen homeland, most likely sworn to defend a member of the royal family.

Royalty (Free): A member of your homeland's royal family.

Hound (Free): One of the Fell Dragon Sombron and his Daughter's personal Knights.

Dragon (100 CP): The child of either the Divine Dragon, Queen Lumera or the Fell Dragon, Sombron

Emblem (100 CP): A spirit from another world, housed within a special ring.

Skills and Perks

General

Emblem Engage! (Free/100 CP)
This perk gives you the ability to sync and engage with emblems. As it's a natural part of the world that anyone can do, the perk is free if you just want to use these skills while in Elyos, but you must pay 100 CP to keep the ability.
While Synced, the Emblem inside the ring will fight at your side, boosting your combat skills according to their own strengths and fighting style.
While Engaged, your body will merge with the Emblem, giving you an incredible boost to your abilities, as well as allowing you to use the Emblem's signature weapons and the Emblem's Engage Attack, a unique and incredibly powerful attack that makes full use of the Emblem's unique abilities.

Abra-Pikazo (50 CP)
The residents of Elyos all have a unique sense of style, but its hard to deny that they're all easy on the eyes. Your appearance is now on par with even the most attractive members of Alear's army, a solid 10/10 in the looks department.

Our bonds give me strength (100 CP)
It's just easier to fight alongside allies, isn't it? Knowing they've got your back gives you peace of mind, while still keeping you alert enough to know when they need a helping hand. Well, that ease of action becomes even more powerful the better you know your allies. Who knows, you might even find that special someone.

You seem… familiar (300 CP)
Previously, there were only 12 Emblem rings and 7 Emblem Bracelets, each one a hero from Fire Emblem's past, but now it seems that a whole bunch more have appeared, taking the form of a selection of pieces of jewlery of your choosing. For every jump you've taken before this one, you have the option to make it so the series' protagonist has been transformed into an Emblem, allowing you or anyone else to Sync or Engage with their spirit. The Emblems are not the same as the people they look like, however, and the version of these characters these new Embems are based on are the canon versions of them from a version of their world you never interacted with.
If taken with the paid version of **Emblem Engage!**, this effect will persist into every jump, with the option to have new Emblem Ring from jumps taken after this one appear in each subsequent jump.

Miracle Worker (600 CP)
The Miracle is an event that can only happen once, ever. When all 12 Emblems agree on a single person to ascend and join their ranks, even going so far as to bring them back from the dead to become a being that is both human and Emblem, and yet more than the sum of its parts, the Fire Emblem. Somehow, even without the miracle being performed on you, you have become just that. As a Human Emblem, you have a corporeal body while still being able to engage with other humans, and have the ability to Sync with Emblems. You cannot Engage with a human and Sync with an Emblem at the same time, however.
Also serves as a capstone booster for each origin's 600 CP Perk.

Drop-In

Who's a good boy? (100 CP)
If you love animals, you'll be happy to know that they love you back. As long as you don't mean any harm, animals can sense your pure-heartedness and won't be afraid of you, no matter how close you get.

Personal Skill (200 CP)

What would you say is your most striking personality trait? Well, whatever it is, it makes you stronger now. Let's say you're a big fan of Yuri, you might be more capable when you're around two girls, or if you're particularly good-looking, you might find that enemies of the opposite sex are too distracted by your charms to fight at their full potential.

Keep on being weird (300 CP)
The people gathered by the Divine and Fell Dragons all have some... quirks that might not be popular in normal society, and I suspect you're no different. Fortunately, people who are strange together tend to stay together. If you've got a few weird quirks that might freak out the average person, they'll be seen as cute and endearing by the people you're around. I mean, you can't get much stranger than the company *you* keep.

Oh, hello again (600 CP)
Life is never boring with you around, is it? No matter how far away you may seem, somehow you always end up in the middle of the action, even if you don't stay there for long, and always at the perfect moment to save the day. You might just happen to be passing by at the exact moment someone needs to be saved, all by pure coincidence.
Capstone Boosted:
It wouldn’t do for you to rush into danger all alone, now would it? Whenever this perk assists you in rushing to somebody’s aid, that same effect applies to your allies, companion or otherwise. Your title changes to Emblem of the Big Damn Hero, and when Engaged with somebody, you and they both gain the ability to teleport to the side of an ally in need once per Engage.

Commoner

Should I really be here? (100 CP)
After uprooting your life to spend time with knights, royals, and even the Divine Dragon themselves, little old you can't be blamed for feeling a little out of place. With this perk, you'll be able to rub shoulders with just about anyone without fear of making an offensive faux pas or embarrassing gaffe.

Budding Talent (200 CP)
There's something lying dormant within you, the potential to be something far greater than what you are at present. It's not a world-changing skill, but you find that you improve slightly faster than your peers.

Herbal Remedy (200 CP)

You're used to living off the land, doing whatever you can to make ends meet, and over the years you've picked up a thing or two about medicinal herbs, as well as some home cooking using the spices and ingredients that can be found in the wild.

You misheard me (300 CP)
Not everyone has lived a completely upright life, and not everyone wants to air their dirty laundry for all to see, but sometimes the odd thing can slip through your mental filter and out of your mouth. But don't worry, if it does, you'll be able to easily convince anyone who might have heard it that you said something completely different. A killer's eyes? No, you definitely said 'killer eyes', as in eyes that are really good at seeing things!

Let me treat that (300 CP)
Before the war, you were a doctor, professional or otherwise, and I don't need to tell you that this knowledge comes in handy on the battlefield. You can treat just about any non-fatal injury without the use of healing magic, but for more serious injuries, you'll need more than just talent.

The Mysterious Jumper Merchant (600 CP)
You probably can't hold a candle to one of the Annas in their prime, but you do have a knack for knick-knacks, or more accurately, selling them. Service with a smile is a given, but you could persuade a blind person to buy a pair of sunglasses if you put your mind to it.
Capstone Boosted:
Never mind that, you *are* on par with a full-grown Anna, and then some. You have such a talent for hawking your wares and picking up on market trends that you'll never want for anything, and neither will any of your customers… for the right price. Whether this actually makes you an Anna is up to you. Your title changes to Emblem of the Mysterious Merchant, and when Engaged with somebody, you and they both gain the ability to trade items with allies regardless of distance.

Knight

A Steward's Duty (100 CP)
A retainer has to do a lot more than just fight in the name of their liege, you know. Simple chores, making sure they're awake and ready on time, cooking, having tea with them, sparring, the list goes on. Luckily, you're at least proficient in all of your duties... but whether or not you actually use those skills is up to you.

Please don't mind them (200 CP)

The royals of Elyos are all... let's call them 'wacky', most of them have a few quirks that might rub people the wrong way, but that has given you a talent for smoothing things over. As long as no offence was intended, all will be forgiven after a few kind words from you.

I will *protect* you (300 CP)
Loyalty goes a long way, especially for a royal retainer. Whenever someone you're sworn to protect, whether by duty or friendship, is in danger you can rush in and save them, and even when all hope seems lost, your bonds will help you find a way.

I thought I'd never see you again (600 CP)
What's a knight without a liege? What's a liege without a knight? No matter what may keep you apart, you and the person you're sworn to will never be separated for long. If one of you is imprisoned, fate will conspire to help the other infiltrate wherever they're being held, and no matter how far the land that separates you may stretch, you'll always find each other eventually.
Capstone Boosted:
You and your liege (or anyone else you've sworn to protect, be they a friend, lover, sibling, etc) are nigh inseparable. Both of you gain a sixth sense for one another's presence and grow stronger when fighting for one another's sake. Your title changes to Emblem of the Sworn Guardian, and when Engaged with somebody, you both gain the ability to guard a nearby ally from damage once per Engage, at the cost of taking half the damage they would have sustained.

Royal

The peasants are (not) revolting (100 CP)
No matter how strong you are, a hated monarch won't last long. Fortunately, you won't have to worry about that, as the people of your country will all adore you. Their attitudes will somehow change to match your own. If you're a war-hungry conqueror, the people will want to expand; if you're a peace-loving pacifist, they'll want peace.

Strong of Body, Strong of Heart (200 CP)
A famous half-demon once said, 'Might controls everything', and... what do you mean, 'he's not from here'? It doesn't matter. What I'm trying to say is that as long as you're physically strong, your will and determination will grow to match it, and vice versa.

Best Sibbies 4ever (300 CP)
With a few minor exceptions, you're going to be a new third sibling to two of the princes and/or princesses. It's a lot of responsibility, but fortunately, your new brothers and/or

sisters will be more than happy to share it with you, as long as you do the same for them. Whenever you have too much on your plate, your friends are ready and able to share it with you, and you're more able to do the same for them.

I must go now, my people need me (600 CP)
Most royals have to keep an ear to the ground to make sure their people are doing well, but you have a sixth sense for these things. Even if it's something as simple as an old lady losing her pet cat, you can sense when someone needs a helping hand, and always make it in time to save the day.
Capstone Boosted:
Your talent for helping people is almost superhuman, allowing you to fix problems as easily as snapping your fingers, when assisting somebody with a task, you gain a temporary affinity for whatever it is you're doing, such as becoming incredibly strong if somebody needs something heavy moved. Your title changes to the Emblem of the Kind Prince/Princess/Scion (depending on your gender), and when Engaged with somebody, both of you gain the ability to grant a random stat boost to all allies within a certain radius once per Engage.

Hound

Deceptively Charming (100 CP)
It's easy to hide pure evil behind a smile, and you exemplify that. While there's no denying that you have only your own interests at heart and care little for the lives of others, it's hard to deny that there's a certain quality about you that keeps you from being nothing but contemptible.

Like a bad rash (200 CP)
Would you just stay dead!? No, the answer is no. No matter how badly you seem to be beaten, you have a knack for sneaking away once you've been taken out of action. Chalk it up to the foolishly noble heroes who refuse to finish off a defenceless foe.

We're a family (200 CP)
Or at least the closest thing a rag-tag band of miscreants can come to one. Blood may be thicker than water, but you're very good at drawing it. If a common goal unites you and a group of people, for better or worse, and you declare them your family, that's what they are. Some might call it manipulation, but they just don't understand your love.

Dragon Descendant (300 CP)

You're no ordinary human. Like Zephia, you have Mage Dragon blood running through your veins, making you far stronger than any ordinary soldier, but not quite on par with the pureblood Divine and Fell dragons...
Unless, of course, you've taken the Dragon Origin, in which case you're actually a cross between a Mage Dragon and either a Divine or Fell Dragon, boosting your powers beyond even Lumeria and Sombron in terms of raw magical potential.

Fell Jumper (600 CP)
Oh, another of Sombron's children has survived the war? Wonderful! You're now the son or daughter of Sombron himself, making you Veyle's (and secretly Alear's) sibling. So what is the difference between this and simply taking the Fell Dragon option from the Dragon Origin? Quite simply, while Sombron is bound and regaining his strength, you are the de facto leader of the Four Hounds. As well as being able to order them around in this world (at least until your father wakes up), you can also take all those who survive and are still loyal to you at the end of the Jump as Companions.
Capstone Boosted:
Once Sombron is awakened, yourself, your sister, and the other Hounds will realise that compared to you, he's completely incompetent, and will strive to usurp his title, succeeding not long after the Divine Dragon's Emblems are stolen. Your title changes to the Emblem of the True Fallen, and when Engaged with somebody, both of you will gain the ability to fill your immediate surroundings with a miasma that boosts your own strength, while weakening your enemies, once per Engage.

Dragon

Sleep it off (100 CP)
FINALLY, AFTER 1000 YEARS, I'M FREE! OK, maybe nothing quite so dramatic, but there's a great way to get rid of the stress of a long day's hard work... take a nap! It's as simple as resting your head on a pillow, closing your eyes and drifting off to dreamland. You might want to set an alarm though, unless you want to oversleep by a few centuries!

Cult of Personality (200 CP)
As what is essentially a living god, people are naturally drawn to you. Just wander around a random landscape and you're likely to meet someone important, or just willing to lend a helping hand, and maybe even join whatever cause you're fighting for.

Downtime is important (300 CP)
Sure, fighting battles side by side is a great way to get closer to someone, but have you ever considered that there are less dangerous icebreakers out there? Just sharing a

meal, exercising together, or any other type of leisure activity will now have a tangible effect on how close you are to someone.

Big Scaly Lizard (600 CP)
Like Lumera and Sombron, you've mastered the power to switch between your dragon and human form at will. In dragon form, you can breathe magical fire, fly, and you're big enough for a group of people to ride on your back. You also gain the ability to create either Fabrications, inanimate objects given human form, or Corrupted, reanimated corpses with no will or agency other than a desire to add to their ranks by killing people, depending on if you are a Divine or Fell Dragon
Capstone Boosted:
Your dragon form's strength is boosted to levels that put Lumera and Sombron to shame. If you are a Divine Dragon, the fabrications you create will be able to take the form of existing people and copy their personalities flawlessly, while if you are a Fell Dragon your Corrupted retain their personality from when they were alive, with the minor alteration of undying loyalty to you. Your title changes to Emblem of the Otherworldly Dragon, and when Engaged with you, this draconic form and all the boons it entails are granted to your Engage partner, though in a much smaller form.

Emblem

Entertain us, Emblem of the Jumper! (Free, Compulsary, and Exclusive to Emblems)
As an emblem, you don't really have a physical form other than the ring that houses your... spirit? Ghost? Essence? Whatever it is, you're bound to the ring and will fight alongside whoever wears it, but will grant a fraction of your power to them, even more so if you Engage with them, fusing your spirit with their body. Your incorporeal form is immune to damage, but as a downside, cannot interact with the world in any meaningful way.

Skill Inheritence (100 CP)
Emblems have the unique ability to bestow versions of their own power to humans, and now, so do you. You can grant allies and companions weaker versions of up to two of your perks each, and can swap them out if and when you gain a perk that suits them better.

My brain is dry-clean only (200 CP)
Boy, it sure would be awkward if the Fell Dragon got his hands on your Emblem Ring and forced you to fight your old allies, wouldn't it? Unlike the other Emblems, you're resistant to people controlling you, even if you shouldn't be able to disobey them at all.

Prolonged Engagement (300 CP)
Normally, people can only remain Engaged to an Emblem for a very short time, no more than a few minutes at most. However, you can remain Engaged with someone for around least ten minutes, allowing them to go completely wild on the battlefield. This effect also applies to any other abilities you have with a set time limit, increasing that limit by approximately 3½ times its normal amount

Emblem Eternal! (600 CP)
Even among Emblems, you are special. While not on par with the Fire Emblem, you act as something of a leader to the other 12 in their stead. Not only do you have the ability to summon Emblems from their slumber, you can break them out of the control of your enemies, and even fight alongside them as if you were Synced with them.
Capstone Boosted:
As a Human Emblem, the limitations you had as an Emblem are no more, and beyond anyone's expectations, you have surpassed the Fire Emblem. Both your human and Emblem forms gain a massive boost in power, and you gain the ability to both Sync and Engage at the same time. Your title changes to the Emblem of the Strength beyond Flames, and your Engage partners will be able to Sync with whatever Emblem you were using when you Engaged with them, including their Enage Attack.

Items and Companions

General

Basic Class (Free)
Grants you access to one of the basic, non-unique Classes that appears in Fire Emblem Engage, as well the necessary skills to use it effectively if you didn't already have them. If you already have the knowledge of how to use your chosen class' weapons and fighting style, you will become even more proficient with it. Upon advancement into an advanced class, you will also gain access to that class' skill.

Special Class (200 CP, Free for Royalty) Grants you any unique class other than Dragon Child, as well as a fitting weapon and the necessary skills to use it effectively if you didn't already have them. If you already have the knowledge of how to use your chosen class' weapons and fighting style, you will become even more proficient with it. Upon advancement into an advanced class, you will also gain access to that class' skill.

Dragon Class (400 CP, free for Dragons)
Grants you access to Alear's unique starting Class; Dragon Child, or Veyle's unique class; Fell Child. If you already have the knowledge of how to use your chosen class' weapons and fighting style, you will become even more proficient with it. Upon advancement into an advanced class, you will also gain access to that class' skill, and you will also gain the ability to utilise Divine or Fell Dragon magic in your attacks.

Colourful outfit (1 Free, 50 CP)
Colourful and elaborate casual wear. Some might call it gaudy, but it makes you feel at home. Can be bought multiple times

Healing items (50 CP)
10 Vulneraries and 5 Elixirs, for if you need healing but don't have a healer. Restocks after every jump.

An Emblem Adornment (One free for Dragons or Royalty, 400 CP)
Any one of the 12 Emblem Rings, 7 Emblem Bracelets, or one of the rings created by **You Seem... Familiar.** If the Divine Dragon asks how you got it, just tell them you heard it speak to you and found it on the ground or something. Can be purchased multiple times.

Jumper's Forces (50/300 CP)

The land is at war and no man can fight it alone, so whether you're bringing along old friends or making new ones, you can add to your forces for 50 CP per person, or 300 CP for a full party of eight. Each companion will receive 600 CP and a free Origin of your choice.

New Mystery of the Emblem (100 CP Each)
Instead of bringing a companion as is, you can turn them into an emblem. They will gain access to all of the Emblem perks, except **Emblem Eternal!**, and you will start with their Emblem Ring already in your possession.

Pact Ring (500 CP)
A ring symbolising an everlasting bond, whether it is between close friends, lovers, or even siblings. Usually, only one such ring exists, and it is safely housed in the gardens of Lythos Castle. However, you have in your possession an exact replica that houses the same power to bind two people together forever. If you gift this ring to somebody from this world, and they accept it knowing what it means without coercion, they will join you as a companion. On top of that, when fighting alongside the person you have exchanged the pact ring with, both of you will receive a massive boost to your combat ability and prowess, as well as sharing some of the benefits of your perks with them, meaning that if you wish to give it to a companion you already have, it won't go to waste.

Otherworldly Dragons (500 CP)
Fell Dragon children from a destroyed world in which Sombron and the Divine Dragon slew one another in a war 1100 years ago. Nel is a very stoic and closed off woman, while her brother Rafal is more openly emotional. The two are fiercely protective of one another, and will join you so long as you keep the other safe and happy.

Drop-In

Jumpie (100 CP)
A strange creature, identical but different to the Guardian of the Somniel. If you don't like its name, you can change it to whatever you like. It's useless in combat, but very, very cute, especially if you dress it up in a little outfit, a selection of which are included with this purchase.

Secluded Residence (200 CP)
A small house in the wilderness. Whether by magical means or simple confusing geography, it is tough to find if you do not know the way. Its cupboards and pantry are full of ingredients that never seem to run out if you or your allies want to try their hand at cooking.

Master Seal (300 CP)
Eventually, your growth will reach a plateau. Don't be embarrassed, it happens to all of us, but when it does, this special item can be used to upgrade your class to the next stage. Can be bought multiple times.

Second Seal (300 CP)
Or maybe you want to try something completely new? If you get bored with your class, you can use this seal to change it, but make sure you have the know-how to use your new class effectively, as it won't teach you the necessary skills, and you won't make a very good mage if you don't know magic, will you? Can be bought multiple times.

Unique Weapon (600 CP)
A weapon of your own design that can only be wielded by you, or people who you allow. Its exact type depends on your starting class, as it needs to be something you can actually use, but there's nothing like it in this world. One of your existing weapons can be imported into this.

Commoner

A place to rest your head (100 CP)
A small to medium-sized house somewhere in your home country After the jump, it will be added to your warehouse.

A household pet (100 CP)
One of the animals that can be adopted by the Divine Dragon during its journey. Can be purchased multiple times.

Jumper's Shop (200 CP)
A stall from which you can sell your wares, if you have any to sell. If not, you can give it to any shopkeeper or merchant you come across in exchange for a permanent discount.

Basic Weaponry (200 CP)
Nothing too fancy, just what you'd need to protect your land and livestock from predators and bandits. An Iron-tier sword, lance, axe, bow, tome, dagger, or arts scroll, as appropriate for your class.

A well-stocked medicine cupboard (300 CP)
A cupboard (or another large storage container) filled with medicinal herbs, vulneraries, antitoxins and elixirs.

Thief’s tools (600 CP)
Not everyone makes an honest living, and you're definitely one of those people. You have a set of lockpicks, a satchel to fill with other people's treasures, and a dagger for when things go wrong.

Knight

Professional’s Gear (100 CP)
Simple, Steel-Tier weapons and a battle-ready outfit appropriate for your chosen class.

Training Gear (200 CP)
No, not training dummies or practice weapons, I'm talking about real training equipment! Weights, weighted clothes, weighted... teacups? OK, that's a new one. Anyway, if you're looking to bulk up, this is the stuff for you.

Training Ground (300 CP)
A room where you can practice your fighting skills. Sparring with a friend or ally in this room will have a special effect, bringing you closer together. It will be added to your Warehouse after the jump.

Rank-and-File Soldiers (600 CP)
As a Royal Guard/Retainer, you rank quite high in your local army, high enough, it seems, to have a squadron of lower-ranking soldiers under your command. This group is fiercely loyal and answers to you and you alone, and only take up a single companion spot.

Royal

Royal Gear (100 CP)
More advanced, Silver-tier weapons, and armour appropriate for your chosen class.

A Royal Residence (200 CP)
Whether it's a mansion, a palace or even a castle, this chic home is yours, with enough guest rooms to serve as a second home for your siblings. It will be added to your Warehouse after the jump.

Personal Retainers (300 CP)

Two well-trained retainers who are completely devoted to you. You can import two companions into this position, or create two from scratch. They will be given the **Knight** background and everything that entails.

Royal Treasury (600 CP)
Ah, the perks of being at the top of society. While you might think of it as walking around money, most people will never see this kind of cash if they work all their lives.

Hound

Evil Weaponry (100 CP)
While a lesser mind might call this an ‘instrument of torture’, you’ve found a way to turn it into a tried-and-tested armament, capable of delivering an extra helping of pain and humiliation on the battlefield.

Evil Hideout (200 CP)
A fitting home for a villain, this could be anything from a wizard's tower, to a secret laboratory, to an ominous-looking castle. Needless to say, it's not the sort of place a hero would be caught living in... not willingly, anyway.

Draconic Time Crystal (300 CP)
This special stone has a unique ability to turn back time, but only has a limited number of uses. It can send you back a maximum of one minute, and only fifty times in total. It recharges at the end of each jump.

Dark Emblem (600 CP)
It seems that Lord Sombron has bestowed a blessing upon you, Loyal Jumper. After the emblems are stolen from Lythos, you will be given one of them, or an emblem created with **You Seem... Familiar**. These Dark Emblems differ from those used by Heroes in that their personalities have been subjugated so they can't refuse to be used for evil, and they can't be Engaged, although you can use their Engage Skill while Synced instead.

Dragon

Libération (Free/Exclusive to Dragons)
A weapon that can only be wielded by a Divine Dragon, or a corrupted version that can only be wielded by a Fell Dragon. Unlike the one wielded by Alear, this weapon will take on a form appropriate for your chosen class.

Ring Vault (100 CP)

A vault for storing Emblem Rings. You can also use this room to clean the rings and create Bond Rings, which are weaker Emblem Rings that do not contain a full spirit and cannot sync or engage, but instead provide passive boosts to those who wear them. If taken with **You seem… Familiar**, you will be able to create Bond Rings hailing from the same worlds as the Emblem Rings you've created.

Lythos Castle (200 CP)
After the untimely death of Queen Lumera, you inherited this castle, either by birthright or conquest. After the Elusian attack, it will need some renovations, but it is still a massive castle. It will be added to your Warehouse after the jump.

Noticeboard (200 CP)
This board can be used to donate funds to help each country's war effort, increasing the effectiveness of their army in battle, while also 'encouraging' more powerful and therefore more rewarding enemies to 'visit' them. In subsequent jumps, this effect will be added to individual nations, planets, or groups of people in each setting.

Divine Dragon Stewards (100 CP Each)
Every generation, Stewards are chosen to serve the Divine Dragon(s), and you are no different. You can import up to three companions into this position, create them from scratch, or snipe Vander, Framme and/or Clanne from Alear's service into yours. They will be given the **Knight** background and everything that entails.

The Somniel (600 CP)
A palace floating in the skies far above Elyos, access to the Somniel can only be granted by a Divine Dragon, and this one is yours, whether you share it with Alear or have a perfect copy all to yourself is up to you. It will be added to your Warehouse after the jump.

Emblem

Emblem Weapons (100 CP)
A selection of three weapons, each of which is either completely unique or an upgraded version of something that already exists in the world. Your own weapons can be imported into this, and when you Engage with somebody, they will gain the ability to use them.

Trial Grounds (200 CP)
A place where you have fought a fierce or sentimental battle that has manifested in the world of Eylios, or at least a place that is almost identical to it. Although this is not a

home for you, if you face someone here in a friendly test of skill, their bond with you will grow stronger, and both of you will be all the more powerful for it.

A Guardian (300 CP)
Or, at the very least, someone who happened upon your Emblem Ring and, for whatever reason, decided to keep it. This person will be sworn by duty or honour to protect your Emblem Ring from anyone who might try to steal it for their own purposes, and you'll find that your bond with them will grow faster as a result. Bear in mind that only Dragons can summon Emblems from their rings, so you'd better hope your new friend has a run-in with Alear.

A Second Emblem (600 CP)
While most Emblem Rings only contain a single Emblem, there are some that contain two or three. Your Emblem Ring is now one of those special cases. Choose one of your closest companions and they will now share your Emblem Ring as their new home. While only you will be able to Engage with living people, the second Emblem will join your Emblem Attack and provide its own boosts. When taken with a non-Emblem origin, you will choose two companions and the two of them will become a Dual Emblem.

Drawbacks

Good to see you, old friend. (Toggle)
Have you ever visited the land where one of the Emblems comes from? If so, it makes sense that they would remember you, doesn't it? However, they may be a little confused as to how you ended up in this world if you're not a fellow emblem.

Jumper Fan Club (+100 CP)
Wow! It's really you! Can I have your autograph? OH MY GOSH, YOU LOOKED RIGHT AT ME! What? No, I have no idea where your toothbrush has gone, honest! You'd better get used to this sort of thing, as it seems you have a very devoted fan club who won't take no for an answer, at least not without bursting into tears at the mere thought of upsetting you.

Clash of Aesthetics (+100 CP)
Oh my Gods, is this what passes for fashion these days? And what's wrong with the Divine Dragon's hair? You just cannot seem to stomach the certain visual flair that prevails in this world, and you can't help but make your dislike known to anyone who will listen. What's worse, if you take this with the Dragon Origin, you'll be granted the same two-tone hair as Alear, and it will persist into all of your alt-forms. Yes, even the ones without hair.

As a friend, you are… replaceable. Farewell. (+200 CP)
Something about you is very hard to trust. Not only are you compelled to make ominous statements hinting at a seemingly inevitable betrayal at your hands that everyone will pick up on, you're also just… unlikable in a way that everyone finds offputting. You can never find the right words to put peoples minds at ease, and any attempts you make to relate to your allies will come across as you trying to put down their problems.

I am guided by the Embems (+200 CP)
And they're all you're getting. Taking this drawback will lock out all non-bodymod perks and benefits you have for the duration of this jump.

Fire Emblem: Echoes (+300 CP)
Instead of the canon timeline of Fire Emblem Engage, you will be travelling to a version of the world in which Alear and his army gather all of the Emblem Rings not stolen by Sombron's forces before arriving at Destinia Cathedral and have their rings stolen by Veyle. This results in Sombron gaining his wish early, and opening dimensional rifts all across Elyos. Where do these rifts lead? To the worlds the Emblems hail from, of course. Echoes of Fire Emblems past will appear all across Elyos, including people,

places, and items. Of course, all of the worlds leaking into Elyos are embroiled in conflicts of their own, making each realm's wars that much more complicated by the inclusion of all the others. Not only that, but time itself is warped, and some future children of Alear's forces will end up displaced and lost in this time, as well.

You dare show your face to me!? (+400 CP)
It seems that you've done something terrible to one of your allies in the past, as they reject any kindness you show them and treat you with open hostility in front of everyone. The only problem is that you have absolutely no recollection of how you wronged them, and they only get angrier when you ask them why they're mad at you, believing that you should know what you did.

I thought we were friends… (+500 CP)
I'll give it to you straight, you will be betrayed. You won't know who it will be or how it will be done, but eventually, someone you trust, be it a friend you make in this world or one of your companions, will reveal that they were never really an ally at all and defect to the other side, and the split will not be clean. When they leave, they'll make it ***hurt***, either by taking something you hold dear as a prize or by trying to kill someone close to you. If it's one of your companions who abandons you, you'd better hope you can patch things up by the end of the jump.

Oh, you're the other one. (+600 CP)
Like a certain Fell Princess, you have a second personality, one that is diametrically opposed to your normal self. If you're an upstanding hero, your other self is a cold, ruthless killer, and vice versa. The two of you have no shared memories, and you will forget that you took this drawback at the start of the jump, so the fact that an evil (or good) alter ego of yours has been running around causing havoc (or saving people) will come as a complete shock to you if you ever learn of its existence.

Scenarios

Major Scenarios

Fell Jumperlog

The version of Elyos you're going to is very, very different from the one you would have arrived in. Not only are all of its denizens, with the exception of the two Fell Dragon children Nel and Nil and their attendants the Four Winds, long dead, but its residents had wildly different, almost completely reversed personalities from their counterparts from the world you may know. Now, the Royal Children have been ressurected as sentient Corrupted by an unknown malefactor.
This effect applies not only to the natives of Elyos, but also to your companions. All of them, regardless of import restrictions, will live here and believe they have always lived here, with the same drastically altered personalities as everyone else, and the same person who resurrected the Princes and Princesses of Elyos has realised how important these companions were to you, and has granted you a chance to see them again, only this time, you will face their Corrupted zombies on the battlefield in a fight to the death! But don't despair, for every alternate companion you've temporarily lost, you'll gain a new one. Someone from each companion's home world, who was in direct opposition to you when you last saw them, has joined you as a companion, again with their personality reversed to reflect their change of allegiance.
To win this Scenario and return to the original Elyos, you must defeat each of your alternate companions.
Reward:
After facing your alternate companions, you will gain all of the **Alternate Enemies**, the characters who joined you in their place, as new companions to permanently join you on the chain.

Maguffin Emblem

Whether its an a Fire Emblem or A Crest or Seal of Flames, the Fire Emblem sure does take many forms…
Well, now all of them have gathered in Elyos, from the Binding Shield to the Sacred Stone, the Omega Yato to the Crest of Flames, each one in its dormant state has manifested somewhere on Elyos. To win this Scenario, you must gather all 9 of these Fire Emblems, including the Fire Emblem created by the Miracle if and when it is created.
Reward:

For gathering the scattered Fire Emblems, your reward and goal are one and the same, you will be allowed to take the 9 Fire Emblems with you, and in the case of Elyos' native Fire Emblem, whether it be Alear or somebody else, you will be able to Engage with them even without the 100 CP Version of **Emblem Engage**.

Minor Scenarios

Divine Jumper

(Available with the Dragon Origin)
It seems that Alear will take a little longer to wake up than usual. In their place, you must unite the people of Elyos against Sombron.
In this scenario, you will replace Alear, becoming the Divine Dragon. You will begin your journey in Lythos, and will be tasked with gathering the Twelve Embem Rings from across the continent.
Reward:
For replacing Alear, you will truly become a Divine Dragon. This reputation will follow you into every subsequent jump (taking on a less literal meaning in setting without Dragons), effectively making you the figurehead or deity of a major organization or religion within the setting. You will also be able to take Clanne, Framme and Vander as companions for free, if you so choose. In replacing Alear, you will also become the Fire Emblem, allowing you to Engage with your allies, though you will not gain the benefits of the **Miracle Worker** perk if you did not take it.

Veyle of Secrecy

(Available with the Hound origin)
Lady Veyle is… not like other Fell Dragons. She suffers from delusions of 'saving the world'. Thankfully, Zephia managed to replace her old, meek personality with one more befitting a Fell Princess, but the old Veyle still comes to the surface occasionally, and if nothing is done, the softer hearted version of Veyle will win out against her alter-ego. In order to win this scenario, you must change that fate, and ensure that Veyle remains loyal to her father.
Reward:
For ensuring that Veyle remains evil, you will learn the magic through which Zephia first awakened her other personality, allowing you to suppress noble urges and enhance crueler ideals within the hearts and minds of weak-willed individuals. You will also be able to take Veyle as a companion for free.

Furthermore, if taken with the **Oh, you're the other one** drawback, you will gain dominance over your other personality once this scenario is completed, but the CP you gain from taking the drawback will be halved.