

Generic Fire Emblem Jumpchain

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Ah, Fire Emblem, a world of War, Dragons, and blue haired people with swords. It's an old series with a long history involving at least 1 or 2 wars for every installment and now you're going to experience some of them yourself, of course, it is rather dangerous given all the people swinging about bits of pointy metal.

So, here, take these and get something to prepare yourself.

+1000CP

Location

This is perhaps the most important choice you will make in this Jump, where do you want to go

Pick or roll 1d10

- 1 Archanea-** Home of Marth and a bunch of other people, currently at war because the King of the Dragons hates humans and the humans are none so fond of Dragons either.
- 2 Valentia-** Home of Alm and Celica, also at war because the southern kingdom is built by lazy people who have everything handed to them by their Dragon god and the north is a harsh military dictatorship whose Dragon god rules over everything.
- 3 Jugdral-** Home of Seliph, at war because the local evil Dragon god possessed his half brother in order to take over the continent, and the continent decided it didn't like that.
- 4 Elibe-** Home of Eliwood, Lyn, Hector, and Roy still at war because there are no Dragons and someone wants to bring them back, while everyone else wants to stop them from doing so.
- 5 Magvel-** Home of Ephiram and Erika, like all the others it is at war, though it is because of a demon instead of a dragon this time which is new.
- 6 Tellius-** Home of Ike and as all the others at war, this time purely because people suck in general and never get along with anyone even slightly different from themselves, one of the local deities is going to turn everyone to stone soon so you should probably watch out for that.
- 7 Ylisse-** Home of Chrom and yet again at war, this time because the Dragon god of Plegia wants to drive humanity to extinction. The Plegians' agree with that, and nobody else seems to agree on how they're supposed to stop that. Also this one features a zombie apocalypse during said wars so have fun with that.
- 8 Hoshido/Nohr-** Home of Corrin also at war among themselves, because the Dragon god native here hates humanity (and himself) and has killed and replaced the king of Nohr so he can use the 2 nations to wipe each other out.
- 9 Fodlan-** Home of Byleth and a lot of lords, not currently at war but will soon be pulled into a 6 sided war between the church, an empire, a kingdom, an alliance of smaller nobles and a group of crazy people manipulating everyone else.

10 Ask- Home of lots of people including a nameless guy in a white coat who uses a gun to shoot people at other people, it is also at war but with whom and why seems to vary depending on the month and everyone's mood.

Background

Any background may be taken as a Drop In except for Lord

Lord 100- Someone a bit more important than most, you are now a lord in line of succession to be the ruler of a small nation in your setting's continent. Blue hair and blood connections to a local draconic deity are recommended but not required.

Classes: Lord

Mage- Users of magic be it to kill or to heal, pointy hats and long robes are preferred.

Classes: Mage, Priest/Cleric, Dark Mage

Knight- A professional soldier in service to a noble, and frequently from minor nobility themselves.

Known for Armor, Mounts or both

Classes: Knight, Soldier, Cavalier, Wyvern Rider, Pegasus Knight

Mercenary- A hired blade that fights for coin, you bear no loyalty to anyone and will be trusted by few.

Classes: Mercenary, Thief, Myrmidon, Archer, Fighter, Barbarian

Shapeshifter- There are any number of beings in this series that take a that isn't human combat now you can be one as well. Beast races take the form of giant animals with vastly superhuman abilities and maintain minor advantages when in human form. Dragons can fly, have even greater strength and can breathe elemental attacks but are frailer than a normal human when not transformed. **Beast Races 100**

Dragon Races 200 Divine Dragon, Earth Dragon, or Black Dragon Laguz 300

Classes: based on specific race

Perks

General

Pre-Promotion 100- You Jumper are starting out as a promoted unit at a low level, this is normally bad short term as you grow slower and long term as you have less overall potential but as you're paying for it I'll let you ignore those little issues.

Blacksmith 200- The thing about weapons is that they break when you use them too much, so the way around that is to fix them and now you know how. You can repair any medieval weapons you find, restoring them from the edge of shattering into a million pieces straight back to being as good as new with little effort. With a bit more effort and some raw materials you can reforge them into something more powerful. You can also of course use this to make simple weapons instead of just repairing or improving them but that would take even more effort and a lot of metal.

Level System 300- The specifics may vary from game to game but every one of Fire Emblem's many games has used a level up system that boosts characters stats, now you have access to that same system allowing you to grow stronger by defeating opponents rather than needing to put in the effort of actually training. You can also, look at your stats to see an objective view of how strong, skilled, fast or otherwise powerful you are at any given time, and how many enemies you need to beat before you can improve again.

Lord

Charm 100- Do you know what it is that makes lords special in this series Jumper? No I don't mean the big magic swords, I mean the fact that everyone they talk to, who isn't actively trying to murder them, likes them, and some who are trying to kill them do as well to the point of betraying everyone they've ever known because the lord asked them to. You don't have quite that much Charisma yet, but give it a couple years of practice and you too can master the art of "talking the guy trying to kill me into murdering his friends for me instead".

Leadership 200- A lord is a leader, and as such, should know how to lead. You now have the needed tactical skills to lead a small ragtag band of idiots and misfits against an army dozens of times your size and win handily. Also important but less immediately relevant is your newfound ability to lead a medieval kingdom during peacetime without running into debt or causing the people to rebel.

Swordsman 400- A long standing idea for the franchise is that a lord not only fights, but does so on the front lines of every important battle. Normally, that would be a horrible idea in reality, but now you have the needed martial skill with a melee weapon of choice (swords preferred) for this to be a valid tactic. Additionally, the enemy troops will not specifically target you, despite your importance, they'll still try to stab you but will ignore you in favor of killing another guy if easier or more convenient.

Dragon Blood 600- You jumper, like seemingly all main characters of this series, have the blood of a dragon god in your veins, this doesn't allow you to transform, of course, but it does allow you to wield any weapon made with a dragon's power, or body parts, freely without any issues, notably this includes every legendary weapon ever made in this series.

Mage

Healing 100- The cleric/priest is a staple early game unit for every player and for good reason, if nobody can heal, everyone dies quickly. You now have the needed ability to use a healing staff to fix your soldiers after they are wounded, and enough knowledge about medieval non magical medicine to avoid poisoning your soldiers when trying to make a Vulnerary.

Anima 200- The most common spells within these worlds are those using Fire, Wind and Lightning to kill one's enemies. You now have the capability to use the tomes without them blowing up in your face and can cast the most basic level of spells without needing a tome.

Dark and Light 400- Less common and more powerful than Anima magic is Dark magic, frequently limited to only a few allies or restricted to enemies outright. It is always violent and frequently evil. Light magic by contrast is even rarer and has a natural advantage against dark magic and monsters, but is nearly useless against anything else. You now have the knowledge needed to cast both and the ability to use the basic spells without needing a tome

Meta 600- And for everything else there's Mastercard, I mean Meta magic. If it appears in any game in the series and isn't covered by the above perks you can use this to do it, this covers everything from minion creation to curses to portal making.

Knight

Riding 100- The prerequisite of any cavalry class is, of course, knowing how to ride a horse (and not get thrown off mid battle). This ensures you are at least as competent at mounted combat as you are on foot (or as competent as the average cavalryman in this world if that would be more capable than they are), and ensures that no mount you ride will throw you off and run in terror, even if you have it charging an apocalypse dragon god, like so many in this world seem to do.

Armor 200- The first thing most people think of when they hear the word knight is a guy in full plate mail, in other words" armor. With this you are never encumbered by any armor you wear, strapping 50+ pounds of steel to yourself has it feeling light as a feather, and the awkward or bulky plates of your new shiny metal shell never inhibit your dexterity. Also, as an additional asset, any armor you wear never makes you sore no matter how awkward it fits or how long it's worn.

Flying 400- Do you know the most important difference between a Wyvern and a horse? No, not the fact that one is a big scaly fire-breathing monster. It's the fact that it can fly, and now so can you (just not under your own power). Now you can hop onto the back of any flying creature that is large and strong enough to support your weight and unless it was trying to kill you beforehand it will become a docile and obedient mount for as long as you remain on its back, though depending on its temperament it may try to kill you once you get off. Naturally this also gifts you the ability and the skills needed to fight midair at least as well as you can on the ground.

One Man Army 600- You Jumper like so many before you have discovered the benefit of level grinding. Now you have the strength needed to cleave a fully armored knight in half from head to toe with a single strike, and your skin is hard enough that steel blades will simply bounce off or bend around your flesh without leaving a scratch. Furthermore you always maintain the full benefits of the best suit of armor you have ever worn, your skin hardening to match the strength of the metal even when the armor is miles away, this does only apply to the durability of the metal itself any enchantments or other effects still require the original armor to be worn.

Mercenary

Melee 100- Everyone in this series knows how to fight and now so do you, now you have the needed skill with all medieval melee weapons to not injure yourself or anything else you don't intend to with them.

Additionally you may select one of the following: Sword, Axe, or Lance. You have mastered that weapon to the point where you could face up to 6 skilled opponents simultaneously and win so long as you were wielding that weapon.

Archery 200- Archery is the ancient and noble art of stabbing people without needing to walk across the room to do it, or the battlefield as the case may be. You have now mastered the use of Bows Ballista and any other form of ranged weapons that don't require gunpowder or high technology to function to the level of "hit that one specific guy in the eye from a mile away" so long as your weapon is capable of that type of range.

Breaker 400- The breaker series are useful in the games they appear in but don't actually destroy enemy weapons, you however can. Whenever using a weapon that has an advantage based on the series weapon triangle you can choose to target your enemies blades and shatter them with a single strike. Regardless of how powerful or durable the weapon they hold or how weak and pitiful the one you are using may be their blades will shatter like glass with a single dedicated strike.

Avo+50. 600- No, that skill doesn't actually appear in any of the games and if it did everyone would use it and nobody would ever get hit again. You have taken the old idea of "to win every fight just don't get hit" and made it work. While it isn't actually impossible to hit you it may as well be as you have a myriad of new benefits including short term precognition that warns you specifically of incoming attacks (spider sense), vastly improved reflexes to react to the prior mentioned precognition, and sheer dumb luck that allows you to find walls, trees, or holes to hide in, in order to avoid wide area attacks you couldn't dodge normally.

Shapeshifter

Wisdom Of Centuries 100- Manaketes tend to live a long time and while the Beast folk and Laguz don't live as long, they're still going to be around a few hundred years, to keep up with that they need a pretty good memory, like the one you now have. From now onwards you have perfect memory, remembering every detail of every second you remain awake with perfect clarity (unless you wish to forget the moment in question). As a side benefit from your long life experience (whether you have it or not) you are also an effectively perfect lie detector able to detect instantly whenever someone speaking to you is lying about anything so long as they are aware that it is a lie themselves.

Bane 200- An interesting quirk of the shapeshifters in the series is that they are unnaturally good at killing their own kind able to rip others of the same race apart with an ease unmatched by humanity. You are much like that but just a touch better, where a dragon could kill other dragons easily and a beast could slaughter other beasts like cattle you can do both magnifying several times over any damage done to any life that bears Draconic or Beast traits.

Longevity 400- As I mentioned before the shapeshifters here have lives ranging from a few hundred years to multiple millenium based on their race, and a recurring issue they face is having to watch all their friends grow old and die around them. You no longer face that issue being able to give an elongated lifespan to others you care for, giving them a lifespan that matches your own at will.

Holy Blood 600- All the main characters of this series have one thing in common, surprisingly it isn't blue hair. They all have the blood of an extremely powerful dragon in their veins and now you can give similar gifts to others. By sharing a small portion of your blood you can give an immense power to a person, either increased growth and skill with magic or weapons, a unique and special ability like the power to rewind time, or a lesser copy of one of your perks the choice is yours. To ensure you have a gift worth giving you may select one gift from a canon game's lord and take a copy of that power for yourself.

Items

General

Vulnerary 50- A simple medicinal drink that can heal wounds, it's not as good as a dedicated healer's spells but it'll do in a pinch. You have a glass bottle of the stuff that never breaks and refills itself each day at dawn, the bottle contains enough Vulnerary for 3 doses of healing each day.

Chest Key 50- For some reason there are a lot of locked treasure chests sitting out in the middle of nowhere in this series and they all use the same exact locks. So fittingly you can have this Key which will never break and will open every locked chest in whatever world you may find yourself in.

Door Key 50- Locked doors being everywhere makes more sense than the treasure chests at least but the fact that they also all have the same locks makes none whatsoever. But they do so here's the key for the doors it's also unbreakable and will open any door in this or any other world.

Seal 100- Not the fun sea life type, but you can have one of those too. This however is an object used throughout the series for characters to change their classes, spontaneously shifting their armor's form, conjuring mounts from nowhere, granting the ability to learn and use magic and more. Yours is unbreakable and can be reused once per month.

Lord

Rapier 100- Long thin and surprisingly heavy the Rapier has been a staple for Lords in this series since the beginning, this one is effective against both Cavalry and Armored enemies and never breaks

Dramatic Cape 200- What kind of lord doesn't have a cape that billows dramatically in the wind? Not a very good one I assure you. You now have a cape that always flows dramatically behind you when appropriate regardless of the lack of wind, it also makes you far more charismatic for the troops who can hear your heroic speeches when it does so and gives a moderate protection against magic and ranged weapons while worn.

Legendary Weapon 400- Made from a dragon's tooth, or bones (or other assorted body parts) regardless the blade never breaks or dulls, is exceptionally effective at the art of killing dragons and has a significant beneficial secondary effect, whether that is a low level healing factor a boost to strength and speed or an

increase in your physical and magical defenses I leave up to you. If you don't want a new weapon then you can also take a copy of an existing legendary weapon from any game in the series.

Mage

Staff or Tome 100- A basic tome of a Anima magic (your choice what kind) and a low level healing staff. They're nothing special to anyone else except they never break, but in your hands they boost the power of any magic cast using them and can absorb other tomes and staffs enabling you to use higher level spells a few times per day (1 cast per day for each of the specific tome or staff type absorbed).

Big Pointy Hat 200- The proper uniform of any magic user, its bog and pointy it also gives impressive resistance to heat and sunlight allows the wearer to cross sand and snow as easily as a normal floor and gives a substantial boost to the power of magical spells cast while wearing it.

McGuffin 400- A rare and legendary artifact, your choice what it is as long as it appears somewhere in the series, and isn't a legendary weapon it's yours.

Knight

Armor 100- A suit of finely crafted armor stronger than steel and able to repair itself overnight if not worn. It also has a unique ability to consume other armor sets taking the strength of superior metals to improve itself, gaining every advantage possible from the armors consumed but retaining none of their weaknesses. It cannot however gain the effect of any enchantments that were on the armors only the materials used in it.

Mount 200- Jumper you've won a new pet, your choice of a Horse, Pegasus, or Wyvern regardless the mount in question is always several times faster than you are, requires no food, water, or sleep and cannot die. It is also vastly more intelligent than most others of the same species though not quite enough that you'd need to import it as a companion.

Fort 400- A small medieval fort or castle with a fully stocked kitchen and armory and a small army of servants but no guards has found its way into your uncontested ownership. Lucky you, the fort is strong enough to repel any medieval weaponry and the walls are immune to magical assault though it doesn't currently have anything to stop your enemies from just walking in.

Mercenary

Weapon 100- Everyone needs a weapon so here's one for you, your choice of a blade that never dulls or a bow that never runs out of arrows. Regardless the weapon itself can never break and will absorb other weapons of the same type taking their advantages and strengths while discarding their weaknesses (cannot replicate magical effects of absorbed weapons).

Shield 200- The world's a dangerous place so here's something to protect yourself, it's a shield your choice of type and style. The shield itself cannot break and will move automatically to block any hits within reach while being worn whether you're aware of the blows or not, and removes any inherent weakness you may have while worn whether that comes from wearing armor, riding a mount, or having a nature other than human.

Troops 400- You now have a small mercenary company of around 20 men that follows your every word and is unendingly loyal to you. The mercenaries consist of a good mix of archers and infantry but have no mages mounted soldiers or heavily armored troops yet, they are all highly trained and very good combatants but never quite measure up to actual named characters without your guidance. The troops can be taught to use magic or ride a mount and can easily be provided new weapons or armor, and while they can die you'll find that the dead troops are replaced by suspiciously similar people who have the same gear and skills as the old troops the next time you've spent more than a couple hours away from the group.

Shapeshifter

Stone 100- A magic rock used to turn into a giant animal or a small dragon, regardless of whether you need to use a stone to transform or not this one takes no energy or effort to use and boosts the power of your transformed state by a considerable amount.

Dragon Tears 200- You now have a small bag of crystallized dragons tears, the bag has a dozen tears total with 6 of each Naga's tears which provide a substantial permanent boost that cease to work if you are yourself stronger than Naga, and Tiki's tears which give a far smaller boost which only lasts for a few hours each but can still be applied no matter how powerful you get. The bag refills entirely the next morning after the last tear has been used.

Stone Staff 400- This is an impressive artifact Jumper and would be considered priceless in any world. This staff while useless to any humans can be used to give a permanent transformation to any human it's used on, the transformation is identical to your own albeit weaker only able to match half your own transformed strength.

Companions

Local 50- Any named character that appears in the setting you chose (but no characters seen as gods by those in the setting)

Foreigner 100- Much like the above but instead you may take any named character from fire emblem who isn't native to the setting your in (unless they're a god that comes later)

Local Deity 300- Here we go if you want the immortal dragons that everyone on fire emblem worships here's your chance you may take any named character who is seen as a deity by the people who live in the setting you chose to be in.

Foreign Deity 400- And for any other deities you want to bring with you theres this, so you can take any divinity who is worshiped at any point in any game with you.

Import 100- You may import companions who get 500cp each can also import up to 8 companions for
300

My Army 200- And if theres just too many people and not enough CP to buy them all you can take this allowing you to bring any group of soldiers you were a part of with you as followers as long as they all agree to it, from Ike's mercenaries to Marth's army and Chrom's Shepherds as long as you joined and they agree you can have them all.

Drawbacks

This Is My Story +0- This series has always been experienced by players through the eyes of one of the characters (typically though not always the lord). So it's only fitting that you be given the same option here. Select one character local to the world you've chosen, you will be replacing them for the next decade. You will take on their appearance, gain their memories, and of course be bound to their part in the story if you don't actively change it. You will not however keep any innate advantages they had if you don't pay for it. (Replacing Chrom or Marth doesn't allow you to use Falchion after you leave the jump unless you take the required perk and replacing a Manakete doesn't allow you to turn into a dragon in any jump except this one unless you paid for it)

Fanfiction +0- There is a lot of stuff written about this series out there and you may now visit one of those instead. With this drawback you may visit any specific fanfiction written about the setting you chose, or alternatively you can use this to go to Smash Brothers instead as apparently all the lords end up there eventually anyways.

Ineptitude +100- (Lord Only) A lord is supposed to lead and I'll admit you try your just not very good at it. While this has no effect on your competence in battle your leadership of a nation leaves much to be desired. You have no political sense and are prone to unknowingly insulting all the nobles you're trying to gain favor with, and are easily fooled by those who wish to manipulate or take advantage of you. While this won't ever end with your nation being pulled into a war with another you will lose money far faster than your nation can make it and you and your people will frequently go poor and hungry as a result.

Illiterate +100- (Mage Only) You can't read this can you Jumper, for that matter you can't read anything else either. Shame that using tomes requires the recitation of specific phrases written in the books themselves to use isn't it? I suppose you could get another mage to read the incantations aloud for you and try to memorize them but there's a different phrase for every spell and really who can remember that many, let alone tell which one goes with which tome as they all look so alike when you can't read the titles.

Iron Allergy +100- (Knight Only) You have the rather unenviable trait of being allergic to Iron Jumper, as a result your skin will itch incessantly whenever you come into contact with it or any alloys that use it. Such a pity armor and weapons are primarily made of steel here isn't it?

Cheapskate +100- (Mercenary Only) You Jumper have made the tragic mistake of cheating the Anna family on a deal. They'll never attack you for this of course (bad for business) but their influence with the other merchants of your world is going to make things annoying for you. Purchased weapons break with a handful of swings armor is made of paper mache instead of steel and vulneraries are all watered down until they can barely heal a papercut, and regardless of the lacking quality of your purchases they're all going to cost far more than they reasonably should even if they were top quality. Hope you like your purchases here Jumper it's the best you're going to get for quite a while.

Lost Your Marbles +100- (Shapeshifter Only) Whether your transformation would normally require it or not you must now have a stone in your hands any time you wish to change form. Unfortunately for you you seem to have a single very specific gap in your memory regarding where exactly your stone is, so you will frequently run into the issue of needing to transform only to find out that you left your stone in the convoy or buried under a pile of dirty clothes in your tent.

Waifu Emblem +200- You know there are 2 things long time fans of the series really seem to hate about the newer games, first is how easy they are in comparison to the older games (casual mode being the biggest issue), second is the far greater emphasis put on "romance" in a tactical war game. Sorry to say jumper you're going to need to deal with the second of those issues, whatever setting and group you've ended up in you are required to ensure that all members of your group who survive to the end of the inevitable war you end up in are married to someone (most likely another member of the group). This will be difficult as again you are going to be fighting in a war so people are going to have more important things to worry about than finding a date so good luck with it. Also yes everyone does include you Jumper but I'll let you bring whoever you end up marrying and whatever kids you may have with you as Companions or Followers for free so be sure to send me an invitation to the wedding.

Nihil +200- Hope you're confident in your purchases Jumper because they're all you've got for the duration of the Jump. You will be losing all items, powers, perks, and skills that don't originally come from one of the Fire Emblem worlds themselves, can't have you fixing the perpetual wars of this medieval war game with your out of context superpowers can we.

Black Knight +200- While this may not be the actual black knight given the setting you're in it may as well be. You will be hunted down by an incredibly powerful armored opponent who seems to be immune to any form of damage from anyone and anything but yourself, and who's armor nullifies magic and anti armor weapons. Additionally the knight will be wielding a legendary weapon designed specifically to counter your greatest strengths and strike your greatest weaknesses.

Enraged Divinity +400- I hope you know what you're doing Jumper because you just pissed off the local dragon god's and they want your head on a spike. Whatever the local deities of your settings are they have decided you need to die. They'll start by sending their followers after you, low level priests and noncombatant followers at first, but they will escalate as their weaker followers die until they start sending the equivalent of late game protagonists at you by the dozens. If even that fails to kill you then they'll come after you themselves. Keep in mind this includes every native deity so you could very well find yourself fighting 3 or 4 deities simultaneously.

Traitor +400- Shortly after the jump begins you will be deemed a traitor to whichever group you previously joined, because of such they will relentlessly hunt you down. If you fight they will try to kill you in battle, if you surrender you will be tried and executed. The only ways to escape your own death is to kill those you called your friends, or to run constantly and hope they can't keep up.

Lunatic+ +600- For those who are either very confident in their abilities or who are extreme masochists. All enemies you face are drastically stronger, the competence of your allies drops spectacularly and if any of said allies are killed and you don't have a way to bring them back before the end of the Jump you will fail this Jump and be sent home.

Scenario

Can an NPC kill a god?

Requires: Nihil, Black Knight, and Enraged Divinity Drawbacks

You Jumper are now an NPC with the following stats HP 10 all others 1. This class has 30 Levels no skills a 10% growth rate for all stats, and you must hit level 30 before you can change your class. You start with 0 Gold and your only weapon is a stick (MT 1 Hit 100 Crt 0 Rng 1 uses 20). The effects of the Black Knight Drawback are instead applied to the deity (or deities) that wishes you dead and their timescale has increased to attacking you personally at the end of the year. Should you survive the assault and kill the god(s) in question you gain 800CP to spend, may take the slain god(s) and their worshipers as followers or companions, and may take the Level System and Dragon Blood perks for free.

UPDATE

Added "This Is My Story" drawback
Added "Can and NPC kill a god?" Scenario