

Fire Emblem Archetypes Jump
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Welcome to the world of Fire Emblem! Which world do you ask? Well, that depends entirely on your choices here. This setting can be a specific one, a mashup of several or just a generic fantasy world with a lot of the usual traits that are found in the Fire Emblem games, allowing you to pick and choose aspects of the existing games to inhabit this new world (not specific characters but stuff like crests or dark cultists trying to resurrect a long dead dragon, etc). Whatever you choose, this jump will be a journey of discovery, of wars and strife, of love and betrayal and, of course, of dragons and their machinations! Venture bravely as there will be adventure to be had and danger to overcome.

+1000 CP

CHARACTER CREATION

To further cement your place in this world, and to shift your appearance somewhat, pick an origin out of the following. You can freely choose your age and sex.

DROP-IN - Free
You keep your old appearance – actually you are pretty much dropped directly into the setting from the last one. With no history, you are a stranger to this world.

AVATAR - Free
You can design a new appearance from the ground up. Your background most probably has humble beginnings, not one used to the court or battlefield (yet) – but with an unexplored talent in tactics. Wherever you start in the world, you are soon to be stumbled upon by a lord and their retinue, a great leader in the making that could use a good friend and tactician by their side.

LORD - Free
You look the same as before, but more attractive and with more fantastical traits (such as blue or green hair or purple eyes). Whether a minor noble or the scion of royalty, your house

has a storied legacy of great heroes and champions – something your background has done their best to live up to.

OVERLORD - Free
You have the same appearance as before but made more intimidating and striking, you probably have white or silver hair. Anything from a genocidal conqueror to an empress fighting for a better world, you are unsatisfied with the current state of the world – and more than willing to go to great lengths to change it...

HIDDEN THREAT - 200 CP
You look kind of the same as before, but more evil and sinister looking, having red and/or black eyes is probably a given. You are involved in, and probably at the head of, a sinister scheme that will soon go off – one sure to change the landscape of this world (whether that landscape is political, geographical or both depends). You start out with more political and personal power than the other options here.

ARCHETYPE SELECTION

If you picked a generic setting, you can use the sections below to pick or roll details for the setting, such as there being vampires or einherjar in this world. Choosing or rolling an example not only guarantees they will exist in the setting, but also that the thing will be relevant to the “main plot” taking place – perhaps there is a secret conspiracy of vampire nobles trying to overthrow the emperor, or maybe the beastkin are being hunted to extinction by cruel human kingdoms? Pick (2) genres per table for 0 CP, pick (1) and roll (1) for 100 CP, or roll all (4) for an extra 200 CP.
Free Choice can also be used to pick other elements than the ones listed.

Fire Emblem Setting Details

(1)Sacred Stones	(2)Risen Dead	(3)Future Children	(4)Dragon Veins
(5)Promotion Seals	(6)Dragon Cults	(7)The Outrealms	(8)Manaketes
(9)Beastkin	(10)Holy Bloodlines	(11)Einherjar	(12)The Summoner
(13)Morphs	(14)Crests	(15)The Three Lords	(16)Free Choice

Generic Fantasy Setting Details

(1)Magic School	(2)Vampires	(3)Post-Apocalypse	(4)Gods
(5)The Dark Lord	(6)The Chosen One	(7)Eldritch Horrors	(8)Fae Courts
(9)Werewolves	(10)Hell/Demons	(11)Heaven/Angels	(12)Vikings
(13)Rebellion	(14)Pirates	(15)Prophecies	(16)Free Choice

PERKS

100 CP Perks are free and the rest discounted 50% to their Origin.

[GENERAL]

Class - Free
Choose a class, such as an Archer, a Knight or a Dark Mage. This Class will decide your background's training, your starting abilities and also what kind of equipment you have.
For 100 CP you start as an **Advanced Class** such as a Sniper, War Cleric or Wyvern Rider – having more training and experience, better "stats" and equipment as well as a higher rank, where that is applicable, in your faction!
For 200 CP you instead start as a **Master Class**, such as a Bow Knight, Mortal Savant or Wyvern Lord. At this level you are at the highest level of warriors that a normal army can field in battle – possessing power, skill and equipment that allows you to defeat scores of weaker opponents on your own (even those who should have an advantage against your "type" such as mages against an armoured knight). With this purchase comes a high standing and renown in your faction, should you have one.
For 300 CP you have reached a level few if any have ever stood at, a unique existence of power, as you assume the role of an **Overclass**! You have transcended mortal limits in both power and skill, and wield legendary equipment – perhaps taking the role of a Skogul, a Rigain or an Exemplar. At this level you can fight a small army by yourself, and hold a larger one at bay in the right circumstances. Watch where you go jumper, for your steps will shake the earth!
For another 100/200/300 CP you can buy another **Class**/**Advanced Class**/**Master Class**, giving you both better and more varied abilities as well as an even higher standing. You can't buy more than one Overclass.

Lofty Title - 100 CP
You possess a title, one shared by your background here if it fits (and otherwise adapted to the closest possible thing that would be logical for the setting). It could be something like being known as "the Liberator", or simply "the Wyvern General". Whatever you choose, you get a small luck and competence bonus related to the title you picked. It also increases your background's standing in whatever faction they are a part of, and their reputation.

Critical Hit - 200 CP
You have moments in battle where you will suddenly gain a realisation of how to best strike your enemy as well as increased power (around triple the usual) behind your attack. The rate at which these moments can happen increases with your skill with the method of attack you are using, a true master of the sword could consistently have several "crits" in a row while a newbie spearman could go days of fighting without seeing one. The chance of getting a crit also rises slightly the more dramatic a situation is and how strong your current feelings about things are. You can turn this perk on and off at will.

Lord of the Armory - 200 CP (can be bought twice)

With this perk you will either become a masterful blacksmith capable of crafting the different weapons (magical and mundane) that exists in the fire emblem franchise (not the relics but things like the levin sword or a brave weapon), or an enchanter capable of crafting spell books and things like the beast stones. Picking the right classes can broaden the scope of what you can create!

Jumper the X - 300 CP
Strong? Swift? Tough? You are noticeably above peak humanity, and that is Fire Emblem humanity, at one stat of your choice. This also comes with a reputation for your chosen stat, being widely known as the strongest, swiftest or whatever, in the world and this particular reputation can carry forward into future jumps when applicable, when you with this (and other perks/abilities related to the stat) would still be the fastest, strongest, most durable, whatever.

Blood of Beasts - 400 CP
Like the Taguels, Wolfskin and Kitsune you have the blood of beasts running in your veins. Possessing greater physical abilities (especially speed and agility) and senses, as well as the ability to turn into a powerful form based on an animal of your choice, you would be a powerful combatant even if unskilled and clumsy. Your choice of animal will shift your abilities slightly, a bull would be stronger and bulkier while an eagle would be swifter and with greater eyesight for example. Any children you have can inherit this gift.

Hubba Tinkerer - 500 CP
You can create seemingly mundane devices that interact with metaphysical concepts. A small disk that discerns the compatibility between people (both friendship-wise and romantically), cards that hold copies of legendary warriors, perhaps dice that can tell the future or grant luck both bad and good depending on your rolls, gates that lead to other worlds and more! While you start out only being capable of creating minor trinkets, at the level of the relationship scanner, you can progress your talents with training and research.

[DROP-IN]

Danger Zone - 100 CP
Around you there seems to be blue and red squares covering the ground, blue for you and your allies and red for the enemy. This is a special sight you can activate, or set to activate when battle begins, that will show you how far away an enemy/all current enemies can attack from, and how far your allies can reach as well. Looking at specific foes can tell you some of their capabilities, such as a slow poke probably carrying a bow or magic compared to the horserider capable of charging forward with his blade at any time. It only works on foes you are aware of so those invisible or transporting themselves via teleportation won't trigger this ability. This ability works wonders towards entrenched opponents as you will always be capable of knowing just where the archers or the catapults can't reach you.

Stat Vision - 200 CP

Just by looking at a person/creature and focusing slightly you get a mental measurement of all their capabilities, their stats so to speak. You can see how much damage they can generally deal and their stats: their speed and defence and health, and so on. You will also become aware of all weaponry they have on them (such as tomes, swords, bows, etc) and if they possess a notable item that might be of use to you (such as a large amount of gold or a magical shield). You can link up people you see to get a good read on how well they would fare against each other: how most of their encounters on the battlefield would end without outside intervention or chance. This ability works on yourself as well.

Aerial View - 400 CP
Apart from your normal vision you can also simultaneously view the whole battlefield from the sky, able to see through roofs/cover as long as an ally or yourself are there. This only works on a singular battlefield at a time (if you are fighting a war on multiple different fronts, only the front with you on it can be seen). You can 'zoom' in and out to focus on different locations or people and can use any visual abilities (like the Danger Zone Perk) through this view. When not in combat, this vision defaults to an area roughly ten kilometres in diameter. Moving the focus of this vision can be done at the speed of thought.

Turn-Based Combat - 600 CP
It's a shame that when the fight starts your enemies won't just stand there while you take the time to figure out how best to use everyone in your party isn't it? Now though you don't need their mercy, seeing as you can pause time at will to have a moment (or more) to think things through in peace. While time is paused you can't move from where you stand or act on your surroundings or yourself, but you can turn your vision and body to look at things around you, though you will be forced back to your initial position when you unpause time again. As a bonus you can choose to drag anyone else into this paused time as well, allowing you and them to hold a conversation while time is stopped should you wish – though they must be close to you when you pause time for it to work.

Casual Mode - 800/1000 CP
As long as you live then all your allies who go into battle with you and fall will be resurrected after the battle has finished. Should you prove this to others, you could employ more reckless tactics as their fear of death is probably somewhat abated. As long as you survive, so does your army!
For another 200 CP, this is upgraded to **Phoenix Mode**! This will resurrect any slain ally, replenish their stamina and magical energy, and restore their equipment to pristine condition a couple of seconds after they are killed – allowing them to fight on and on forever! Just as with the base perk this depends on you yourself surviving. Drown your enemies under the relentless tide of your immortal legions!

[AVATAR]

A Cool Head - 100 CP
You can easily keep a cool head, not panicking because of ambushes or losing your mind after seeing a friend fall in battle. While this does nothing to blunt your feelings, you are very

good at working past strong emotional responses to do what is most logical. This doesn't make you infallible though, and even you can sometimes lose your cool or choose to act against all sense.

Royal Tactician - 200 CP
You have above average skill with tactics and strategy, and can quickly improve them – becoming a better tactician for every battle you participate in (always understanding what you did wrong tactically/strategically and improving your tactics for the next time). With time and experience you could easily come to equal or even surpass the best tacticians found here, and eventually your flawless tactics could vastly influence the very course of history – in this world and beyond! This perk also increases your general level of intelligence by a fair bit, so that you aren't just a tactics-savant.

Support Conversations - 400 CP
Far from the shining charisma of kings or the force of personality of warlords and conquerors, you possess a way about you that quickly warms people up to you and induces fondness in those around you. You are not an inspiration, not a goal to look up to, but a friend to have by their side. This won't make strangers ready to fight for you in battle after a few words or inspire the masses to accept peace, but on an individual basis you can become fast friends with almost anyone should you but try a bit and can quickly form close bonds. Not only are you a naturally good listener and conversationalist, but events line up so that you have moments of intimate interaction with most of the people around you, both allies and perhaps some enemies. These specific conversations are such that they tend to drastically advance the relationship you share, should you make the effort to engage the other person properly. You can focus this ability slightly, making it more likely to trigger the "event" part of it for the people you desire (whether allies or enemies), and can force a meeting with one person per year (despite the odds).

Character Creation - 600 CP
If the Avatar is created to directly represent the player in the world, then the process of the character creation is how the player chooses to represent themselves. With this ability here, you can at any time choose to change yourself. Not only can you change your gender, age and appearance at will – and very quickly at that – but you also gain an enhanced memory for people's appearances and physical traits in general, both allowing you to easily copy someone but also to create new "characters" on the spot (your equipment and clothes will also shift with you to match your new appearance). While this can definitely make you an excellent spy, it can also be used in battle to enhance your fighting style or dodge attacks. Lastly, you can at any time apply positive traits/boons to yourself, as long as you match them with the same amount of negative flaws/banes. You could make yourself Robust and Strong as long as you also took on the burden of being Clumsy and Unlucky for example, or Clever and Quick but Sickly and Weak. These traits provide a large buff/debuff to the related area, working from your baseline.

Gathering of Champions - 800/1000 CP
Walk side by side with giants jumper! In groups you are a part of, and feel connected to, people tend to grow much faster and further than what should be possible, turning even the

humble peasant into a champion in time, as everyone's potential shoots up! This growth enhancer also applies to the relationships in the group. Not only do friendships bloom between most involved, even those who would in most situations get on like a house on fire, but other compatible people seem drawn to the group – perfect partners and best friends popping up to fill the gaps – and the bonds you form is the stuff of legends: romance or friendship that leaves others in awe and inspires tales and myth.

When acting together, fate and chance bends to accommodate your group, allowing you to do things that would normally be impossible or highly improbable. When you need to rush to the other side of the world to stop a deadly ritual from going off the wind will be unnaturally strong in your sails, and the sea you need to cross seems much smaller than normal. People fight on far past the point they should have fallen over from exhaustion, or made mistakes due to it, and killing blows seem to sometimes just skip past their intended target or be blocked by an impossible move from one of yours. Lastly, there is a strong luck everyone in the group shares that helps you all reunite when apart: people surviving terrible odds to return, finding their way through dimensions or over vast distances in short times, stumbling upon each other all in the same small village somehow when you were scattered and in hiding from the empire after your heads, and so on.

For another 200 CP this is upgraded to **Our Steps Shake The Earth**. Not only is everyone in the group's potential raised even further, all but assuring that they will end up as some of the most formidable warriors of their kind through all of history, but they also attract things like legendary equipment and blessings of power like those things were the proverbial flies to your group's honey. With this you could turn a group of rag-tag urchins into a force capable of changing the global socio-political climate through sheer might alone in a couple of years, should they follow a competent enough tactician that is…

[LORD]

The Admirable Lord Jumper - 100 CP

People, due to chance and the way you unconsciously present yourself, have it much easier to see your good sides and qualities; as well as specifically the qualities they see as good and desirable, making it much easier to gather both allies and admirers. This also extends somewhat to your reputation, making it much harder to smear your good name and fate bending to make specific rumours reach the people who would get a good picture of you from that particular tale.

A Chance Meeting On The Field of Battle - 200 CP

You have a great deal of luck focused on meeting highly skilled people useful to your cause, something that happens to you with startling frequency. Furthermore, you always know when such a meeting occurs, and have enhanced intuition and luck focused on making a good first impression during these occasions.

Path of Kings - 400 CP

You are naturally highly charismatic, finding it easy to charm the people around you and make them believe in you. When trying to be you can also be very inspiring, able to give a rousing speech that makes an army ready to charge a superior foe at the drop of a hat or

presenting yourself as a wise and noble ruler – the quintessential prince charming! This is not all just pretend and appearances though, as you are easily able to become an exemplar of any virtue you strive for (being brave, generous, compassionate and more should you wish). Many will gladly serve you because of your character and charisma, because they believe in you, and even someone who hated your whole country, for the sins it did to theirs under the rule of your father, could with time and interaction be convinced to swear themself to your cause – should you treat them with kindness and respect.

Royal Decree - 600 CP
Actions you take also seem to echo out around you on a grander level, influencing society at large much more than they should. Let's say you befriended someone from a nation that is at war with yours, this could then be mirrored in your nations making peace and becoming allies instead soon thereafter. You refusing to fight in a war could have both sides throwing down their weapons in large numbers, especially should you make a selfless sacrifice or symbolic act such offering yourself as hostage to the other side or throwing yourself off a cliff in protest of the fighting. The effects of this perk becomes greater the higher your political standing is, and the more symbolic your action is. Marrying a member of a rival family in secret behind their backs would quickly see them join as one (mirroring you and your paramour), especially so should the both of you be the heir to your respective side. To take effect this still needs a ground in reality, i.e. there needs to be a want for peace or soldiers unwilling to fight, so should you try this with two nations that completely hate each other or try to stop an army of unthinking robots from fighting it might not work the same, but in the right moments – when everything aligns and all eyes are on you – you can change the world!

The Chosen - 800/1000 CP
Whenever there is a great evil threatening the world you become extremely well-suited to be the champion opposed to it (or at least one champion of several). Your powers and weapons become their bane, weakening all their resistances and defences, while their abilities have a much harder time hurting you and those who stand beside you. You also learn skills and acquire weapons, items and abilities that can threaten them at a frankly frightening pace. Furthermore, should your target be one with some form of immortality you can be assured a blow from you will slay it for good, rendering the world free from their blight once and for all! For another 200 CP your target will also have to face **A History of Their Sins**, having to contend with not just you but also everyone that has defeated them in times past. Fight Dracula with every past Belmont by your side or force Grima to face the Falchions of not only Chrom and Lucina, but also Marth, the first exalt, and even Alm. These summoned allies will disappear when the enemy is slain, or otherwise undone as a threat, and are more akin to highly advanced Einherjar with a, mostly, single-minded focus on ending the threat than any true resurrections; though should an afterlife exist (or should they still be alive) the summoned copies might bring some memories and impressions back to their origin.

[OVERLORD]

Jumper the Great - 100 CP

No one can deny that you are great, at least in stature. You are naturally taller and larger (whether that be bulging muscles or a big gut is up to you) than most others here. This also means you start out much stronger and quite a bit more durable than the simple foot soldier of this world and with more potential growth in these areas than most. You can choose to forgo this extra height and bulk if you wish to but do note that you lose the advantage of the extra reach and weight a larger form grants you and that people might start talking if you are throwing people twice your size around.

A Heart of Stone - 200 CP
..and a face to match! What secrets rest behind this severe facade? You have the ability to remain perfectly stoic in the face of the greatest atrocities (at least outwardly). This facade can help you keep secrets more easily and will also make you appear more threatening when in battle and gives you a naturally commanding presence, allowing you to overwhelm the weak-willed with only your words.

Path of Conquerors - 400 CP
To take vengeance on a country who wronged yours dearly? To conquer the world and achieve immortal glory? Whatever your reason, you are way beyond aptly able to unite people in focus of a goal. You possess a force of personality and a mind for politics that would have you thrive in the vilest nest of vipers; the aforementioned also includes skill at the darker sides and brutality of politics, like hiring assassins or framing your political opponents. Your rhetoric is also highly sophisticated, allowing you to make almost anything you say sound reasonable and allowing you to frame the most selfish and heinous of endeavours as at least superficially righteous and altruistic. All coupled together, it would be easy to turn people into fanatics following you, though remember that some might only be fanatically devoted to achieving the goal you've put yourself forward as the champion of – and not to loyally serving your every whim...

Refusing to Die - 600 CP
"My heart beats no more… but the flame of life within me refuses to gutter out!"
While your heart has stopped beating, the strength of your convictions has the life left in your body unwilling to die! You no longer age, require no food, rest or sleep, and can heal from any wounds with time – though grave wounds to important organs such as the heart or brain might have you fall into a slumber while they heal (something that can take days or weeks or even months or years if severe enough). Truly killing you is quite hard and would require destroying most of your body through disintegration or burning for example. This half-undead state also gives you a greater connection to necromancy in its many forms, both here and in future worlds; enough so that a warlord, with no prior experience in magic, could learn to control a group of significantly powerful Risen through their will alone.

Usurper or Liberator? - 800/1000 CP
To shatter the status quo and reshape it to what you wish after, is that not what any enterprising overlord wants? Thank your lucky stars then jumper, as you are perfectly suited to doing just this. You know how to target a system or status quo and make it fall – whether this be by raising a secret army to overthrow the government or ending the culture of oppression towards a certain group of people. This is not just by pure skill mind you, when

you target a system this perk activates and grants you knowledge of its weaknesses and fulcrum points the change or break it (such as specific people or organisations propping it up and what the effect of their removal would be). Also, the more you, those close to you, and people in general have suffered because of this status quo, the more fate bends over backwards to accommodate your plans and actions. You might not have the charisma or force of personality to stand in the front of the coming upheaval, but you will be the one pulling the strings – the true mastermind behind the revolution!
For another 200 CP this becomes **Sword of Damocles**, also allowing you to once a year declare a status quo as shattered – perhaps the rule of a tyrant or the systematic oppression of a people – and have the world turn against it! Doing this ensures it shatters in but a few days or weeks at most. As a quicker but much more dangerous way of doing it, the swifter change and less personal control you have over it, it will be a more chaotic process. Note also that the most competent of tyrants may only temporarily lose control before reasserting it and severely punishing their rebellious subjects, unless a certain someone steps in to ensure their downfall…

[HIDDEN THREAT]

Forgotten Enemy - 100 CP
Knowledge about you is hard to come by and events conspire to ensure that most of the world won't know about or believe in your existence, allowing you to further your plans right up till the end before they notice and take action. If a whole village saw you flying over them while burning down their fields, the officials they report it to would most likely think them liars who burned down the fields themself in order to avoid tax or perhaps victims of illusion magic or mass hallucinations. More overt action can still be noticed though as this is no perfect protection, simply a smaller twist of the guiding hand of fate. Can be switched on and off at will.

Nightmare Fuel - 200 CP
You are one scary dastard! Your visage and manner is naturally scary enough that the weak-willed would rather flee than face you. The more terrifying you should be by logic (such as being a larger person with inhuman looks and cruel looking armour/weaponry or a giant monster for example) the stronger the effect of this perk becomes. It can cosmetically change alt-forms into much more terrifying alternates, skull-faced Grima or Anankos biting eyes-ball-thingy being prime examples of the change it brings.

The Final Boss - 400 CP
When someone seeks your life and actively works towards getting to you they will have to fight your underlings at least a couple of times before having a chance to fight you, unless you choose to step in. Every time they fight you and you escape with your life this process starts over, meaning they will have to fight your minions a couple of times again before facing you a second time. This perk is an excellent protection against assassins or other would-be murderers who seek to rudely avoid the armies you have so painstakingly amassed.

Dark Recruitment - 600 CP
You have the ability to create a type of monster from dark magic. Perhaps it is akin to the Risen of Grima, the Faceless of Anankos or the Bonewalkers of Duma? Either way you can create them from magic or use existing bodies (or live humans or creatures who you overpower), something which brings down the cost and effort by a lot as well as creating stronger minions. The monsters created require no rest or sustenance, are bereft of fear or ambition beside that of serving you; they are stronger and more powerful than the average warrior and registers pain only to the extent that they have been damaged and where, never caring about what happens to their bodies. Most are unable to talk and are more akin to wild beasts or machines than humans, except for their fighting ability where they both equal average soldiers and are capable of improving, but should you use the body of an already extraordinary person while creating them they might retain some memories and the ability to talk (though the person they were before is still dead and their 'soul' is gone). An ordinary mage could create maybe a dozen of these at a time, or raise hundreds in a day if they get a hold of enough bodies, but someone much more powerful could potentially snap their fingers and raise an entire army at once. You can also create machines through a combination of strange technology and dark magic that can themselves create these monsters – have your foul factories raise armies of monsters for your cause!

Here Be Dragons - 800/1200/1600 CP
You are a dragon, because of course you are…
You have a human form, the strength of which is spectacular compared to most humans – capable of outrunning horses and throwing other people around like children while also possessing a powerful magic beyond most mortal mages. You can give people your blood, something which heals them and also increases their lifespan by hundreds of years; you can also bless them, giving their bloodlines special abilities such as a greatly increased affinity with either light or dark magic for example (depending on your own nature).
For 800 CP your dragon form equals Seiros in size, you could bite someone in half or crush them with a stomp of one of your clawed feet.
For 1200 you are Anankos' match, much larger now as you equal a keep or a small castle in size. You can also create a curse that will cause those who speak of a place you decide and/or of you to dissolve and vaporize before they can get more than a few words out (as long as they are weaker than you). Should you wish to, you can also tear off parts of your soul to create clones of you, though you lose what you give them until they rejoin you.
For 1600 you are Grima's equal, truly a dragon of the apocalypse! A single eye, of your six, is larger than a person and nine horses could comfortably ride side by side on your back (and that's not even counting your wingspan). Should your physical form be destroyed, you can live on as a malevolent spirit – potentially possessing creatures or objects (though unless they were a vessel truly suited to you you couldn't use more than a fraction of your power through them). The only way you can be killed permanently is with your own power, meaning people would have to use clones of you, someone deeply connected to your existence or even your own attacks against you to kill you.
You can buy the special abilities (without getting the size/dragon form) of different Tiers at half price, meaning 600 CP for Anankos' curse & clones or 800 CP for Grima's immortality (before discounts).

ITEMS

100 CP Perks are free and the rest discounted 50% to their Origin.
You receive a 300 CP stipend for this section only.

[GENERAL]

The Mount - 100 CP
Either a strong warhorse, a vicious wyvern or a swift pegasus, each a paragon of their kind and all with a fierce loyalty to you as their rider. This beast is well suited to carrying you into battle! It comes trained to best complement your own fighting style and with equipment matching your class, perhaps stave holders if you are a priest or heavy armour if you follow the path of the knight. If you bought the *Overclass* perk, they and their equipment are both transformed into legendary equivalents.

Transformation Stone - 200 CP
This small magical stone will help you with any powers or other abilities you possess that allow you to transform yourself into another form. It will both increase the power of your transformation, and also increase the control you have over your new form by a large margin (especially helpful for transformations that are hard to control). It could even help with curses or diseases like being a werewolf!

The Binding Shield - 800 CP
The Binding Shield, the Fire Emblem, the Crest of Flames! This beautifully ornate shield has been called many things throughout the ages, and possessed many different abilities; this option here offers you many of them in one! First of all it will grant you a large increase to just about everything (from durability and strength to magical power and resistance) when you carry it, all your “stats” so to speak – turning an average human into a mighty warrior by itself. The shield can banish dragons in a large area, enough to clear a battlefield of them or protect a city. By holding the shield against any lock you can cause it to spring open, allowing you to open treasure chests as well as castle doors without a key, and as long as the shield belongs to you it blesses your life with fortune. Last of all the shield is inlaid with five special gemstones, each holding special abilities of their own:

- The Starsphere prevents its holder’s weapons from breaking or wearing out, maintaining top-condition despite what they put them through, and also enhances the growth of their improvement in skill and power to a blazing speed.
- The Lightsphere negates defensive effects of enemies items or powers that stops or reduces the damage of the holder’s attacks. It can also cleanse corrupted souls, objects and places.
- The Darkspehere blocks all enemies attacks, though powerful holy or light related items and powers can pierce through this defence.
- The Geosphere enhances the power of yours and nearby allies' attacks and guides your blows to strike in optimal places. It can also send out a powerful shockwave that damages all enemies in a large area and destroys most close by offensive structures (such as castle walls or artillery); this ability requires a few seconds to recharge.

- The Lifesphere will continuously restore the holder to full health and stamina every couple of seconds, as long as they are still alive – making them eternally healthy and refreshed as long as they carry it.

The spheres can be removed, but only by you, and given to others.
For 200 CP you can skip the shield and simply buy one of the spheres instead.

[DROP-IN]

Old Hubba's Tester - 100 CP
A fun(...?) trinket, allowing those who lay their hands on this small disc to test the strength of their relationship! Those who do so will have images of their faces appear on the disc with arrows pointing at each other. A blue wavy arrow is a bad reading, a green arrow a good one and a red arrow with three hearts is the best reading. I'm sure no trouble at all will come of this! Actually, this one is an improved version that offers a sentence or two of advice on how to strengthen the relationship.

The Inventory - 200 CP
You possess an 'Inventory', an extra-dimensional space connected to you and all allies on the same battlefield as you. It can store an unlimited amount of weapons, consumables and other items and can be used to quickly (though still taking a few seconds) switch items between your side or to send helpful items (such as a healing vulnerary). This essentially allows you to replace their broken weapons or switch items between allies at will, if you your quick enough with it. You can give allies access to certain parts or the whole of it, and can restrict and take back access.

The Newest Release! - 400 CP
A handheld Nintendo console (of your choice) with one game on it. That game just so happens to be one based on the world you are now part of and will give an account of the events that would have transpired without your presence. It can curiously enough be operated as normal even if you have used any ability to pause or slow down time. Each new world you go to will net you a new game, in the usual fire emblem format, based on that setting. You can replay old games in future jumps as well (and see how things could have turned out should you have chosen a different path perhaps) should you wish, but perhaps that will only bring you grief...

The Master Seal - 600 CP
A complicated-looking golden contraption with a red gem housed in its middle; this small hand-held device can be used to uplift those around you! By using the Master Seal on a person you can allow them to become an expert in a vocation of their choice. This not only enhances their body and magical energy, depending on your choice, but also grants them the skill fitting of a master and provides the equipment needed, such as a sword and shield or a drill and safety glasses. The seal can even create animals such as a warhorse or a wyvern. The person uplifted will be granted power, skill and equipment to make them qualified masters of their vocation, not the top ten of their world/species but close.
The seal works an unlimited amount of times but can only uplift the same person once a year, meaning a whole squad of peasants could be made into shining knights at the same

time but a single one can't be made into both a master bowman and dark mage without waiting first. It can only give people a "class" belonging to the current jump or a jump you've been to and it can't change their species.

[AVATAR]

Tactics 101 - 100 CP
A book on tactics that aside from the theoretical also contains highly detailed retellings of famous battles in the history of this world and others (even if in Fodlan you could read of the exploits of Mark, Robin and Corrin). Carrying it around with you and taking notes will have you gain moments of inspiration where your tactics can advance in skill and just studying it can also advance your capabilities.

Cartographer's Travel Sack - 200 CP
This leather sack possesses a curious ability. It is able to create highly detailed maps of any area you come across, with comments from famous tacticians from the Fire Emblem franchise (and future worlds) about strategic positions and environmental effects, such as geysers that periodically spew hot water around them or an area of the cliff that could cause a rockslide if hit by a fireball.

Stat Boosters - 400 CP
Poultices, powders, objects of power and more – you possess a collection of several items capable of increasing someone's stats so to speak: making them stronger, faster, more magically powerful, more resistant to magic, etc, by a set margin each. These are usually quite rare and using most of them on a terminally ill old-beggar could see them rival a royal lord in ability when it comes to both the physical and the magical. The bag restocks each year and is best used for shoring up the weaknesses of your party, so don't spend it all on one person just because you like them the best! But if you do, they are sure to become something to be reckoned with…
In future worlds you get similar things for that setting!

Playing With Time - 600 CP
You possess an item that allows you to interact with time. This could be a magical tattoo or perhaps some magical piece of clockwork. What it allows you to do is to turn back time to any point in any battle you participate in up to five times, from the start of the battle to just a moment ago. The current world will have ways of improving this (either through training or finding parts to better the item) and can increase the charges to up to ten. Afterwards, each new world you visit increases the charges by one. Outside of battle it can be used the same amount of times every day.

[LORD]

Lordly Outfit - 100 CP
An outfit that somehow manages to both function as effective armour, despite the severe lack of metal incorporated in it, and as acceptable clothes for the royal court; perhaps it is made out of enspelled leather and silk? Whatever the cause it is stylised both after your own

tastes and that of the general public, the end result looks both amazing and manages to convey the impression you want to make (whether it be that of a hero-king or an influential lord).

Retainers - 200 CP
Perhaps because you are the would-be heir to an ancient kingdom, maybe due to your status as a child of the prophecy, or maybe just because your parents were well-travelled and rich adventurers? Whatever the truth might be, you will grow up surrounded by a lot of highly competent folk dedicated to caring for your safety and growth. Maids and butlers, a squadron of knights guarding you, spies looking out for enemies and opportunities, great teachers to give you private lessons and more. They are as loyal as most well-paid and long-contract employees tend to be, with the rest depending on how much time you spend with them and how you treat them, though some will probably always defer to your parents/their employer first. You will always have the equivalent in future worlds and can choose to make any of these people a companion should you wish to.

Ancestral Relic - 400 CP
Like the Falchion, the Yato blade or one of the Crest relics, you possess here a weapon of great power. It can only be properly wielded by those of your bloodline, otherwise it simply increases its weight enough that no normal man can lift it. The weapon is either:

a. Holy and capable of dealing great damage to beings of darkness, apart from also being a masterwork and nigh unbreakable weapon or,
b. a well made weapon with a special ability, perhaps to speed you up for every enemy hit until you miss, to triple the power of your strikes or to create a second – delayed – impact of similar strength where you first hit a couple of seconds after.

The Blessed Kingdom - 600 CP
No longer a minor lord, now you are the heir to a kingdom – if young enough you will have a loyal regent ruling in your place until you come of age. When it comes to ruling this kingdom it seems your efforts and the intent behind them count for a lot more than usual. Even should your knowledge or skill fall short you could still provide your people with all that they need and more as long as you want to. When you love and care for your kingdom, it will almost maintain itself, and your people will be able to sense this care and probably be inspired to give back in turn. Furthermore, the kingdom itself is blessed with fair weather and kind seasons, meaning food is plentiful enough for you to feed everyone in your kingdom and another kingdom at the same time should you wish. The kingdom is itself protected by a magical barrier, one that makes anyone who crosses it with bad intent to lose the will to fight (as long as they possess a soul) – this barrier is connected to you and will fall should you perish, though you can change the connection to someone else who shares your blood.

[OVERLORD]

Heavy Armour - 100 CP
As heavy as the weight upon your shoulders, this set of heavy plate-armour would leave most average humans wearing it unable to move from the sheer weight. It is probably prominently red or black and also comes with a cloak, the helm and/or crown may or may

not have horns attached to it. The armour offers considerable protection to its wearer and also seems to rest lighter upon you as its rightful owner, enough so that even an untrained human of this world could at least move around at a slow walking speed with it. Lastly, the armour looks quite impressive and intimidating, especially so to your foes when they meet you in the middle of battle, and seems to enhance the spectacle of your feats of strength and ferocity.

The Dracoshield - 200 CP
An item popular amongst overlords and conquerors it seems, this large and scaled shield will mark you as one of them! It permanently improves the durability of the owner when they take it after defeating its current owner, making them noticeably more durable. You receive this bonus to begin with and this was how you gained it in this world (this boost can only happen to a person once). It also enhances the overall durability of your body and equipment and increases your magic resistance by a large margin when carried, and will heal you and restore your stamina for a moderate amount every few seconds.

Conqueror's Axe - 400 CP
Like the weapons Wolf Berg, Bölverk, Sinmara and more you possess a personal weapon in the form of a large and powerful axe. It increases your durability and endurance by a good amount while you hold it, and also possesses another ability that is based on the proximity of enemies to you. Perhaps being outnumbered in the area close to where you are fighting enhances four of your "stats" (like your strength, speed, durability and magic resistance) or perhaps all enemies close to you are struck by an elemental attack every couple of seconds: being continuously electrocuted, burned or chilled as long as they dare stand in your presence.

The Empire - 600 CP
If you don't want to deal with the bothersome process of conquest, or simply if you want a stronger starting position for launching your assault, then you can choose this and get a ready and able empire under your command. The empire is already half a continent strong with several former kingdoms under its command. Comes with a strong standing army loyal to you and vassals governing the regions as you would wish. There is currently a chance for a rebellion/small uprisings that might grow beyond your ability to stamp out should you ignore it.

[HIDDEN THREAT]

Stranger's Cloak - 100 CP
A hooded cloak that through the use of magic always stays on (unless destroyed) and can perfectly mask your appearance, the sound of your voice, and how you smell as long as the hood stays on. It comes in a colour of your choice and never seems to get dirty for more than a few moments (it is self-cleaning and repairs itself slowly over time).

Tome of Jumper - 200 CP

A dark magic tome that can grant their wielders power, for by using it they can channel your might! This gives you a foothold in their soul to easily corrupt them and turn them into a loyal servant (should you possess abilities capable of that), though whether you do this is up to you, and you can at any time restrict the power you give them. Channelling your power means that you can either lend them your magical energy, allowing them to use more or more powerful spells, or that you directly allow them to cast a spell/ability that only you possess.

Cult of The Dread Jumper - 400 CP
A personal cult, slavishly devoted to you and your cause – what more could the enterprising big bad need? Like the Church of Loptyr, the Grimleals and Those Who Slither In the Dark, this item grants you a large group of loyal worshippers. The followers are all competent dark mages and assassins, and many of them have infiltrated various countries and factions of the setting in high (and low) positions – allowing you to use them as spies or saboteurs when you need. The cult will always be more technologically advanced, by a large margin, than the average of the setting (perhaps even more so than the setting in its entirety) and possess a large collection of powerful and ancient magical relics and spells. This Item comes with a large underground city as their head-quarters. If you buy the *Slave* Companion, they will be in charge of this cult, though with competent lieutenants should you need them to follow you around for a while.

The Twelve Deadlords - 600 CP
You have at your beck and call the reanimated bodies of twelve powerful and ancient warriors, most lost to time but some still famous. They retain all the skills they possessed in life, have increased physical and magical abilities, and come with legendary equipment themed after their life and exploits – but their past personality is completely gone. In each coming Jump you can either choose to have these particular Deadlords or get a new set of similar warriors from that particular setting.

COMPANIONS

The age, gender, looks and personality of OC Companions are up to you, though they will still possess the traits described. All companions, except for The Twin, can be bought more than once!
Here, take a 500 CP stipend to spend only here!
[Stipend Requires the *Partying Up!* Drawback]

The Canon - 100 CP (Requires specific setting)
Should you choose a specific world to go to then this option can be used to take one of the people there as your companion, if they accept. With this you are guaranteed to get off on the right foot with them, making a good first impression, and that you will meet them several times during your stay.

The Import - 100 CP
Import an old Companion or create a new one from scratch! They gain 600 CP to spend on Origins, Perks and Items.

The Anna - 200 CP (Discount Drop-In)
Wielding a blade in one hand and tome or stave in the other this trickster-merchant is skilled both at frontline fighting and supporting others from the back. Their greatest talent lies in the art of commerce, acquiring rare goods for low prices and selling them high as well as general swindling and market manipulation. Should a gate to the outrealms be present she could use her unnatural talent at navigating it to your advantage, a talent that carries over to other multiverse-connecting realms in future jumps, such as the nevernever in Dresden Files. She is sure to be happy about getting a leg up on her sisters by travelling the multiverse with you!

The Einherjar - 200 CP (Discount Drop-In)
How very interesting… This here is what used to be an Einherjar, a phantom of a legendary figure from ages past! They would usually have possessed the same personality and skills as the person they were based on, but with absolute loyalty to their summoner. Here something went wrong though; due to a flawed summoning the memories they would have come with are dulled, feeling less like their own recollections and more like having witnessed a movie, and they were not all that keen on following their new master's orders. How they wound up here is a mystery, but they have decided to follow you as you helped them out of a tough situation. They share the appearance, equipment and general ability of one Fire Emblem character of your choice, but their personality is different; they are influenced by their recollections but trying to become their own person. They won't be much more powerful than any other Companion here though, so if you pick Grima you will get someone well-versed in dark magic and with a manakete form they can shift into (but not a humongous evil dragon).

The Villager - 200 CP (Discount Avatar)
A seemingly simple villager with more guts than any real battle prowess. Their notable attributes are their determination to make something of themself and their good cheer and loyalty. They possess an *aptitude* for improvement that can see them reach the heights of most vocations in years when others would need decades, a talent for learning unsurpassed in this world!

The Twin - 200 CP (Discount Avatar)
What is this now? Someone of near your exact likeness, though of the opposite gender, who possesses variants of/shares all the Perks and Items you have bought here in this jump!? Isn't that curious… They are your twin and the two of you possess a strong bond and perfect compatibility for most matters such as: leading an army, ruling a kingdom or fighting side by side. Strangely enough their name is almost exactly the same as yours, perhaps a variant of it in another language or a translation of its meaning.

The Mentor - 200 CP (Discounted Lord)
Like Jagen, Mycen or Gunter, this person was the top knight of their kingdom before retiring. They are fond of you and will loyally serve as a mentor and protector, their main goal in life being that of seeing you flourish. While age has taken its toll on their body, their sheer skill

and experience still lets them contest with the top ten knights of any kingdom, and their advice on matters of both combat and politics is one best heeded by any enterprising lord.

The Butler - 200 CP (Discount Lord)
Similar to The Servant in personality, though less ruthless and manipulative, this person is loyal to the extreme when it comes to you. Unless you stop them they would probably run ahead of your horse and remove all pebbles on the road to avoid the possibility of you accidently stepping on one. They are either one of the kingdom's top knights or instead a ninja/thief-like character of similar level of ability. Frederick, Titania and Jakob are good examples of what this companion has to offer.

The Servant - 200 CP (Discount Overlord)
Like Aversa, Iago, or (if your goals are less overtly evil) like Hubert. A personal servant/bodyguard/assassin that makes your problems go away, one way or another… They are a powerful mage well versed in dark magics, including the ability to warp themselves and others to far off places. They are ruthless to your enemies, manipulative and distrustful of most but despite some of the comparisons this particular person will be immensely loyal to you and your cause, though they might sometimes go behind your back to do what they feel is necessary to ensure your good health and success.

The Champion - 200 CP (Discount Overlord)
Like Ezekiel or perhaps more like the Death Knight... this is a powerful warrior who is struck by some form of amnesia (the fantasy type of amnesia). Your background found them and took them in, giving them a new purpose and identity in serving you. They are extremely skilled in battle and possess prodigal physical abilities. They can either also have a good grasp of strategy and leadership, making them an excellent commander for your forces, or sacrifice this and most of their emotions for even more power (including powerful magic) and nigh-absolute loyalty to you, turning them into a deadly killing-machine capable of overwhelming scores of opponents.

The Slave - 200 CP (Discount Hidden Threat)
Like Validar, Garon or Thales. While they might seem similar to The Servant in personality they will never question your orders and they worship the ground you walk upon; getting them to be more assertive in their dealings with you would be a work of decades in the making! Their talents lie mostly in subterfuge and building/managing a hidden, or not so hidden, cult and/or army of indoctrinated fanatics for your use, but they are also a powerful mage who can easily hold their own when push comes to shove. Should you perish, but have a means of returning to life, they will also be supernaturally skilled and lucky in their pursuits of resurrecting you, and of surviving until they can manage this!

The Vessel - 200 CP (Discount Hidden Threat)
Perhaps they are the perfect receptacle to be filled with your dark power, a perfect body to house your vile soul! Or perhaps they are simply the best suited to bear or facilitate your child, bringing or helping you bring your dark spawn into this world! Their bloodline has been meticulously bred and genetically modified, using both magic and strange technology, over thousands of years to create the perfect vessel for you, and they have been carefully

~~brainwashed~~ raised for this very purpose, having little ambition or will of their own besides fulfilling their given purpose!

The Christmas Cavaliers - 200 CP
Two people, each with clothes, armour, weapons and looks (hair and eyes) matching a certain colour. One is green and the other red; one is calm and careful while the other is hot blooded and rash. They share a, more or less, friendly rivalry and will develop to become closer over their time here. Both are loyal to you and your goals and will serve you well as either bodyguards or enforcers, possessing beyond excellent teamwork and synergy with each other. Their profession is up to you: whether they be two knights, two assassins, two mages or two peculiar priests is your choice. Comes in one companion slot but powers/items bought are applied/given at full strength to both of them, though they will each have different focus and levels of skill with different abilities.

The Whitewings - 300 CP
A trio of sisters, or brothers, each the proud rider of a mighty pegasus (or alternatively wyverns). The eldest is nurturing and caring, the middle is the most serious and driven, while the youngest is free-spirited and prone to getting into trouble. They work very well together and have many different combination attacks, and while actually fighting together all three they are enhanced – allowing them to seriously wound someone they could only barely scratch before. Just like the Christmas Cavaliers they share one companion slot and Perks/Items bought are given equally to all of them but also fitted to their personality and current abilities (such as a charisma perk expressing itself more as eloquence and rhetoric for one or sincerity and passion for another).

DRAWBACKS

Take as many as you wish!

Supplement Mode: +0 CP
With this, you're free to use this Jump as a supplement to another Fire Emblem Jump, though all points are kept separate.

Partying Up!: Unlocks Companion Stipend
A staple of the Fire Emblem series is that the main characters are surrounded by a party of colourful characters, a fate that you will now share! Whatever role you have you will soon find yourself having to travel with a multitude of interesting people, perhaps the main characters or perhaps not. What role you have in the party depends on your Origin; perhaps as an Overlord they are emissaries of your allies or vassals of your conquered states, as an Avatar/Drop-In they are probably the main characters, a Lord could have their retinue of servants and friends by their side and for the Hidden Threat it is probably members of a cult/organisation dedicated to them. Trying to leave them will always see you eventually return to them, and fate bends to give you reasons to travel/stick with them! Sure, you could just kill all of them I guess, but where is your heart!? Being social is good for you, you know!

Dastardly Puritan Vernacular: +100 CP
You are unable to swear or even use any vulgar words at all, essentially being censored constantly into saying less severe (and more fantasy-mediaeval sounding) profanities. You are allowed one f-bomb for the whole jump though, better spend it well!

Hopelessly Involved: +200/400 CP
Whatever the main plot of this setting turns out to be, you have little hope of ever avoiding it for long. You are constantly dragged square into the centre of it, and while you don't necessarily have to take up a leading role in resolving it, all sides will notice you with your constant involvement and potentially involve you in their schemes.
For another 200 CP this becomes **Hopelessly Complicated**. Roll again on the archetype tables (and this time you have to roll) for another 4 (2 each) archetypes. Whatever plot you end up dragged in is bound to be a very complicated one!

Randomizer: +300 CP
Why is the end boss running around as the protagonist? Why is a common bandit ruling as lord of the neighbouring kingdom and why for god's sake is the forgotten dragon selling wares in the market-place, and in dragon form as well!? Your world has been struck by a randomizer focused on the appearance of people. What this means depends on the setting you chose. If you go to a specific setting, everything is randomised as usual. If you chose a more generic one though this Drawback changes slightly; making it so that you will be unable to rely on your knowledge of tropes as everyone looks out of place, perhaps half your students are old people or your elite-dark guard is made up of priests of the light. Either way it will cause confusion and can be quite jarring.

Lunatic Mode: +400 CP
For some reason, all of your enemies have been buffed in power, equipment, tactics and numbers. This doesn't affect the so-called "boss characters" you face, but raises the level of the mooks quite high! Where before you might have faced two newbie robbers with no armour and cudgels for weapons, you'll now be forced to deal with a gang of five veteran bandits armed to the teeth. This always seems to focus on you, and won't manifest new people for every fight, so you could potentially utilise this strategically if fighting a war – having the brunt of the enemy's elite forces gathered at your flank and planning for this!

[All Except for Hidden Threat Drawbacks]

The Rival: +100/300 CP
They have the same Perks and Items you bought here in this jump and an obsession on upstaging you at every possible moment. They will interfere with your plans, challenge you to duels or competitions and generally bother you whenever they can. Their chosen Class is also one well suited towards dealing with yours, one with a noted advantage such as a mage should you be an armoured knight or an assassin should you be a mage.

For another 200 CP they become **The Nemesis**, making their thoughts be bloody or nothing worth; concerning you that is. They are someone who hates you with all their being, and they won't rest until your cool corpse lies at their feet.

C-Rank Supports: +100/300 CP
For some reason, whenever you seek to talk alone with someone for the first time it will tend to be an awkward conversation rife with misunderstandings and other conversational pitfalls, despite your and the other party's normal social skills. While this only shapes your first direct interaction, it will take some courage to try and develop the relationship after that disastrous first event…
For another 200 CP you also regularly have **F-Ranked Supports**, where the above mentioned things are magnified – turning the conversation into an absolute car crash. This won't be your fault only, and perhaps some of these can be solved by the other party recognizing their part in the drama, but you'll still need to do a lot of damage control. Also, speaking of drama, your life here is blessed with the woes of a bad soap opera – constantly being dragged into interpersonal drama and misunderstandings that will make any group of people you travel with one of frequent complications.

Brazen Banditry: +200 CP
Troubled times lead to troubled minds, and desperate measures taken by those most unfortunate. The world you now venture to is one where many have had to turn to banditry to get by. The roads you'll walk, the alleys you'll go down in a hurry – they will be much more likely to hide a ruffian out for your purse, or your life. All from petty robbers and the lone outlaw to roving bands of pirates and powerful street gangs. The world around you seems harsher and trying to deal with this problem will take not only a great deal of societal change, but also dealing with those who rose to prominence through this depraved lifestyle.

Belligerent Beasts: +200 CP
The demonic beasts of Fodlan, the fiends of the Outrealms, even the likes of the Stoneborn of Nohr – you are fated to constantly clash with powerful monsters on your journey! Perhaps the village you rest in is suddenly besieged by an angry flame dragon, maybe the mountain pass you seek to cross is guarded by a particularly large stone golem or it could be that the ship you take to travel to another continent is attacked by a kraken. While these events won't happen constantly, you will face at least one of these every month or so, and often more than that! These beasts won't be creatures of legend that can slay armies by themselves, but they still be powerful creatures that can cause an army large casualties under the right circumstances, and reliably slaughter smaller companies of average soldiers.

Who Is Jumper?: +300 CP
This truly a terrible fate that has befell you! Your memories, those treasured moments of the past, have all fled your mind, leaving nothing but the base knowledge needed to function in this world. This is the fantasy form of amnesia, you still understand how to function as an adult, all your old skills resting there under the surface, but any memory of specific situations, people or events are all gone. Your old skills are still there, and might manifest when you need them – like your martial arts or sword hand allowing you to survive an otherwise deadly ambush, and will otherwise show themselves as natural talent, such as a

heightened intuition on how to talk to people (stemming from your great charisma). The people from your background who know you are searching for you and will try to help you remember them. This is possible with time and help, but your memories from before this jump will remain clouded at best until you finish here.

The Main: +200/300/400 CP (Requires the *Partying Up!* Drawback)
There is someone in your party who seems to be the favourite. This means that they always get the best weapons, every single stat-boosting item you find and that they get the most chances to show off/gain combat experience. While this person will become very strong, even when compared to most enemies you face, this means that other party members will be weaker and less well equipped to face any enemies.
For 300 CP the person this applies to have also become a self-absorbed, arrogant jerk who likes to regale others with tales of their own exploits and jealously guards the spotlight and their position as the group's most prominent fighter, whoever leads the group will also mostly let them get away with this behaviour for most of the time (if you are the leader then the rest of the group loves them and gives them what they want behind your back).
For 400 CP they are also a traitor that will take all they can before betraying your party, probably killing a couple of your friends and setting you back far on your quest, and joining up with the enemy. You will be unable to convince anyone of their treasonous ways before they turn, trying to do so turning the party against you in those occasions, and trying to personally act on this will see fate fight against you, making it nigh-impossible to get rid of them while they are of the same party as you and making it a very pyrrhic victory at best should you somehow manage to slay them.

The Worst Timeline: +400 CP
You live in a dark future where the bad guy has all but won. The friends of your origin (or perhaps its enemies should your background have been a conquering overlord) have died – the last heroes of the world gathered at the bastion of humanity's final stand.
There might be a way back to before the point where everything went wrong, a way to change the timeline to create a brighter future for the world, but it won't appear to you until about three years into the jump, meaning you will have to spend at least a third of your stay in this doomed and dark future (unable to change the past or brighten the future more than simply keeping those few left alive and sometimes comfortable at best).
Add 10+1d8 years to your age.

A Dragon Did It!: +600 CP
As seems customary, every great foe you face is simply a dragon in disguise. What this entails is that every boss/leader opponent you face turns out to be a powerful (at the very least moderately so) dragon waiting to reveal their true form in all its terrible glory. This means that they will always be more powerful and experienced than they usually would be and yes, this includes the bandit chieftains you face and even the potential risen deadlord. Most of these opponents won't be even close to a shadow of Grima's power or similar, more likely you will face powerful Manaketes with greatly increased skill and physical or magical power, but some select few will indeed reach closer to his level. This won't change the motivation of these foes, instead simply working more as an often dramatic power boost, so

not all of the most powerful of these foes will want to end the world, though ruling it is probably in their wheelhouse.

A Ritual to End the World: +600 CP
Doomsday cults seem to have sprung up in every corner of this world! At least once every other year or so you'll have to put down everything else and chase down the idiots trying to end the world to stop them. Leaving them to their own devices will resort in catastrophic changes, things they will reshape the face of the world globally. While not every cult's success will necessarily mean an abrupt end to your chain, especially if you are unnaturally durable, you could easily end up in a scenario like that of *The Worst Timeline*, and many might just break the world completely. Better not risk it and deal with them all in a timely manner! Many of them are of course well hidden, and have vast resources to draw upon, so this is easier said than done.

[Hidden Threat Only Drawbacks]

Obviously Evil: +100/200 CP
Now, I am usually not one to judge but seriously!? You just have to be evil jumper – I mean, look at you! Your appearance has shifted further, making you look truly sinister, and your actions and habits mirror this – what would usually be a frown turning into an ugly sneer, a smile into a vicious smirk and your voice naturally carrying threatening and/or mocking undertones… the less said about your laugh, the better… Cherry on top, you tend to forget about this or not notice its effects often. While you will mostly come off as someone truly evil and sinister, perhaps with time and exposure – or just by interacting with those willing to see good in all – you can convince others that you aren't all that bad!
For another 100 CP your powers tend to activate by themself, mostly cosmetically, to further prove this case. Perhaps your eyes glow dark red when you express glee or anger, perhaps you radiate dark magic during combat, perhaps both and more. After this jump you can keep this effect (but get the ability to turn it on and off at will).

Evil = Ugly: +100 CP
While there are certainly examples of good looking villains in the Fire Emblem series, there are also many more where those who do evil are frightful to look upon for other reasons than their crimes. You share in this predicament, and have been cursed with looks far below average – probably with some noticeable disfigurement to go with your already unfortunate countenance. None of your powers or abilities can change this during this jump. Mayhaps it could be argued that the world's reaction to your looks is what caused your background to walk down the path of evil?

Fiery Temperament: +100 CP
Your grip on your emotions, and especially your rage, has been lessened with this Drawback. When angered, and the bar for what irritates you has been lowered as well, you will find it very hard to not lash out. While emotional discipline and practice can help with

this, I'd recommend finding healthy outlets – or trying to prove you're not evil to others (and keeping minions alive) will be much harder!

Bad Luck Schemes: +200/300 CP
Plans of your making tend to not go off well unless you are personally involved, or at least directly directing it from afar. Sending your minions to capture that pesky hero would see him escape even if alone, hurt, and grossly outnumbered, and even your most competent assassins might fail to kill the prince should you not lead them into battle.
For another 100 CP you will constantly have things come up at the last moment that require your immediate attention, meaning you'll regularly have to run off and leave things to your allies/minions.

Likeness of Evil: +200/500 CP
Who is this fellow I wonder? They who walk this world with no memory, but possessing the exact likeness of the great jumper themself!? This Drawback will create an amnesiac copy of your background, having all the perks and most of the items you bought here. They will almost definitely join up with your enemies or a group hunting you and you'll have an unnaturally hard time trying to locate or even notice them, and you forget that you picked this Drawback. For another 300 CP they also possess copies of your perks and items from before this jump.

The Future Witnesses: +300 CP
Seems like your background would go on to destroy the world (or at least lay ruin to a country or two) in the future, good that you jumped in then right!? Well, not as good as can be expected, as people from that ruined future now walk the earth of your timeline – all desperate to destroy you before their doomed future can repeat itself. They will be both the children of current people, and the future versions of allies/enemies you will find here, and all possess at least moderate knowledge about your abilities and possible weaknesses. Convincing some of them that you won't destroy the world is possible, but hard, and you better watch out for daggers in the night and the time travellers turning public opinion against you as best as they can.

The Jumper's Bane: +300 CP
A weapon exists out there, crafted by an enemy god and with the help of your benefactor, that was made to defeat you. Before it your unnatural resistance, strange abilities, durability and even the power of your attacks all wane, a hero of this world wielding it has a good chance to slay you should you face them alone and with allies their chances soar as the blade provides lesser benefits to the friends of its wielder. While this will only really be a problem for you when you face one certain enemy/group of enemies, know that a confrontation with them can easily end in your doom should you go in unprepared. Should they somehow perish, another individual/group will get hold of this weapon.

Darkness Divided: +300 CP
Your entrance to this world seems to have weakened you jumper, dividing up the might of your foul abilities and scattering them to the four corners! You start the jump in a much weakened state, being barely above a normal human of this world in might and with many of

your more esoteric abilities locked away. While you will over time naturally recover some of your strength, to truly ascend back to full you need to complete a ritual in a certain place. Finding the place is in itself an arduous task, getting the requisites for the ritual a whole other. With a little luck and a lot of work you should be able to reclaim your old strength in a year or two's time though!

A History of YOUR Sins: +400 CP
Whatever motivations you might have had for this jump, they are initially overshadowed by those of your Origin's. You have history in this world you see, as your Origin acted just like the archetype of a Hidden Threat tends to do… That is: causing chaos and mayhem, burning villages and orphaning children, toppling stable kingdoms and uplifting brutal tyrants, and so on. You will start out as someone hated by many, and feared by more. Depending on your other Drawbacks this will be sure to worsen their effects (as the Future Witnesses will be even harder to convince, The Jumper's Bane probably being in the hands of a veteran party set to slay you, etc).

Dead On Arrival: +400 CP
You start the jump dead. Now wait, this is not a chain failure! While you currently exist as a disembodied spirit, and no power of your own can change this, you have a small group (or larger if you've bought the right items/companions) of loyal servants who possess the means to resurrect you. You can communicate with them, and them with you, and if left alone by outside forces they can resurrect you in a year's time.

The Beast of the Apocalypse: +600 CP
You are known as a beast, a monster in disguise that beckons the coming of the apocalypse, a herald of the end of times. As such you will have countless enterprising heroes after your head and nations will set their armies on you, all in a desperate bid to save the world. The small grace you receive is that most believe you dead, a myth, or your coming set far in the future. You won't begin this jump hunted but soon, depending on your actions and whatever other options you picked, this Drawback will take to its full effect.

The Chosen Saviour: +600 CP
A person has been created, a divinely blessed warrior, who spells your doom. They are extremely well-suited to be the champion opposed to you; their powers and weapons becoming your bane, weakening all your resistances and defences, while your abilities have a much harder time hurting the hero and those who stand beside them. Should you possess some form of immortality you can be assured a blow from them will slay you for good. Furthermore, they are blessed with divine insight into your abilities and have already both defeated you and in turn, been defeated by you, dozens of times in God(ess) granted visions. Should they gain access to The Jumper's Bane then you will be truly screwed if you ever face them directly in combat. Fate guides them into your path, but a meeting is not guaranteed should you be clever! They can potentially be talked down but seeing as they believe they're on a divine mission to slay you, that will be hard…

NOTES*
Archetype selection explanation
Dragon Cults: the plot will focus on a cult worshipping a powerful dragon, such as the church of Loptyr, the Grimleals or Seiros' whole thing.
The Three Lords: the plot will focus on three prominent characters that are forced to fight each other and/or work together. IT works more as a framing for the rest of the plot points. Perhaps one Lord is working to protect the Taguels while another comes from a family that hunts them to extinction, while the third is trying to negotiate peace between them. Or maybe one is lord of the vikings, another lord of pirates and the third trying to stop both these invaders. Exactly how this manifests is up to your discretion.

COMPANIONS
-Existing Companions can be imported into an archetype (even several, like taking two prior companions and putting them in the Christmas Cavaliers spot or three in the Whitewings). During this jump, a companion imported into an archetype will act more in line with the usual personality for that archetype.
-Purchasing both the Servant and the Butler will probably have them bicker constantly unless you are in danger and compete for your time/affection, though they have the potential to become close friends or more as well.
-Purchasing The Twin Companion and also either The Kingdom or The Empire Item will not give them a separate Kingdom/Empire, they will be a co/vice ruler. With The Empire Item, your Twin could even have their own faction, one which supports them over you (perhaps a revolutionary group) but also one that will be mollified somewhat by you allowing them to rule by your side.
-The Einherjar: while you could potentially choose someone like Grima or Naga the Einherjar version of them wouldn't be close to their power, only a strong Dark-/Lightmage Manakete. Their personality is also somewhat up to you, being influenced by their past but also trying to be their own person (including taking a different name).

MISC.
-The Twelve Deadlords: future warriors granted could include fate servants like Cu Chulainn and Arturia Pendragon for the Typemoon verse or figures like Symeon Star-Eyes and Azor Ahai from the ASOIAF/GOT verses.
-Dark Recruitment: regarding the "their soul is gone" part, when the warrior you revive has a power that relies on them having a soul (such as the Aura of RWBY or the Zanpakuto of Bleach) that part of their entity is instead replaced by a facsimile consisting of your own dark power. How this looks is up to you, but probably the Aura of undead Huntsmen would all be a dark purple and the Zanpakuto's of Shinigami would be soulless hunks of steel filled with dark energy that mimics their past abilities.
-Maxing standing: if you pick a Master Class and Lofty Title you would be known as a true champion/the foremost warrior of your choice – like the country's greatest knight or general. If you also buy an additional Master Class or buy the Overclass instead, you'd be the stuff of legends – someone who has reached a level of personal ability and reputation that few ever

get close to. Add Jumper the X for one or more boosts? Every person in this world probably knows your name and several of your background's past exploits.
-Character Creation: You can change your body with this to focus on things like strength or speed, the traits you can also apply simply activate for the current baseline. The traits for this perk can be used to create things like a berserker or genius detective mode by stacking the right buffs and debuffs. While you can potentially have an infinite amount of traits active at once, conflicting traits (such as both calm and excitable) will just cancel eachother out/switch to the last one you activated.
Examples of traits: (though there are definitely more!)

Boon Word	Bane Word
Robust	Sickly
Strong	Weak
Clever	Dull
Deft	Clumsy
Quick	Slow
Lucky	Unlucky
Sturdy	Fragile
Calm	Excitable

Change log
Version 1.0: Finished the jump!
Version 1.1: Fixed some typos. Added *Supplement Mode* Drawback.
Version 1.2: Fixed more typos, remembered to upload the jump to the drive… (years later)