FIRE EMBLEM™

THE SACRED STONES

JUMPCHAIN COMPLIANT

PRESENTED BY: stupid_dog and friends!

In an age long past... evil flooded over the land. Creatures awash in the dark tide ran wild, pushing mankind to the brink of annihilation. In its despair mankind appealed to the heavens, and from a blinding light came hope. The Sacred Stones. These five glorious treasures held the power to dispel evil. The hero Grado and his warriors used the Scared Stones to combat evil's darkness. They defeated the Demon King and sealed his soul away within the stones. With the darkness imprisoned, peace returned to the continent of Magvel. For over 800 years would this peace last...

In these times of peace, tales of past conflict have drifted into legend, and memories of the ancient dark arts have all but evaporated. It is now the year 803... In an instant, the whole of Magvel is threatened by an unexpected atrocity. The Grado Empire, the largest of the Sacred Stone nations, has invaded the kingdom of Renais under orders from Emperor Vigarde. A longtime ally of Grado, Renais is caught off guard, unable to mount any resistance. Grado's forces move quickly, seizing one territory after another. Compounding King Fado's worries, his son, Prince Ephraim, has gone missing. Grado's momentum carries its armies to the gates of Castle Renais itself.

Renais will fall... It is inevitable. But what happens next is up to you.

You recieve a budget of 1000 Choice Points which you can spend on experiences, abilities, and equipment to help keep yourself alive during your stay on Magvel.

The next section is dedicated to giving you a place in the world to call your own. Here you determine your point of origin, as well as age and gender.

The continent of Magvel. For some 800 years, a quiet peace reigned in the absence of the terrible darkness. The Sacred Stones have been passed from generation to generation. Nations have been built around their power and their legacy. The kingdom of Renais, ruled by Fado, the peerless Warrior King. The kingdom of Frelia, ruled by Hayden, the venerable Sage King. The kingdom of Jehanna, ruled by Ismaire, Queen of the White Dunes. The theocracy of Rausten, ruled by Mansel, the Divine Emperor. The Grado Empire, ruled by Vigarde, the stalwart Silent Emperor. These five countries house the power of the Sacred Stones. They are joined by the emerging mercantile republic of Carcino. **Roll 1d8 to determine your starting location.**

1	Kingdom of Renais	With its central location on Magvel it has many allies. The royal blood is said to be very pure, for some reason.
2	Kingdom of Frelia	The people of Frelia are not known to act on impulse, but they are known for loyalty. Dedicated pegasi trainers.
3	Mercantile Republic of Carcino	The youngest and smallest nation, ruler by a democratic council of elders. It is quite trade-oriented.
4	Theocracy of Rausten	A thickly forested region renowned for their peity and grace. Founded by the hero-saint Latona.
5	Kingdom of Jehanna	An arid, sandy region that is well-known for its mercenary guilds. Queen Ismaire is master of the guilds and land.
6	Grado Empire	The largest single territory on Magvel. They have a exceptional military but supposedly kindhearted rulers.
7	Caer Pelyn	A settlement seperated from the troubles of the world. It lies hidden in the mountains.
8	Lagdou Ruins	An ancient evil is said to stll slumber here, but you should be more worried about the monsters that are awake.

If you're dissatisfied with the results of fate, you can instead spend 100 CP to choose any location on Magvel.

Roll 2d8 + 14 to determine your age.

Your gender remains unchanged.

You can select a specific starting age from 16 to 30 for the cost of 100 CP.

If you would like to switch your gender, you may do so for 100 CP.

At this point you may choose a new identity.

Though a new life brings with it a host of oppourtunities it can also influence your mind greatly. You are gaining anywhere from sixteen to thirty years of experience that will shape the way you think, your instincts, and how you respond to situations. Deep down you are still yourself, but overcoming your new personality will be harder than simply quitting a habit

Journeyman

In your youth a local war hero left a lasting impression on you. Ever since you've attempted to emulate him. He never officially took you on as an apprentice, but you're doing quite well mirroring him on your own. You're strong but impetuous.

100 CP

Recruit

You were born and raised in a close-knit rural community. One day bandits came and killed everyone, motivating you to join the army. You are stubborn and reserved, but exceptionally loyal. Your heartfelt goal is to protect the people.

100 CP

Pupil

Quick-witted, energetic, and more than a little mischevious, its surprising you were able to find a mentor for the magical arts. Thankfully, all that matters is your exceptional gift for magic itself. Your curiousity often gets you into trouble.

100 CP

Guttersnipe

An era of peace isn't necessarily an era of prosperity, you're evidence of that. You have a cynical view of the world, but have a better understanding of the world than other origins. You gain skill in matters of stealth, pickpocketing, and lockpicking.

100 CP

Lord

You were raised in the confines of a castle, but still have a great deal of compassion for the less fortunate. You are used to the finer things in life, but have the good grace not to always expect it. Your greatest weaknesses are naivety and an eagerness to forgive.

200 CP

Drop-In

You gain no new memories on arrival, and no connections to the world either. At least you know that your judgement isn't being swayed by memories of a life you never lived. Or perhaps you're missing out on a life you could have had?

FREE

During the chaotic period that follows the fall of Renais, covering ground quickly and having companions you can rely on becomes ever more important. So too does the abilty to fight off the overwhelming number of brigands and beasts eager to take advantage of the weakened nation.

The following sections allow you to utilize your remaining CP to improve your situation in the realm. You may improve old companions, obtain new ones, acquire gear, or even impressive new abilities.

In some cases you will see options marked with a dicounts or freebies. Discounted selections only cost 50% when paired with the indicated identity. Freebies are given to that identity without charge.

Together We Ride

Free*: Drop-In

200+ CP

Over the course of your adventures you've no doubt aquired companions to share in your journey. Those with monsterous forms could easily be mistaken as evil beings by ignorant villagers. With this you may purchase human forms for companions. The price is 200 CP for the first ally, and 50 CP for each additional companion. You can not use this option to provide human forms to a companion purchased with this jump. In lieu of a human form, allies can be given the body of a mount listed below, but this costs a further 50 CP each.

Horse

Discount: Recruit

A fine example of the Common Renais Brown, this horse has possibly overseen more battles than half the soldiers in the Renais army. The animal is rather tough, and easily bears a heavily armoured rider. Could possibly be smarter than it initially appears.

200 CP

Pegasus

Discount: Lord

A noble, surprisingly intelligent animal reared in the Kingdom of Frelia. Trained and combat ready. It is very fond of apples, but will eagerly accept most food offered. Take care not to overfeed it.

400 CP

Dragon

Discount: Lord

A formerly brutish rough-scaled dragon captured and trained to bear aerial cavalry for Grado. It has become quite complacent in captivity and likes being doted on. It acts much like a pet dog would.

500 CP

Wyvern

Discount: Lord

A smooth-scaled winged serpent that has lost none of its viciousness for its time in captivity. It is easy to maintain as it hunts prey without supervision. Makes a good scout and seems cunning at times.

500 CP

*Drop-Ins who select Together We Ride recieve the first 200 CP value of the perk for free, but must pay additional costs for more companions.

Skills & Abilities

Magvel offers a wide range of quality powers for the discerning reality jumper.
How about you take a quick look and see if there's anything that interests you?

Oath
Free: Recruit

You've sworn an oath to protect another. If that person might come to harm and you are near, you can place yourself in harm's way instead. When you do this your ally is certain not to suffer any damage.

100 CP

Spirited
Free: Journeyman

You can quickly adapt to new situations. You are able to set goals and follow through passionately. You are not easily shaken, enemies that rely on fear or corrupting effects will have less power over you.

100 CP

Steal
Free: Guttersnipe

You have a gift. It is easy for you to 'liberate' the possessions of others, even in the heat of battle. You still cannot automatically steal held weapons, or worn clothing/armour though...

100 CP

Second Skin
Discount: Recruit

Any armour you wear will never be damaged significantly enough to impairs your ability to continue fighting. It can still be rendered less protective, but movement will never be restricted.

300 CP

Unstoppable
Discount: Journeyman

Even the roughest terrains don't slow you down. You can easily move through thick underbrush, over loose terrain, and along steep slopes. Swimming at speed is as easy as walking.

300 CP

Vanish
Discount: Guttersnipe

You can cause a single target to completely lose sight of you for a few seconds at a time.

300 CP

Great Shield
Discount: Recruit

10% of the time, enemy attacks will simply rebound off your armour ineffectively. These defelected blows do no harm to you or your equipment.

400 CP

Intimidating
Discount: Journeyman

The mere sight of you on the battlefield scatters cowardly foes. Most will be demoralized simply seeing you as their opponent. Enemies will hesitate to attack if they feel outmatched.

400 CP

Double Team
Discount: Guttersnipe

You have mastered an ability allowing you to create illusory doubles of yourself during a fight. This can easily confound enemies and get them to expose their weak points to you.

400 CP

Elder Magic
Discount: Pupil

This school of magic is powerful but occaisonally risky to use. One must allow dark magic to flow through them to control it, and for the weak-willed it carries the risk of allowing darkness into the heart.

300 CP

Anima Magic
Discount: Pupil

The traditional elemental magic spells fall under this school. With proper knowledge and tools, one can call upon the forces of fire, ice, lightning, and wind based spells.

300 CP

Light Magic
Discount: Pupil

The magic associated with churches and goodness, but it is only as good as its wielder. It is the flashiest, but also the weakest form of magic when used against non-evil targets.

300 CP

Phantom
Discount: Pupil

You can summon a shadowy phantom to attack & distract your opponents. If the summoned being takes any damages it disappears. Only one at a time.

Requires Elder Magic

300 CP

Looking Good
Free: Lord

You gain a talent for identifying someone's moral standing simply by observing them. Good people will be more attractive, whereas the ugliest people will be the most evil. This has no effect on the appearance of canonical heroes or villians.

200 CP

Slayer

When you weild a weapon or magic against an evil monster, you do significantly increased holy damage. This ability is only effective against creatures with evil motives, not simply savage beasts.

200 CP

Secret shop? I can assure you I have no idea what you're... Oh, another jumper! Feel free to browse my wares, I can even offer a cutie like you a discount! Take as long as you need.



Just remember sweetie, prices aren't the only thing I can cut in half.

Dragonshield
Discount: Recruit

A small dragon emblem in the shape of a shield. It confers a permanent defensive bonus when used, making the user more resistant to physical attacks. Once used the dragon image fades from the item.

100 CP

Energy Ring
Discount: Pupil & Journeyman

Once worn, this enchanted ring confers a boost of energy into the wearer. This energy is wholy beneficial for the user, improving both magical and physical strength

100 CP

Secret Book
Discount: Guttersnipe

This tattered old tome confer ancients tricks that improve skill and expertise. Unfortunately, it is so old that many of the secrets are illegible, and turning the pages usually results in them crumbling apart.

100 CP

Angelic Robe
Free: Lord

An immaculate and beautiful robe of heavenly silk. When worn it disappears, and take with it all earthly aches, ills, and injuries of the wearer. The user is granted an immediate benefit to health.

100 CP

Goddess Icon
Discount: Drop-In

A tasteful bust of an enigmatic goddess. It doesn't seem to do anything, but you feel luckier just for having added it to your item collection. This luck is non-transferable, even if the icon is lost or destroyed.

100 CP

Speedwing
Discount: Journeyman & Guttersnipe

A lone white feather.
It grows heavy in your hand.
You feel faster now.
Use of a speedwing slightly improves your speed.

100 CP

Nidhogg
Discount: Guttersnipe

An incredibly powerful bow passed through the royal line in Frelia. It fluxuates probabilities in the weilder's favour - and so it is almost always able to hit its mark.

300 CP

Talisman
Discount: Pupil

An unasuming gemstone that helps repel hostile magic energies. After being worn once, the effect lasts forever. It won't prevent enemy spells from hurting you, but it will make them hurt less.

100 CP

Sacred Stone
Discount: Lord

Part of the Demon King's soul prison is in your possession. As long as you ensure it remains safe the Demon King cannot rise again. You can draw on the gemstone for magical energy, if very foolish.

Maximum One

600 CP

Audhulma
Discount: Lord

A magical blade infused with icy energies Not only does it excel against slaying monsters, it provides the weilder with increased resistance to their foul magic. It is traditionally propery of Jehanna's king.

300 CP

Vidofnir
Discount: Recruit

The legendary winged lance of Frelia. Though not as mighty as some relics, seems to have a will of its own in blocking incoming attacks. You may find this spear jerk to block and attack you weren't even aware of.

300 CP

Garm
Discount: Journeyman

A giant axe heavy-looking that seems incredibly light when you weild it. The apparent weightlessness has no impact on the damage it can do, which is actually seems excessive even for its enhanced size.

300 CP

Gleipnir
Discount: Pupil

An ancient dark tome that whispers hidden secrets. It can be used to twist gravitational forces pelting your enemies with everything nearby.

Requires Elder Magic

300 CP

Excalibur
Discount: Pupil

When used by a proficient anima mage, it calls upon the frigid north winds to slash apart an enemy. A sacred twin relic of Jehanna.

Requires Anima Magic

300 CP

Ivaldi
Discount: Pupil

Opens a path to the heavens, through which beams of holy light rain down and devestate any monsters they encounter on the battlefield.

Requires Light Magic

300 CP

In every difficult situation there is potential value. If you're feeling a bit short on choice points. simply take on additional challenges and reap the rewards. You may select a maximum of two drawbacks.

Fragile Weapons

You and your companions weapons seem to be unable to take more than a few blows. Unless maintained dilegently, don't expect your fighting tools to survive to see the end of a battle. This effects the wear on magical tomes and staves too.

+200 CP

Power of Love

Beyond anything else, you will be confident in the power of love and friendship. You believe that this alone can solve difficult problems and will be devestated each time love fails to save the day.

Incompatible: Guttersnipe

+100 CP

Duessel's Lance

Though generally a perfect fit for the Grado army, General Duessel is notoriously poor at keeping track of cursed weapons. You have come across one lance formerly owned by the Obsidian General. It will sap at your sanity and drive you to fulfill all your darkest desires, as well as give you a lust for battle.

+300 CP

Evil Eye

Somewhere, out in the distance, there is an Arch Mogall watching you. You will always feel its gaze on you but never be able to pinpoint its location. It is very likely sharing every bit of information it learns about you with The Demon King. Causes insomnia.

+100 CP

Jumperstone

In order to use any of your abilities from previous worlds, you are required to keep a cumbersom gemstone on your person at all times. It looks valuable and is likely to become a target for theives.

+100 CP

Bonewalker

You carry the scent of the grave. Your eyes reflect the moonlight menacingly. Each day your flesh becomes more withered and corrupted. If common citizens become aware of your predicament, expect to be treated as no better than a mere monster.

+250 CP

Demon King's Ire

Fomortiis has taken a keen interest in you. Whether it is hate or twisted love you cannot discern. You will be plauged by vivid nightmares and perpetually hunted by the forces of darkness. He will attempt to sever your personal bonds with your allies and companions and drive you to despair.

+300 CP

Fog of War

More often than not, whenever a battle breaks out the weather seems to turn against you. Heavy rain, dense fog, blinding sunlight, or harsh winds. When it occurs, this condition will blatantly favour your foes (or at least be worse on you than them).

+100 CP

Providence!

I L'ARACHEL, THE BEAUTIFUL PRINCESS OF PEERLESS BEAUTY, DO DECLARE BY DIVINE ORDER YOU ARE TO JOIN ME IN MY FIGHT AGAINST EVIL. I EXPECT YOU TO REFINE YOUR DANCING SKILLS AT ONCE.

You will be subject to the whims of L'Arachel.

+50 CP

You've done it. 10 years have passed since your arrival on Magvel.
All of your selected drawbacks are removed.
This part of your journey has one last choice to be made.

Where you go from here is up to you.

Return

You awaken in bed in your home. It's almost as though you had never left. Everything seems the same - except you. Though you return to the age you were when you left, you retain all powers, skills, equipment, and even the companions you've gained over your adventure. Even though you're home, who's to say the adventure has to end?

Remain

Magvel is the place you could imagine spending the the rest of your living in. There is still so much to do here, and without a doubt you're the one to do it. You keep everything you've acquired on this adventure and your previous jumps. However, you will never be able to return home or visit another universe.

Continue

Quit now? Absolutely not. You want to carry on to the next world and see what fate has in store for you. You keep all of the bonuses gathered from this adventure and the previous ones. Perhaps someday you'll be able to retrace your steps.

Enjoy the journey.