



You are now going to the lands of Ylisse and Valm.

Approximately 15 years ago the Exalt of the Halidom of Ylisse waged a long and vicious war with Plegia (a country to the south of the continent) due to the Plegian's worship of the Fell Dragon ~ Grima. Now Grima's star is rising once more and darkness has a stranglehold on Plegia. The mad and fatalistic king Gangrel rules in Plegia and is prepared to use any excuse to start a war with Ylisse. More sinister forces in the Grimleal (those who worship Grima) stand behind Gangrel and seek to use this war to herald in a new age of destruction and darkness.

The continent to the west, Valm, has been almost entirely conquered by the great and brutal warlord Walhart. Once Walhart has consolidated his power his gaze is sure to turn eastwards to the continent of Ylisse.

Bandits are growing ever bolder and more numerous and soon enough Grima's grasp will be such that reanimated undead warriors will start to flood through portals to terrorise and overwhelm the living.

It will be up to the old Exalt's son Chrom, his band of warriors (the Shepherds) and the Fire Emblem to stop Grima from taking over these lands and its people.

You have 1000 CP to spend

Identity

You must choose an Identity which will dictate your history, or lack thereof, in this realm. You may choose any region of origin/starting region for free, the default is in or around Ylistol.

Tactician:

You wake up in a field with people looking over you. You do not remember anything of this world. You are wearing some robes and have a Bronze Sword and a Wind Tome. You are less experienced with your weapons than the other options.

Soldier:

You are a soldier in an army or gang. As a volunteer there will be few consequences if you decide to leave. You are reasonably green but already have some experience in your starting class. Comes with class-appropriate armour and a Bronze weapon.

Mage:

You are a magic-user of some sort. Whether as a priest, mage or dark mage your skills have always lain outside the mundane. Comes with robes and a Wind Tome or a Heal Staff. You have finally set off from your last lesson and left your mentor for good.

Lord:

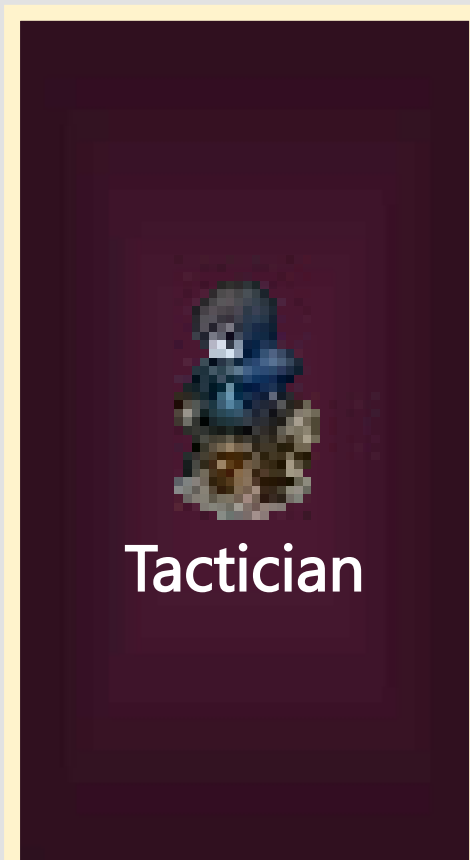
You are the child of a minor lord and have an education in etiquette, swordsmanship, leadership and lordly duties. You have decided to strike out on your own to get some real experience. Comes with light armour and Rapier.

Starting Class

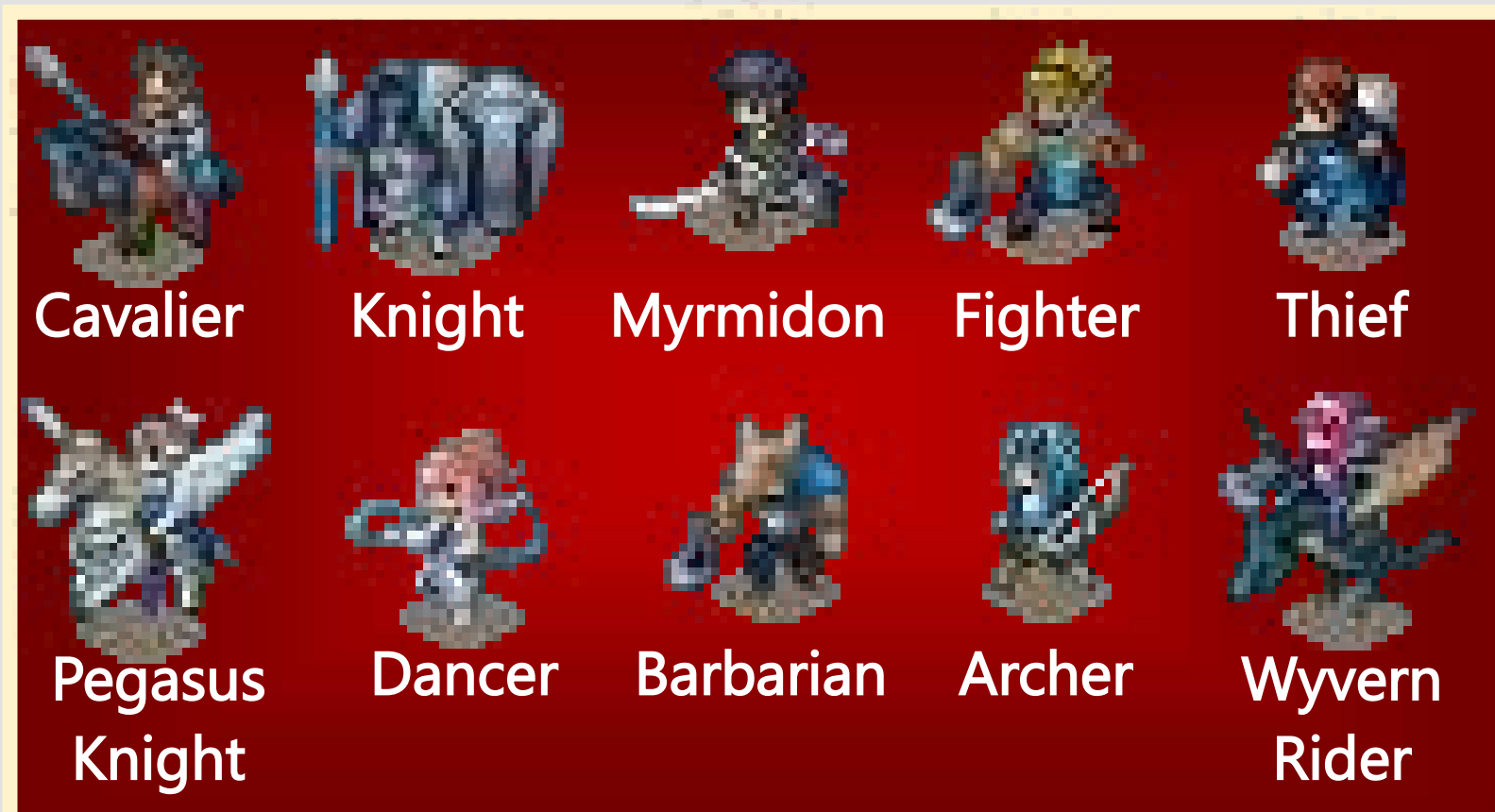
You must choose a starting class.

Starting classes are limited depending on your Identity.

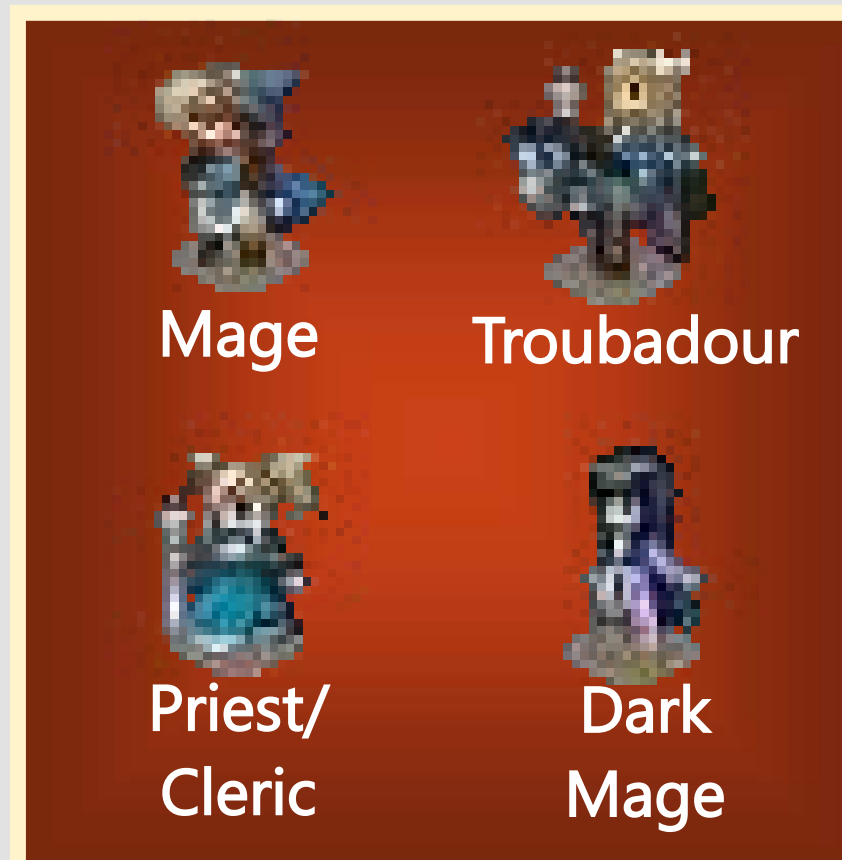
Tactician



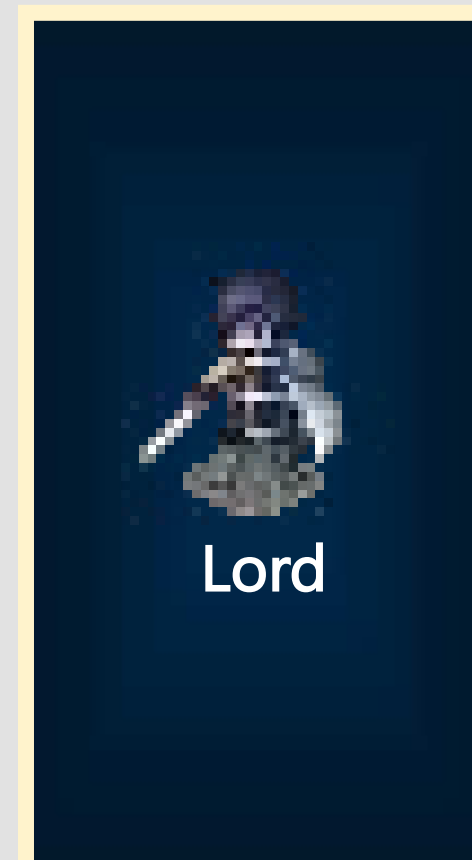
Soldier



Mage



Lord



You may change class to any other through the use of a Second Seal. Each class comes with different talents, new fighting techniques and some basic equipment. Some items (tomes etc.) are only usable by certain classes.

You may promote using a Master Seal. Promoted classes are more powerful. Skills are not learned as in game.

Body Type

You may choose one of three body types for this realm. You may also choose your features, and any hairstyle and colour and you may change gender for 50 CP.



To determine your age. roll $10+1D8$ for small, $16+1D8$ for medium and $22+1D8$ for large body types.

Perks

Your skills and abilities to give you an edge in this world. Skills in coloured boxes are discounted, and 100 CP ones are free, for their corresponding identities. Discounts cost 50% of the full price.

Tactics

You have an excellent mind for tactics and seem to have a great deal of knowledge of methods and manoeuvres. You know how to use these methods on the battlefield.



100 CP

Discipline

You learn how to use weapons very quickly. You become proficient and master weapons around twice as fast as you otherwise would.



100 CP

Focus

You can focus on your magic even when battle is raging all around you. You will find that your magic will not be interrupted by things such as explosions and physical pain.



100 CP

Charm

You are very charming. People will be more inclined to follow you into battle as people just seem to trust you.



100 CP

Solidarity

When within 3 metres of an ally you find that you are both significantly more likely to avoid incoming attack and you fight in a manner complementary to one another instinctively.



200 CP

Weaponfaire

Choose Sword, Axe, Bow or Spear. With this weapon type you are undisputedly a master and tend to get the best out of your chosen weapon.



200 CP

Tomefaire

Magic cast from tomes and grimoires tends to be incredibly potent when coming from your hands. This tends to only work when you have the book with you but the results are startling.



200 CP

Rightful King

Enthroned or in exile you're some sort of royalty in Ylisse or Valm. In other settings people will believe that you are from extremely noble stock even if they cannot work out where you are from.



200 CP

Rally

Once per battle you may rally your allies with a shout. This considerably improves their combat effectiveness and morale while disheartening enemies severely. Has an effective range of 100m².



400 CP

Armsthrift

Your weapons just don't seem to break and you know how to care for them well. Even immensely fragile things are unlikely to break in your care. Guns won't jam and swords never lose their edge.



400 CP

Healtouch

You are very skilled at healing others with a staff. As well as this, you can heal the wounds of others with a touch. Requires skin to skin contact. Severe wounds take a while.



400 CP

Single Pauldron

You don't seem to have to wear much armour. Not wearing a helmet will result in people simply not aiming at your head. You also become very good at blocking attacks with a single piece of armour.



400 CP

Ignis

You may increase the damage of your attacks by up to a half by charging your physical attacks with mana or your magical attacks with your physical stamina.



600 CP

Astra

Through intense concentration while striking an enemy you can move so fast that you hit them 5 times in different places in the time it would usually take for one blow to land. Doing this is physically tiring.



600 CP

Lifetaker

Killing an enemy absorbs their life-force and cures you of all but the most grievous of wounds almost immediately.



600 CP

Aether

Although fatiguing you may produce two attacks in blisteringly quick succession. The first completely heals mild to moderate wounds and the second pierces all but the most advanced armour completely.



600 CP

Future Child

Should you have a romantic relationship with a member of the opposite sex in this world, a grown-up child of yours that resembles you and has access to every class will appear at some point from the future. Very high potential for skills and counts as a companion.

100 CP

Underdog

For some reason your enemies have a tendency to underestimate you when it comes to fighting and in all military matters. Intelligent foes may of course have redundancies in place to prevent mistakes but they generally have the wrong idea of how dangerous you are.

200 CP

Tip the Scales

You have a sixth sense for what is required to make a fight go in your favour. Whether this is instinctively knowing the ideal position for an ambush or that there’s a chair you can use as an improvised weapon immediately behind you, you generally know what you need to give yourself the best chance at victory.

200 CP

Invisible Ties

Your ties to other people make your will stronger and even seem to make you more durable. When there are people out there who love you and want you to survive you will cling to life in a way that scarcely seems possible. While things that are always going to be lethal will still kill you are significantly more likely to survive anything that leaves you badly wounded or ‘dying’.

200 CP

Taguel

You have some rabbit features. You can turn into a large rabbit-like monster at will for short periods of time. Comes with and requires a Beaststone to change form.

200 CP

Beastbane

Any damage you do to non-sapient mammals is truly devastating. Your weapons and magic both hit significantly harder and you could punch a bear to death.

300 CP

Aptitude

You are faster at learning new skills and in training your physical and mental attributes. While this will manifest itself subtly in peaceful conditions it becomes particularly potent (and obvious) when such attributes are honed through practical experience in fights and on the battlefield.

300 CP

Support

It takes just three conversations (on different days or in different places) to make a lifelong friend and four conversations to gain a lover. You cannot force these talks but they will happen if you are in the vicinity of someone for long enough. Such talks only happen if you want them to.

300 CP

Manakete

You are one of the dragon-folk. You may transform from your human form into a large and powerful dragon. Manaketes have very long lifespans. Comes with and requires a Dragonstone to change form.

300 CP

Wyrmsbane

Dragons, wyverns and anything even vaguely draconic (extending to any large or winged reptiles) should fear you. When fighting these creatures your combat prowess gets a large boost and they become greatly more vulnerable to your physical and magical attacks.

300 CP

Roster

Whether you are going to be a shepherd to the people here or another wolf at the door you why do it alone? You may either create new friends and allies (choosing both their appearance and personality) or import a previous companion for a new history and form. Each companion gets a free **Identity**, the associated free **Perk** and **300 CP** to spend on **Perks** and **Items**. A single companion costs **100 CP**, you can get four for **200 CP** and eight for **300 CP**. Alternatively you may make canonical characters into companion for the same prices but they do not gain another **Identity** or CP.

100/200/300 CP



Items

Your belongings. Items in coloured boxes are discounted, and 100 CP ones are free, for their corresponding identities. Discounts cost 50% of the full price.

Elixir

A small bottle of Elixir. A mouthful of elixir will heal all wounds. Contains enough for 3 mouthfuls. May be taken multiple times.

Replenishes weekly.

50 CP

Rapier

A sharp and well made rapier, perfect for quick swordplay and unnaturally good at piercing armour.



100 CP

Master Seal

May be used to promote to an advanced class with all the extra skills, techniques and equipment such promotion entails. One use. A new Master Seal will arrive in your warehouse every few weeks.

200 CP

Second Seal

May be used to change class to any other basic class with all the new skills, techniques and equipment such promotion entails. One use. A new Second Seal will arrive in your warehouse every few weeks.

200 CP

Levin Sword

A sword that can be used both up close and at range by firing a small bolt of lightning at the target. Seems to be powered by your magical ability rather than your physical strength. Deals magical damage.



200 CP

Silver Weapon

A finely made silver weapon. Harder and sharper than a steel weapon of the same sort could hope to be.

A sword, a lance, an axe or a bow.



200 CP

Rexcalibur

A tome with which you can cast powerful wind magic. Summons ice shards in a flurry of whirlwinds. Very powerful against flying opponents.



200 CP

Restore

A staff which can be used to heal all but the most severe wounds completely.

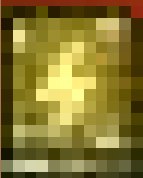
Significantly more powerful than regular Heal staves.



200 CP

Bolganone

A tome with which you can cast powerful fire magic. Causes a small volcanic eruption to occur beneath the target.



200 CP

Silver Card

A silver card that seems to have a strange effect when flashed at merchants. Merchants will give you significantly better prices for both bought and sold items. Will alter prices (on average) by around 25%.

300 CP

Naga's Tear

A one use item that makes you very slightly better at practically everything permanently. From strength to magic to speed.

300 CP

Hammerne

A staff that allows you to repair and maintain practically anything as long as you have all the parts of the broken object. Sharpens and maintains weapons as well.

300 CP

Reeking Box

A peculiar, foul smelling box that seems to draw enemies. Such enemies tend to come in small groups and one tends to carry some desirable item or other (usually gold). Can turn on and off.



300 CP

Amatsu

An exceptionally sharp and jagged but unusually balanced and light sword. Can be thrown at immensely high speeds and has the strange habit of flying in an arc that returns it to the user.



300 CP

Goetia

A devastatingly powerful and rare tome of dark magic. Blasts masses of purple lightning infused with darkness.



300 CP

Parallel Falchion

A copy of a legendary and extremely sharp sword. Cuts incredibly deeply and finely. Comes with the ability to use it although you bear no mark (unless you also purchase Rightful King). Can seal Grima.



300 CP

Drawbacks

You may choose up to 600 CP worth of drawbacks for extra points.

Stalker

During your time in Ylisse you will become the object of obsession of someone unusual and dangerous. They will try and keep you safe but will follow you around and watch you constantly and may meddle in your affairs.

+0 CP

Avatar

You are woken up by Chrom and Lissa and have a strange sign on your hand. Events will unfold around you as though you were Robin. Comes with a specific **Stalker**.

+0 CP, Tactician Only

Blushes

You are embarrassed extremely easily, spend a lot of time kicking yourself over the things you say and do and tend to blush deeply and often during conversation.

+100 CP

Forgettable

People will tend to just forget you exist. You will not get invited to events by your friends and people will generally forget who you are and what you've done.

+100 CP

Champion of Etiquette

You are well-versed in lordly and ladylike behaviour and expect everyone else to be as well. When you see somebody doing something improperly (eating with the wrong sort of spoon, speaking without proper elocution, etc.) you will not be able to resist chiding them for not acting in a more respectable manner.

+100 CP

Amnesia

You don't remember anything about your past other than your name and occasionally get startling flashes of memories from a dark alternate future. You begin lying in a field (possibly next to Robin) and the Shepherds are just about to find your soon to be conscious body.

+200 CP

Weak Link

You feel compelled to join a party of warriors and will make many close friends. You will fight often and your enemies will ALWAYS attempt to kill the weakest members of your party first. You are very likely to lose at least a couple of real friends.

+200 CP

Stunted

Whether through a curse, a genetic defect or as a side-effect of having chosen the **Manakete Perk**, you have the appearance and body of a 10 year old child. You are also proportionally weaker and have a slight tendency towards acting childishly.

+200 CP

Gynophobe

You are incredibly uncomfortable and angsty when around female humans and humanoids due to a traumatic event in your past that you often dwell on and simply cannot get over.

+200 CP

Pining

You will at some point early in your adventure fall head over heels in love with someone. You will not pursue them for some reason however and it will never be reciprocated. They will occupy your thoughts constantly. You will be extremely unhappy.

+300 CP

Where's My Axe?

You're dim, very absent-minded and rather forgetful. You will often lose your belongings sometimes simply leaving them on the floor. You start referring to yourself in third person.

+300 CP

It's Not Your Fault

Occasionally while interacting with other people you will be overcome by evil forces. You will more often than not kill a friend or acquaintance when this happens. Will happen at least once a year. Isolating yourself will not help. What you do is irreversible.

+300 CP

Future

Once your 10 years is up you will be given a choice. Regardless of what you choose you will keep all items and skills and lose all drawbacks.

Go Home

You simply wake up at home in your own bed.

OR

Stay

You decide to stay in this world for the rest of your life.

OR

Onwards

You move onwards to the next world and the next adventure.

Notes:

- Stalker may or may not be Tharja, it's your choice. If you take Avatar you no longer have a choice in the matter.
- *Avatar* comes with an extremely specific one-time *It's Not Your Fault* moment but you get no extra points for this.
- As *Avatar* you will survive the ending regardless of your choice.
- *Taguels* and *Manaketes* provide both alternate humanoid forms and the non-humanoid forms associated with their species. Post-jump a stone is no longer required to change from one to the other.
- *Taguels* and *Manaketes* are more dangerous against beasts and dragons respectively but do not have the uncanny abilities provided by *Beastbane* and *Wyrmsbane*.
- Companions gain a basic class on arrival.
- *Second Seals* and *Master Seals* do nothing for those without a class.
- *Future Child* occurs once and provides a unique companion. This is by no means the only child from the future you can have. Dating or marrying one of the characters who has a child that comes back from the future will result in that child being yours. They will have your hair colour. They do not count as companions.
- Your *Future Child* gains aptitudes depending on their other parent, a child of Tiki will be a *Manakete* whereas a child of Tharja will have a natural affinity for magic.
- Weapons do not degrade in the same manner they do in the games (e.g. Tomes, swords and staves will not break in the same way after a certain amount of use).
- Weapon ranks effectively do not exist but some weapons will require a great deal of skill to use to their full potential.
- As always Drawbacks override skills (e.g. *Where's My Axe* is not affected by intelligence boosts.)
- Cool cats don't trip.