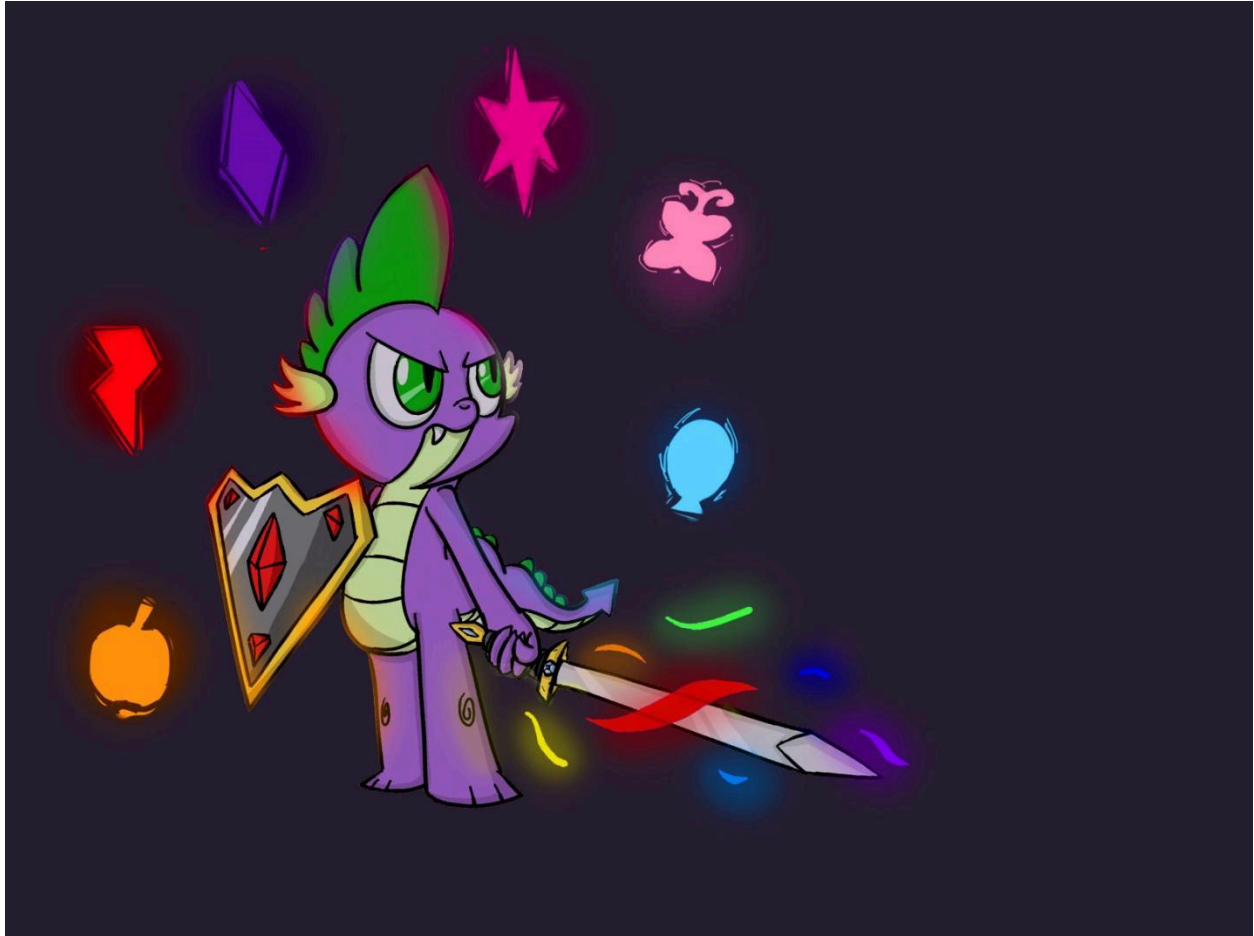


Spike The Jumper

Generic Fantasy RPG And Final Fantasy V



Spike



Gender: Male

Race: Equestrian Baby Dragon

2100

Class

Arcane: You learned how to invoke spells and other similar magic-y stuff before you ventured out, becoming an Arcanist, Wizard, or even a Cleric. While physically weak compared to others, your magical prowess ensure that you'll have a variety of roles in your party, be it as the healer, magical artillery, or even crowd control.

Origin

Commoner: A lowly-born peasant, you took the path of an adventurer in order to feed the all too many mouths in your family. Or maybe you were just looking for a better life? Or maybe your home town burned down as a result of an attack by the BBEG? This world is generic afterall, so the specific details are up to you.

Drawbacks:

+100 to +300 CP - Gladiator Subquest

A staple of many RPGs, you will now have to get involved in this side-quest which requires you to fight in some sort of gladiatorial combat. Of course, there will be rules to make this more difficult than your standard combat but at minimum expect to face, and defeat, several waves of generic mook enemies followed by a Field Boss in single combat.

Thankfully, the +100 CP variant will ensure that you will have to go through this just once in your stay without too much of a hassle. For +200 CP, you will have to involve yourself in this side-quest at least once per year, no matter what, and expect being handicapped in some way in order to make the fight more “entertaining”. Examples include no rest in between duels, no imbibing health recovery potions or using healing magic, or even straight out banning magical attacks.

2200

Companions

50 CP - Party Up!

You may import any companions you already have at the price of 50 CP each, or 300 CP for a party of eight. They gain 600 CP to spend of their own, but may not take Companion options or Drawbacks themselves. Alternatively you may use this option to create a new Companion, or Companions, whom will receive the same benefits. You may spend an additional 100 CP to give all companions imported or made this way another 200 CP, or 200 CP to give them an additional 400 CP, but that is the limit. Optionally you may spend 300 CP to grant every imported or created companion the Epic Adventurer perk, but only if you have it. Granting additional CP and the Epic Adventurer perk are separate purchases.

1900

(Sombra, Flash Sentry, Sunset Shimmer, Betsy, Lux, Frida, Jet, Mahogania)

The last two are the new guys that I heard needed help. Technically they're my slaves but just don't.

Perks:

General Perks

600 CP - Epic Adventurer In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers. If you're of the Arcane class, you will be capable of researching great and

terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come. A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

1000

Class Perks

100 CP - Magical Training

What your magical training consists of is up in the air. A wizard who spams AoE elemental attacks is usually a safe guess, and the same could be said for a healer with some support spells thrown in. Or maybe your training involved learning nothing but spells to strengthen your allies and debilitate your enemies? It's ultimately your decision. But you start off with basic competency in the various aspects of magic before choosing a specialization. The specialization from this perk may be bought multiple times, and those who chose the Arcane class get three specialties automatically and this perk is discounted on additional purchases for them. This starts off at the basic Fire, Cure, Lightning, Slow... level we all know and love, but with experience you can expect to reach Firaga, Heal Most, Mahamaon, or Adamantine Shield within a few years. All magical powers gained via multiple purchases of this perk draw on the same energy source, either Spirits, Gods, The Arcane, Demons, Nature, Tantric Sex, etc. Your choice.

(Black Mage, Green Mage, Red Mage)

200 CP - Friendly Fire No More

What's irritating about magic users is that most of their AoE attacks do not differentiate from allies and enemies, causing no end of grief for those just starting out. No more will your directly harmful spells hurt your allies should they be caught in the AOE, though try not to get them caught in indirect effects, such as transmuting the ground beneath an opponent into quicksand or something. Perhaps with time and experience, you will be able to cast 'intelligent' magical effects capable of recognizing friend from foe, no matter their nature.

1200

400 CP - Mystic

Remember what you chose as your magical specialty(s) in the Magical Training perk? Well, whatever it is, you are now one of the best in it. If you're a Black Mage, you cast at least twice as fast and your spells are twice as strong at minimum. If you're a White Mage, you can channel capital-H Holy energies to both heal, support, and harm. Being a Green Mage? Well, your buffs and debuffs now last for days. In addition to boosting your magical proficiency, your magical reserves also receive a big expansion, enough for you to do nothing but spam low level spells all day long.

1000

EPIC - The Greatest Spellweaver

Magical enchantments and spells flow together under your hands as if they were destined to fit into the shapes and sigils you desire. Your magical abilities are sublime, the highest possible to achieve in pure skill that could be attained under natural conditions in this world. Unnatural conditions however mean you've still got room to improve, but rather than the impossible dream it would be for lesser mages to achieve, it is instead a goal within sight for you. This insight and impossible level of skill allows you to freely combine the variety of magic systems and styles you come across and have learned, allowing you to create a singular whole from them, retaining strengths and discarding weaknesses. You are additionally considered to be a grandmaster in all magical skills you have started with from this place, and your reputation is such that other practitioners of magic hold you in high regard, or at least grudging respect and caution.

100 CP - Martial Training

In addition to gaining a passing familiarity with all forms of melee weapons, you may choose a single melee weapon to specialize in. Of course, you gain the necessary training to wield your chosen weapon at the level of an experienced veteran, and can potentially reach mastery with only a bit of effort. Lastly, due to your physical-oriented class, you are stronger and tougher than any common man, possessing the strength of ten men and the endurance of an ox. You may buy this perk more than once to specialize in multiple melee weapons, but those of the Martial classes may choose three different weapons to be skilled at initially and get a discount on further purchases.

(Sword)

900

Origin Perks

100 CP - Strong Heart

It takes quite a bit of courage to step outside your door, as a certain kindly old wizard once said. Thankfully, you are overflowing with it, to the point you could face down monsters of the worst sort with nary a quaver in your knees. Even in the face of true terror you'll be able to keep your

wits about you, to help plan your next move. Further, your fellow adventurers will see your example and have their own flagging courage bolstered by yours as well. Whether you then decide to stand and fight, or to live to fight another day, well ... that's up to you. Recklessness is often mistaken for bravery after all, so be sure to pick your fights intelligently.

200 CP - Skillful

Maybe it was your upbringing, maybe just good genes, but you seem to be a bit more competent than your peers when it comes to everyday skills. Choose three non-combat skills that a commoner in a pre-industrial world could reasonably learn and make an honest living with - you are highly proficient in said skills, able to get steady employment in related professions should you wish to.

800

400 CP - The Drive to Improve

Talent does not determine everything; it's the willingness to put in effort that allows one elevate themselves beyond the common man. You have now discovered (or rediscovered) the joys of hard work and self improvement, being more than willing to spend weeks on a training montage, or learning something new, only stopping to satiate your basic bodily needs.

600

800 CP - Unshackled Potential

You know, for all the advantages an adventurer from a noble background holds over one with a humble origin, there isn't much disparity in terms of power level when both reach the epic levels. That's because Adventurers in general possess a ridiculous amount of potential. You, however, are a whole different animal - where even the most promising of Adventurers will one day reach the apex of their potential and be unable to advance further, you will never reach the apex of your potential... because you will always be able to improve yourself in every respect, whether physical, magical, or even mundane skills, if you're into it.

200

MYSTIC - The Artificer

Magical artifacts, and perhaps even magi-technological artifacts if you know the right disciplines, come together under your hands and tools with the casual ease of a master. You can invent, develop, and introduce an item that can reproduce just about any magical effect you are personally capable of. While your initial prototypes might only just work, and not terribly well,

you'll always be able to continually improve on your designs, with no particular ceiling in what you can manage beyond the time you're willing to invest and dedicate towards improvement.

Furthermore, the rate at which you make improvements, and just design and build such artifacts in the first place, is tremendously enhanced, far beyond what other individuals that fancy themselves "artificers" could manage. Where the creation of magical items for the average practitioner is a long involved process requiring careful and painstaking effort, you are practically the equivalent of a one (wo)man production line. Finally, you may substitute pure magical energy for all but the rarest materials required during the creation process of your artifacts, though at an extremely unfavorable cost ratio until you dedicate significant time and effort towards refining this ability.

Items

100 CP - Keepsake

A small, unsellable trinket that slowly regenerates your health and mana, as well as giving a minor boost to your willpower. If you like, this keepsake can be a small object from your homeworld.

200 CP - The Mighty Haversack of Holding

An enchanted bag made to hold more stuff than its outward appearance would suggest, without becoming too heavy for its bearer to carry. Items can fit into the bag as long as you can fit the item through a normal sized doorway. It keeps items stored within in temporal stasis but you can't store living things inside of it and any food items that aren't hermetically sealed begin to smell faintly of leather after a few days. Thankfully whenever you reach inside the bag the item you're aiming to take out will be exactly the thing that you reach for.

Lastly, if you wish, you may pay 100 Undiscounted CP to use this bag to store and retrieve items from a specific pre-determined part of your Cosmic Warehouse, though said items must be able to fit through a normal sized door, and you can't use it to dump living things into the Warehouse or pull living things out of your Warehouse, such as pets or companions.

0

Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.



The New Blood

Sombra



Gender: Male

Race: Unicorn Pony

Class

Arcane: You learned how to invoke spells and other similar magic-y stuff before you ventured out, becoming an Arcanist, Wizard, or even a Cleric. While physically weak compared to others, your magical prowess ensure that you'll have a variety of roles in your party, be it as the healer, magical artillery, or even crowd control.

Origin

Noble: Born a third child of a noble house, you were not expected to inherit and so left the games of political intrigue to pursue a life filled with adventures in order to make your own way in the world.

1000

Perks:

General Perks

600 CP - Epic Adventurer In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially

cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers. If you're of the Arcane class, you will be capable of researching great and terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come. A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

Class Perks

100 CP - Magical Training

What your magical training consists of is up in the air. A wizard who spams AoE elemental attacks is usually a safe guess, and the same could be said for a healer with some support spells thrown in. Or maybe your training involved learning nothing but spells to strengthen your allies and debilitate your enemies? It's ultimately your decision. But you start off with basic competency in the various aspects of magic before choosing a specialization. The specialization from this perk may be bought multiple times, and those who chose the Arcane class get three specialties automatically and this perk is discounted on additional purchases for them. This starts off at the basic Fire, Cure, Lightning, Slow... level we all know and love, but with experience you can expect to reach Firaga, Heal Most, Mahamaon, or Adamantine Shield within a few years. All magical powers gained via multiple purchases of this perk draw on the same energy source, either Spirits, Gods, The Arcane, Demons, Nature, Tantric Sex, etc. Your choice.

(Black Magic, Illusionist, Blue Mage)

200 CP - Friendly Fire No More

What's irritating about magic users is that most of their AoE attacks do not differentiate from allies and enemies, causing no end of grief for those just starting out. No more will your directly harmful spells hurt your allies should they be caught in the AOE, though try not to get them caught in indirect effects, such as transmuting the ground beneath an opponent into quicksand or something. Perhaps with time and experience, you will be able to cast 'intelligent' magical effects capable of recognizing friend from foe, no matter their nature.

900

400 CP - Mystic

Remember what you chose as your magical specialty(s) in the Magical Training perk? Well, whatever it is, you are now one of the best in it. If you're a Black Mage, you cast at least twice

as fast and your spells are twice as strong at minimum. If you're a White Mage, you can channel capital-H Holy energies to both heal, support, and harm. Being a Green Mage? Well, your buffs and debuffs now last for days. In addition to boosting your magical proficiency, your magical reserves also receive a big expansion, enough for you to do nothing but spam low level spells all day long.

700

EPIC - The Greatest Spellweaver

Magical enchantments and spells flow together under your hands as if they were destined to fit into the shapes and sigils you desire. Your magical abilities are sublime, the highest possible to achieve in pure skill that could be attained under natural conditions in this world. Unnatural conditions however mean you've still got room to improve, but rather than the impossible dream it would be for lesser mages to achieve, it is instead a goal within sight for you. This insight and impossible level of skill allows you to freely combine the variety of magic systems and styles you come across and have learned, allowing you to create a singular whole from them, retaining strengths and discarding weaknesses. You are additionally considered to be a grandmaster in all magical skills you have started with from this place, and your reputation is such that other practitioners of magic hold you in high regard, or at least grudging respect and caution.

Origin Perks

100 CP - Noble Visage

Unlike certain kinds of "nobles" whose appearance are rather hideous, you actually can pull off the attractive noble look very well; even if you're not one, or no longer count as a noble. In addition, this ensures that any kids you sire or birth, and those who carry your blood, unto the 10th generation, will look attractive. At worst, you and your descendants would be rated 9.5/10 in terms of physical attractiveness.

200 CP - A Silver Tongue

While you might have left your life as a noble behind for a life of adventuring, you were still affected by your upbringing - in a good way. You are capable of acquitting yourself well in high society, and you gain knowledge of how to deal with the upper crust wherever you might be... and even play multiple entrenched factions against each other in such a way that you are seldom, if ever, suspected of meddling

600

400 CP - Family Arts

Being a noble has its perks, and I don't mean the part where you live a relatively pampered life. What's great about being a noble is that you gain access to the super secret techniques your family has hoarded and refined over the centuries, each generation adding a bit of their advancements to the combat style your family was known for. What this entails is up to you - some kind of uber sword style, maybe? Or maybe something similar to a bloodline limit, where you gain the ability to manipulate some kind of esoteric bullshit. Or it could even be gaining access to a sect of assassins loyal to you, complete with a spy network and training in the games of noble intrigue to boot. Regardless, have a little bit of all of the above for basic competency. You may buy this perk multiple times for a discount, but your Family Arts must follow a theme of some sort... or at least two not incompatible themes... most people have two parents, after all.

400

800 CP - Heroic Lineage

You, and by extension your family, are descended from a strong bloodline consisting of heroes and famous adventurers. As such, your physical and magical prowess are the result of generations' worth of selective breeding by your ancestors, boosting them to superhuman levels - enough that you can defeat a hundred lesser mortals through sheer brute force and without prior training. But that's not all, noble Hero, for your resistance against all forms of toxins and diseases has been similarly elevated, to the point where you are effectively immune to ailments caused by mundane means, and highly resistant against plagues and poisons of an unnatural nature.

0

MYSTIC - Godly Intellect

You are descended from a deity of knowledge and wisdom, with the divine blood awakening in your generation. Your logic and reasoning skills are now over the top, capable of making accurate predictions of the future with little information, both on the macro and the micro scale. In addition, this intellectual boost also massively affects your learning speed, allowing you to rapidly master anything you set your mind on - whether physical, magical or technological or in between.

But that is not the limit of what your divinely-empowered mind has granted you, Jumper, oh no. In addition to an astonishing learning curve, your cognitive speed is tripled and, if you concentrate, you will be capable of doing at least five different tasks, each of which require intense concentration, simultaneously and without error (which, yes, can be refined to greater heights). Such is the terrifying power of a godly mind, though please take care of your body, noble Jumper, for while the spirit is strong, the flesh is weak (when unfortified by magic or other similar things).

Items

100 CP - Heirloom

A small, unsellable trinket passed down your family line for generations which increases your physical and magical power, as well as keeping yourself clean and smelling nice. If you like, this heirloom can be a small object from your native Earth.

Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

Sunset Shimmer



Gender: Female

Race: Unicorn Pony

Class

Arcane: You learned how to invoke spells and other similar magic-y stuff before you ventured out, becoming an Arcanist, Wizard, or even a Cleric. While physically weak compared to others, your magical prowess ensure that you'll have a variety of roles in your party, be it as the healer, magical artillery, or even crowd control.

Origin

Noble: Born a third child of a noble house, you were not expected to inherit and so left the games of political ntrigue to pursue a life filled with adventures in order to make your own way in the world.

1000

Perks:

General Perks

600 CP - Epic Adventurer In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers. If you're of the Arcane class, you will be capable of researching great and terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come. A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

Class Perks

100 CP - Magical Training

What your magical training consists of is up in the air. A wizard who spams AoE elemental attacks is usually a safe guess, and the same could be said for a healer with some support spells thrown in. Or maybe your training involved learning nothing but spells to strengthen your allies and debilitate your enemies? It's ultimately your decision. But you start off with basic competency in the various aspects of magic before choosing a specialization. The specialization from this perk may be bought multiple times, and those who chose the Arcane class get three specialties automatically and this perk is discounted on additional purchases for them. This starts off at the basic Fire, Cure, Lightning, Slow... level we all know and love, but with experience you can expect to reach Firaga, Heal Most, Mahamaon, or Adamantine Shield within a few years. All magical powers gained via multiple purchases of this perk draw on the same energy source, either Spirits, Gods, The Arcane, Demons, Nature, Tantric Sex, etc. Your choice.

(White Mage, Black Mage, Oracle)

200 CP - Friendly Fire No More

What's irritating about magic users is that most of their AoE attacks do not differentiate from allies and enemies, causing no end of grief for those just starting out. No more will your directly harmful spells hurt your allies should they be caught in the AOE, though try not to get them caught in indirect effects, such as transmuting the ground beneath an opponent into quicksand

or something. Perhaps with time and experience, you will be able to cast 'intelligent' magical effects capable of recognizing friend from foe, no matter their nature.

1200

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1000

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society, and you gain knowledge of how to deal with the upper crust wherever you might be... and even play multiple entrenched factions against each other in such a way that you are seldom, if ever, suspected of meddling

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MYSTIC - Godly Intellect

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Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

Flash Sentry



Gender: Male

Race: Human

Class

Martial: You learned the ways of the martial classes, be it as a Fighter or as a Monk, or even as a Paladin or Magic Warrior. Physically strong and tough, you're the designated tank and beatstick in your party.

Origin

Noble: Born a third child of a noble house, you were not expected to inherit and so left the games of political intrigue to pursue a life filled with adventures in order to make your own way in the world.

1000

1000

Perks:

General Perks

600 CP - Epic Adventurer In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers. If you're of the Arcane class, you will be capable of researching great and terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come. A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

Class Perks

100 CP - Martial Training

In addition to gaining a passing familiarity with all forms of melee weapons, you may choose a single melee weapon to specialize in. Of course, you gain the necessary training to wield your chosen weapon at the level of an experienced veteran, and can potentially reach mastery with only a bit of effort. Lastly, due to your physical-oriented class, you are stronger and tougher than any common man, possessing the strength of ten men and the endurance of an ox. You may buy this perk more than once to specialize in multiple melee weapons, but those of the Martial classes may choose three different weapons to be skilled at initially and get a discount on further purchases.

(Sword, Claws, Unarmed)

200 CP - Taunt

A tank must be capable of diverting their foes' attention to them, instead of their squishier allies. As such, you have the ability to catch your foes' attention, and keep them focusing on you while your allies wail on them through martial and magical might as long as you keep taunting your foes with your derisive banter and refusal to die. In time, you can divert the attention of armies to focus solely on you, and perhaps in centuries,

even the mightiest of beings will make your destruction a priority before dealing with your allies, should you will it.

900

400 CP - Aegis

To be a tank, one must not just be capable of enduring mighty physical attacks, but also wade through powerful esoteric maladies and come out swinging. Now your defensive prowess is top notch; your skin instinctively hardening to toughness approaching Adamantium, your mind gaining the knowledge to direct attacks to strike where they will deal the least damage, and your resistance towards hostile magicks of all kinds will be at the point where only the greatest and most esoteric of magical spells will be able to impair you for long.

700

EPIC - Might Beyond Measure

You know what's better than being an immovable wall or an unstoppable force? Being both, obviously! In addition to your absurdly potent defense, you now gain an almost unstoppable offense which directly scales with your durability/defense. Now, this currently applies to melee attacks, but with time and training, you might be able to imbue your ranged offensive power with this property, albeit never as effectively. Your might is well known, and amongst fellow warriors you receive the regard held by a favored champion, and further accolades for your feats of martial excellence and might seem to naturally gravitate towards you.

Origin Perks

100 CP - Noble Visage

Unlike certain kinds of "nobles" whose appearance are rather hideous, you actually can pull off the attractive noble look very well; even if you're not one, or no longer count as a noble. In addition, this ensures that any kids you sire or birth, and those who carry your blood, unto the 10th generation, will look attractive. At worst, you and your descendants would be rated 9.5/10 in terms of physical attractiveness.

200 CP - A Silver Tongue

While you might have left your life as a noble behind for a life of adventuring, you were still affected by your upbringing - in a good way. You are capable of acquitting yourself well in high society, and you gain knowledge of how to deal with the upper crust wherever you might be...

and even play multiple entrenched factions against each other in such a way that you are seldom, if ever, suspected of meddling

600

400 CP - Family Arts

Being a noble has its perks, and I don't mean the part where you live a relatively pampered life. What's great about being a noble is that you gain access to the super secret techniques your family has hoarded and refined over the centuries, each generation adding a bit of their advancements to the combat style your family was known for. What this entails is up to you - some kind of uber sword style, maybe? Or maybe something similar to a bloodline limit, where you gain the ability to manipulate some kind of esoteric bullshit. Or it could even be gaining access to a sect of assassins loyal to you, complete with a spy network and training in the games of noble intrigue to boot. Regardless, have a little bit of all of the above for basic competency. You may buy this perk multiple times for a discount, but your Family Arts must follow a theme of some sort... or at least two not incompatible themes... most people have two parents, after all.

400

800 CP - Heroic Lineage

You, and by extension your family, are descended from a strong bloodline consisting of heroes and famous adventurers. As such, your physical and magical prowess are the result of generations' worth of selective breeding by your ancestors, boosting them to superhuman levels - enough that you can defeat a hundred lesser mortals through sheer brute force and without prior training. But that's not all, noble Hero, for your resistance against all forms of toxins and diseases has been similarly elevated, to the point where you are effectively immune to ailments caused by mundane means, and highly resistant against plagues and poisons of an unnatural nature.

0

AEGIS - Mythic Body

In addition to being descended from heroes, the divine blood of a deity of war and strategy flows in your veins. Somehow, that latent potential for divinity awoke in you, granting you a mighty body. You gain the swiftness to easily outrace the fastest of land animals, the strength of a hundred men, and the stamina to wage a pitched battle for a day and a night and a day again without flagging. And that's just the starting point for you. In time, you will be able to benchpress mountains, outrun the wind, and leisurely swim in the fiery pits of Mount Doom.

Items

100 CP - Heirloom

A small, unsellable trinket passed down your family line for generations which increases your physical and magical power, as well as keeping yourself clean and smelling nice. If you like, this heirloom can be a small object from your native Earth.

Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

Betsy



Gender: Female

Race: Human

Class

Scout: While not as physically strong and tough as the martial classes, nor possessed of the sheer magical might of those who pursue the Arcane path, your advantage over the two is your speed and dexterity. Your ability to master a variety of skills has made you the scout and saboteur of your adventuring party, an important asset to almost any successful adventuring group.

Origin

Noble: Born a third child of a noble house, you were not expected to inherit and so left the games of political ntrigue to pursue a life filled with adventures in order to make your own way in the world.

1000

Perks:

General Perks

Class Perks

100 CP - Scout Training

You receive a few years' worth of practical training in the arts of moving unseen, scouting out hostile territories, wilderness survival and several other skills useful to a scout. In addition, you gain a specialization that allows you to better contribute to your party. Perhaps you are skilled in espionage, useful for the games of intrigue among nobles; or maybe you're a proficient woodsman, the forests a second home to you. Those of the scout class gain three specializations for free, and can buy more at a discount.

(Espionage, Deception, Lockpicking)

200 CP - Evasion

You are quick and fleet of foot, and your wits swifter. You can reflexively evade your enemies' attacks and minimize damage where you can't. To your enemies, it would be akin to grasping smoke. In addition, this also enhances your senses and situational awareness which further improves with training. Who knows, maybe one day this will evolve into a full-fledged combat precognition in decades to come, and maybe something else in centuries?

900

400 CP - Grace

You now possess an inhuman balance and agility that allows you to leap and run with an effortless grace where any other would be dead where they stand. You can leap, climb, and run along the crumbling walls and roofs of ancient temples, sprint across tightropes on a particularly windy day, and even do a dance routine in the middle of evading an assortment of deadly traps. It is as though you possess wings on your feet... you don't, but it's like that.

700

EPIC - The Impossible Thief

In some fantasy worlds you may have heard of thieves that can steal the (metaphorical) hearts of their enemies, charming them for a time. That can steal the armor right off a man's back mid battle, temporarily steal a person's courage to give it to themselves, steal a cooked haunch of meat from a monster they haven't even killed yet (how?!), and other such seemingly outrageous acts of thievery. When it comes to Fantasy you might just call them the Final authority on such skills. You too are

capable of such seemingly impossible thefts, though like most skills it will require refinement and practice in order to accomplish the truly preposterous things. Your abilities in stealth are similarly

boosted, being able to sneak easily past entire garrisons of alert soldiers in order to pilfer coffers and documents, before slipping away again unnoticed... assuming you're careful. Post-Spark you might be able to commit even greater acts of thievery ... at that point the sky's the limit, assuming you don't steal that while no one is looking.

Origin Perks

Noble

100 CP - Noble Visage

Unlike certain kinds of "nobles" whose appearance are rather hideous, you actually can pull off the attractive noble look very well; even if you're not one, or no longer count as a noble. In addition, this ensures that any kids you sire or birth, and those who carry your blood, unto the 10th generation, will look attractive. At worst, you and your descendants would be rated 9.5/10 in terms of physical attractiveness.

200 CP - A Silver Tongue

While you might have left your life as a noble behind for a life of adventuring, you were still affected by your upbringing - in a good way. You are capable of acquitting yourself well in high society, and you gain knowledge of how to deal with the upper crust wherever you might be... and even play multiple entrenched factions against each other in such a way that you are seldom, if ever, suspected of meddling

600

400 CP - Family Arts

Being a noble has its perks, and I don't mean the part where you live a relatively pampered life. What's great about being a noble is that you gain access to the super secret techniques your family has hoarded and refined over the centuries, each generation adding a bit of their advancements to the combat style your family was known for. What this entails is up to you - some kind of uber sword style, maybe? Or maybe something similar to a bloodline limit, where you gain the ability to manipulate some kind of esoteric bullshit. Or it could even be gaining access to a sect of assassins loyal to you, complete with a spy network and training in the games of noble intrigue to boot. Regardless, have a little bit of all of the above for basic competency. You may buy this perk multiple times for a discount, but your Family Arts must follow a theme of some sort... or at least two not incompatible themes... most people have two parents, after all.

400

800 CP - Heroic Lineage

You, and by extension your family, are descended from a strong bloodline consisting of heroes and famous adventurers. As such, your physical and magical prowess are the result of generations' worth of selective breeding by your ancestors, boosting them to superhuman levels - enough that you can defeat a hundred lesser mortals through sheer brute force and without prior training. But that's not all, noble Hero, for your resistance against all forms of toxins and diseases has been similarly elevated, to the point where you are effectively immune to ailments caused by mundane means, and highly resistant against plagues and poisons of an unnatural nature.

0

GRACE - Elven-blooded Hero

Somewhere in your family tree, an ancestor laid with a Ljósálf, a Light Elf (and not one of those namby-pamby quasi-mortal Tolkien ones... the practically godlike ones from Norse Mythology). While the fruits of their union did not make a name for themselves in the traditional manner, your family's various businesses experienced a consistently minor boost in popularity for quite a long while – long enough to persist even after their death, it seemed. Now, the same thing could be said for you. Your elven blood grants you the ability to promote Growth in its myriad forms. Right now you can only promote it in physical things, such as a foal's growth into a mighty horse with lustrous mane and a strong constitution, or blessing an entire field of crops to grow faster and yield a good harvest. In time, however, this Growth could be extended to abstract concepts; remember how your ancestor managed to make your family businesses consistently more popular? You can do that, and perhaps even more.

Unlike those with a drop of divine blood in their genealogy, you gain an increased affinity with Nature itself, to the extent where you will absolutely thrive in all forms of non-magical extreme environment conditions (that isn't the void of space or a realm of unending chaos), as well as having a higher chance of surviving in supernaturally extreme environment conditions common in fantasy tropes. That isn't all, however, as you will find any nature-derived magic you have learned in this world, and might learn in future worlds will have their effects amplified by half again of their usual potency.

Items

100 CP - Heirloom

A small, unsellable trinket passed down your family line for generations which increases your physical and magical power, as well as keeping yourself clean and smelling nice. If you like, this heirloom can be a small object from your native Earth.

Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

Frida



Gender: Female

Race : Nu Mou

Class

Martial: You learned the ways of the martial classes, be it as a Fighter or as a Monk, or even as a Paladin or Magic Warrior. Physically strong and tough, you're the designated tank and beatstick in your party.

Origin

Commoner: A lowly-born peasant, you took the path of an adventurer in order to feed the all too many mouths in your family. Or maybe you were just looking for a better life? Or maybe your home town burned down as a result of an attack by the BBEG? This world is generic afterall, so the specific details are up to you.

1000

Perks:

General Perks

600 CP - Epic Adventurer In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers. If you're of the Arcane class, you will be capable of researching great and terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come. A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

Class Perks

100 CP - Martial Training

In addition to gaining a passing familiarity with all forms of melee weapons, you may choose a single melee weapon to specialize in. Of course, you gain the necessary training to wield your chosen weapon at the level of an experienced veteran, and can potentially reach mastery with only a bit of effort. Lastly, due to your physical-oriented class, you are stronger and tougher than any common man, possessing the strength of ten men and the endurance of an ox. You may buy this perk more than once to specialize in multiple melee weapons, but those of the Martial classes may choose three different weapons to be skilled at initially and get a discount on further purchases.

(Sword, Mace, Unarmed)

200 CP - Taunt

A tank must be capable of diverting their foes' attention to them, instead of their squishier allies. As such, you have the ability to catch your foes' attention, and keep them focusing on you while your allies wail on them through martial and magical might as long as you keep taunting your foes with your derisive banter and refusal to die. In time, you can divert the attention of armies to focus solely on you, and perhaps in centuries, even the mightiest of beings will make your destruction a priority before dealing with your allies, should you will it.

900

400 CP - Aegis

To be a tank, one must not just be capable of enduring mighty physical attacks, but also wade through powerful esoteric maladies and come out swinging. Now your defensive prowess is top notch; your skin instinctively hardening to toughness approaching Adamantium, your mind gaining the knowledge to direct attacks to strike where they will deal the least damage, and your resistance towards hostile magicks of all kinds will be at the point where only the greatest and most esoteric of magical spells will be able to impair you for long.

700

EPIC - Might Beyond Measure

You know what's better than being an immovable wall or an unstoppable force? Being both, obviously! In addition to your absurdly potent defense, you now gain an almost unstoppable offense which directly scales with your durability/defense. Now, this currently applies to melee attacks, but with time and training, you might be able to imbue your ranged offensive power with this property, albeit never as effectively. Your might is well known, and amongst fellow warriors you receive the regard held by a favored champion, and further accolades for your feats of martial excellence and might seem to naturally gravitate towards you.

Origin Perks

100 CP - Strong Heart

It takes quite a bit of courage to step outside your door, as a certain kindly old wizard once said. Thankfully, you are overflowing with it, to the point you could face down monsters of the worst sort with nary a quaver in your knees. Even in the face of true terror you'll be able to keep your wits about you, to help plan your next move. Further, your fellow adventurers will see your example and have their own flagging courage bolstered by yours as well. Whether you then decide to stand and fight, or to live to fight another day, well ... that's up to you. Recklessness is often mistaken for bravery after all, so be sure to pick your fights intelligently.

200 CP - Skillful

Maybe it was your upbringing, maybe just good genes, but you seem to be a bit more competent than your peers when it comes to everyday skills. Choose three non-combat skills that a commoner in a pre-industrial

world could reasonably learn and make an honest living with - you are highly proficient in said skills, able to get steady employment in related professions should you wish to.

600

400 CP - The Drive to Improve

Talent does not determine everything; it's the willingness to put in effort that allows one elevate themselves beyond the common man. You have now discovered (or rediscovered) the joys of hard work and self improvement, being more than willing to spend weeks on a training montage, or learning something new, only stopping to satiate your basic bodily needs.

400

800 CP - Unshackled Potential

You know, for all the advantages an adventurer from a noble background holds over one with a humble origin, there isn't much disparity in terms of power level when both reach the epic levels. That's because Adventurers in general possess a ridiculous amount of potential. You, however, are a whole different animal - where even the most promising of Adventurers will one day reach the apex of their potential and be unable to advance further, you will never reach the apex of your potential... because you will always be able to improve yourself in every respect, whether physical, magical, or even mundane skills, if you're into it.

0

AEGIS - The Juggernaut

The more you move, the more you build up momentum. The more momentum you have, the less likely you are to be impeded by things that try to get in your way ... physically at least. Build up enough momentum and you can smash aside armored and mounted knights casually, and potentially even smash straight through a castle wall. The more you train and develop this ability the faster you'll build momentum and the easier it will be to plow straight through the things trying to slow you down. You additionally gain a ludicrously high amount of stamina and vitality, enabling you to be effectively tireless, so long as your willpower holds. Lastly, you gain a regeneration factor which continuously replenishes your health and stamina, both in and out of combat. If you stop for any reasons however you'll need to start building up momentum again from scratch. Be the Juggernaut.

Items

100 CP - Keepsake

A small, unsellable trinket that slowly regenerates your health and mana, as well as giving a minor boost to your willpower. If you like, this keepsake can be a small object from your homeworld.

Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

Lux



Gender : Make

Race : Burmecian

Class

Arcane: You learned how to invoke spells and other similar magic-y stuff before you ventured out, becoming an Arcanist, Wizard, or even a Cleric. While physically weak compared to others, your magical prowess ensure that you'll have a variety of roles in your party, be it as the healer, magical artillery, or even crowd control.

Origin

Commoner: A lowly-born peasant, you took the path of an adventurer in order to feed the all too many mouths in your family. Or maybe you were just looking for a better life? Or maybe your home town burned down as a result of an attack by the BBEG? This world is generic afterall, so the specific details are up to you.

1000

Perks:

General Perks

600 CP - Epic Adventurer In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers. If you're of the Arcane class, you will be capable of researching great and terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come. A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

Class Perks

100 CP - Magical Training

What your magical training consists of is up in the air. A wizard who spams AoE elemental attacks is usually a safe guess, and the same could be said for a healer with some support spells thrown in. Or maybe your training involved learning nothing but spells to strengthen your allies and debilitate your enemies? It's ultimately your decision. But you start off with basic competency in the various aspects of magic before choosing a specialization. The specialization from this perk may be bought multiple times, and those who chose the Arcane class get three specialties automatically and this perk is discounted on additional purchases for them. This starts off at the basic Fire, Cure, Lightning, Slow... level we all know and love, but with experience you can expect to reach Firaga, Heal Most, Mahamaon, or Adamantine Shield within a few years. All magical powers gained via multiple purchases of this perk draw on the same energy source, either Spirits, Gods, The Arcane, Demons, Nature, Tantric Sex, etc. Your choice.

(Black Mage, Time Mage, Alchemist)

200 CP - Friendly Fire No More

What's irritating about magic users is that most of their AoE attacks do not differentiate from allies and enemies, causing no end of grief for those just starting out. No more will your directly harmful spells hurt your allies should they be caught in the AOE, though try not to get them caught in indirect effects, such as transmuting the ground beneath an opponent into quicksand

or something. Perhaps with time and experience, you will be able to cast 'intelligent' magical effects capable of recognizing friend from foe, no matter their nature.

900

400 CP - Mystic

Remember what you chose as your magical specialty(s) in the Magical Training perk? Well, whatever it is, you are now one of the best in it. If you're a Black Mage, you cast at least twice as fast and your spells are twice as strong at minimum. If you're a White Mage, you can channel capital-H Holy energies to both heal, support, and harm. Being a Green Mage? Well, your buffs and debuffs now last for days. In addition to boosting your magical proficiency, your magical reserves also receive a big expansion, enough for you to do nothing but spam low level spells all day long.

700

EPIC - The Greatest Spellweaver

Magical enchantments and spells flow together under your hands as if they were destined to fit into the shapes and sigils you desire. Your magical abilities are sublime, the highest possible to achieve in pure skill that could be attained under natural conditions in this world. Unnatural conditions however mean you've still got room to improve, but rather than the impossible dream it would be for lesser mages to achieve, it is instead a goal within sight for you. This insight and impossible level of skill allows you to freely combine the variety of magic systems and styles you come across and have learned, allowing you to create a singular whole from them, retaining strengths and discarding weaknesses. You are additionally considered to be a grandmaster in all magical skills you have started with from this place, and your reputation is such that other practitioners of magic hold you in high regard, or at least grudging respect and caution.

Origin Perks

100 CP - Strong Heart

It takes quite a bit of courage to step outside your door, as a certain kindly old wizard once said. Thankfully, you are overflowing with it, to the point you could face down monsters of the worst sort with nary a quaver in your knees. Even in the face of true terror you'll be able to keep your wits about you, to help plan your next move. Further, your fellow adventurers will see your example and have their own flagging courage bolstered by yours as well. Whether you then decide to stand and fight, or to live to fight another day, well ... that's up to you. Recklessness is often mistaken for bravery after all, so be sure to pick your fights intelligently.

200 CP - Skillful

Maybe it was your upbringing, maybe just good genes, but you seem to be a bit more competent than your peers when it comes to everyday skills. Choose three non-combat skills that a commoner in a pre-industrial world could reasonably learn and make an honest living with - you are highly proficient in said skills, able to get steady employment in related professions should you wish to.

600

400 CP - The Drive to Improve

Talent does not determine everything; it's the willingness to put in effort that allows one elevate themselves beyond the common man. You have now discovered (or rediscovered) the joys of hard work and self-improvement, being more than willing to spend weeks on a training montage, or learning something new, only stopping to satiate your basic bodily needs.

400

800 CP - Unshackled Potential

You know, for all the advantages an adventurer from a noble background holds over one with a humble origin, there isn't much disparity in terms of power level when both reach the epic levels. That's because Adventurers in general possess a ridiculous amount of potential. You, however, are a whole different animal - where even the most promising of Adventurers will one day reach the apex of their potential and be unable to advance further, you will never reach the apex of your potential... because you will always be able to improve yourself in every respect, whether physical, magical, or even mundane skills, if you're into it.

300

MYSTIC - The Artificer

Magical artifacts, and perhaps even magi-technological artifacts if you know the right disciplines, come together under your hands and tools with the casual ease of a master. You can invent, develop, and introduce an item that can reproduce just about any magical effect you are personally capable of. While your initial prototypes might only just work, and not terribly well, you'll always be able to continually improve on your designs, with no particular ceiling in what you can manage beyond the time you're willing to invest and dedicate towards improvement.

Furthermore, the rate at which you make improvements, and just design and build such artifacts in the first place, is tremendously enhanced, far beyond what other individuals that fancy themselves "artificers" could manage. Where the creation of magical items for the average practitioner is a long involved process requiring careful and painstaking effort, you are practically the equivalent of a one (wo)man production line. Finally, you may substitute pure magical energy for all but the rarest materials required during the creation process of your artifacts,

though at an extremely unfavorable cost ratio until you dedicate significant time and effort towards refining this ability.

Items

100 CP - Keepsake

A small, unsellable trinket that slowly regenerates your health and mana, as well as giving a minor boost to your willpower. If you like, this keepsake can be a small object from your homeworld.

Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

Jet



Gender: Female

Race : Chocobo

Class

Martial: You learned the ways of the martial classes, be it as a Fighter or as a Monk, or even as a Paladin or Magic Warrior. Physically strong and tough, you're the designated tank and beatstick in your party.

Origin

Commoner: A lowly-born peasant, you took the path of an adventurer in order to feed the all too many mouths in your family. Or maybe you were just looking for a better life? Or maybe your home town burned down as a result of an attack by the BBEG? This world is generic afterall, so the specific details are up to you.

1000

Perks:

General Perks

600 CP - Epic Adventurer In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers. If you're of the Arcane class, you will be capable of researching great and terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come. A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

Class Perks

100 CP - Martial Training

In addition to gaining a passing familiarity with all forms of melee weapons, you may choose a single melee weapon to specialize in. Of course, you gain the necessary training to wield your chosen weapon at the level of an experienced veteran, and can potentially reach mastery with only a bit of effort. Lastly, due to your physical-oriented class, you are stronger and tougher than any common man, possessing the strength of ten men and the endurance of an ox. You may buy this perk more than once to specialize in multiple melee weapons, but those of the Martial classes may choose three different weapons to be skilled at initially and get a discount on further purchases.

(Spear, Halberd, Axe)

200 CP - Taunt

A tank must be capable of diverting their foes' attention to them, instead of their squishier allies. As such, you have the ability to catch your foes' attention, and keep them focusing on you while your allies wail on them through martial and magical might as long as you keep taunting your foes with your derisive banter and refusal to die. In time, you can divert the attention of armies to focus solely on you, and perhaps in centuries,

even the mightiest of beings will make your destruction a priority before dealing with your allies, should you will it.

900

400 CP - Aegis

To be a tank, one must not just be capable of enduring mighty physical attacks, but also wade through powerful esoteric maladies and come out swinging. Now your defensive prowess is top notch; your skin instinctively hardening to toughness approaching Adamantium, your mind gaining the knowledge to direct attacks to strike where they will deal the least damage, and your resistance towards hostile magicks of all kinds will be at the point where only the greatest and most esoteric of magical spells will be able to impair you for long.

700

EPIC - Might Beyond Measure

You know what's better than being an immovable wall or an unstoppable force? Being both, obviously! In addition to your absurdly potent defense, you now gain an almost unstoppable offense which directly scales with your durability/defense. Now, this currently applies to melee attacks, but with time and training, you might be able to imbue your ranged offensive power with this property, albeit never as effectively. Your might is well known, and amongst fellow warriors you receive the regard held by a favored champion, and further accolades for your feats of martial excellence and might seem to naturally gravitate towards you.

Origin Perks

100 CP - Strong Heart

It takes quite a bit of courage to step outside your door, as a certain kindly old wizard once said. Thankfully, you are overflowing with it, to the point you could face down monsters of the worst sort with nary a quaver in your knees. Even in the face of true terror you'll be able to keep your wits about you, to help plan your next move. Further, your fellow adventurers will see your example and have their own flagging courage bolstered by yours as well. Whether you then decide to stand and fight, or to live to fight another day, well ... that's up to you. Recklessness is often mistaken for bravery after all, so be sure to pick your fights intelligently.

200 CP - Skillful

Maybe it was your upbringing, maybe just good genes, but you seem to be a bit more competent than your peers when it comes to everyday skills. Choose three non-combat skills that a commoner in a pre-industrial world could reasonably learn and make an honest living with

- you are highly proficient in said skills, able to get steady employment in related professions should you wish to.

600

400 CP - The Drive to Improve

Talent does not determine everything; it's the willingness to put in effort that allows one elevate themselves beyond the common man. You have now discovered (or rediscovered) the joys of hard work and self improvement, being more than willing to spend weeks on a training montage, or learning something new, only stopping to satiate your basic bodily needs.

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800 CP - Unshackled Potential

You know, for all the advantages an adventurer from a noble background holds over one with a humble origin, there isn't much disparity in terms of power level when both reach the epic levels. That's because Adventurers in general possess a ridiculous amount of potential. You, however, are a whole different animal - where even the most promising of Adventurers will one day reach the apex of their potential and be unable to advance further, you will never reach the apex of your potential... because you will always be able to improve yourself in every respect, whether physical, magical, or even mundane skills, if you're into it.

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AEGIS - The Juggernaut

The more you move, the more you build up momentum. The more momentum you have, the less likely you are to be impeded by things that try to get in your way ... physically at least. Build up enough momentum and you can smash aside armored and mounted knights casually, and potentially even smash straight through a castle wall. The more you train and develop this ability the faster you'll build momentum and the easier it will be to plow straight through the things trying to slow you down. You additionally gain a ludicrously high amount of stamina and vitality, enabling you to be effectively tireless, so long as your willpower holds. Lastly, you gain a regeneration factor which continuously replenishes your health and stamina, both in and out of combat. If you stop for any reasons however you'll need to start building up momentum again from scratch. Be the Juggernaut.

Items

100 CP - Keepsake

A small, unsellable trinket that slowly regenerates your health and mana, as well as giving a minor boost to your willpower. If you like, this keepsake can be a small object from your homeworld.

Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

Mahogania



Gender: Female

Race : Moogle

Class

Scout: While not as physically strong and tough as the martial classes, nor possessed of the sheer magical might of those who pursue the Arcane path, your advantage over the two is your speed and dexterity. Your ability to master a variety of skills has made you the scout and saboteur of your adventuring party, an important asset to almost any successful adventuring group.

Origin

Commoner: A lowly-born peasant, you took the path of an adventurer in order to feed the all too many mouths in your family. Or maybe you were just looking for a better life? Or maybe your home town burned down as a result of an attack by the BBEG? This world is generic afterall, so the specific details are up to you.

1000

Perks:

General Perks

600 CP - Epic Adventurer In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers. If you're of the Arcane class, you will be capable of researching great and terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come. A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

Class Perks

100 CP - Scout Training

You receive a few years' worth of practical training in the arts of moving unseen, scouting out hostile territories, wilderness survival and several other skills useful to a scout. In addition, you gain a specialization that allows you to better contribute to your party. Perhaps you are skilled in espionage, useful for the games of intrigue among nobles; or maybe you're a proficient woodsman, the forests a second home to you. Those of the scout class gain three specializations for free, and can buy more at a discount.

(Archery, Woodsman, Herbology)

200 CP - Evasion

You are quick and fleet of foot, and your wits swifter. You can reflexively evade your enemies' attacks and minimize damage where you can't. To your enemies, it would be akin to grasping smoke. In addition, this also enhances your senses and situational awareness which further improves with training. Who knows, maybe one day this will evolve into a full-fledged combat precognition in decades to come, and maybe something else in centuries?

900

400 CP - Grace

You now possess an inhuman balance and agility that allows you to leap and run with an effortless grace where any other would be dead where they stand. You can leap, climb, and run along the crumbling walls and roofs of ancient temples, sprint across tightropes on a particularly windy day, and even do a dance routine in the middle of evading an assortment of deadly traps. It is as though you possess wings on your feet... you don't, but it's like that.

700

EPIC - The Impossible Thief

In some fantasy worlds you may have heard of thieves that can steal the (metaphorical) hearts of their enemies, charming them for a time. That can steal the armor right off a man's back mid battle, temporarily steal a person's courage to give it to themselves, steal a cooked haunch of meat from a monster they haven't even killed yet (how?!), and other such seemingly outrageous acts of thievery. When it comes to Fantasy you might just call them the Final authority on such skills. You too are capable of such seemingly impossible thefts, though like most skills it will require refinement and practice in order to accomplish the truly preposterous things. Your abilities in stealth are similarly boosted, being able to sneak easily past entire garrisons of alert soldiers in order to pilfer coffers and documents, before slipping away again unnoticed... assuming you're careful. Post-Spark you might be able to commit even greater acts of thievery ... at that point the sky's the limit, assuming you don't steal that while no one is looking.

Origin Perks

100 CP - Strong Heart

It takes quite a bit of courage to step outside your door, as a certain kindly old wizard once said. Thankfully, you are overflowing with it, to the point you could face down monsters of the worst sort with nary a quaver in your knees. Even in the face of true terror you'll be able to keep your wits about you, to help plan your next move. Further, your fellow adventurers will see your example and have their own flagging courage bolstered by yours as well. Whether you then decide to stand and fight, or to live to fight another day, well ... that's up to you. Recklessness is often mistaken for bravery after all, so be sure to pick your fights intelligently.

200 CP - Skillful

Maybe it was your upbringing, maybe just good genes, but you seem to be a bit more competent than your peers when it comes to everyday skills. Choose three non-combat skills that a commoner in a pre-industrial world could reasonably learn and make an honest living with - you are highly proficient in said skills, able to get steady employment in related professions should you wish to.

600

400 CP - The Drive to Improve

Talent does not determine everything; it's the willingness to put in effort that allows one elevate themselves beyond the common man. You have now discovered (or rediscovered) the joys of hard work and self-improvement, being more than willing to spend weeks on a training montage, or learning something new, only stopping to satiate your basic bodily needs.

400

800 CP - Unshackled Potential

You know, for all the advantages an adventurer from a noble background holds over one with a humble origin, there isn't much disparity in terms of power level when both reach the epic levels. That's because Adventurers in general possess a ridiculous amount of potential. You, however, are a whole different animal - where even the most promising of Adventurers will one day reach the apex of their potential and be unable to advance further, you will never reach the apex of your potential... because you will always be able to improve yourself in every respect, whether physical, magical, or even mundane skills, if you're into it.

0

GRACE - THE Slayer

There was once an eccentric scholar who said thus, "That is not dead which can eternal lie. And with strange aeons even death may die." You truly exemplify this saying, young Hero, for you will be capable, in time, of bringing any being you fight, whether they be immortal lich-kings, chthonic beings beyond reality, or other entities too horrible to name and said to be incapable of dying, to their permanent passing when you confront them in direct combat. Now, you will still need some time for this to work - think of it as 'attuning' itself to the opponent you are currently fighting, and the more powerful your opponent is, the more time required for you to permanently slay them. It will take a few seconds to put down a foolish, power-hungry apprentice who just exchanged their soul to a demon for more power, but fighting an immortal lich-king with millions of undead at his command could take up to an hour at most, while committing deicide upon a maddened god of magic could take a day, potentially more. And of course, they're going to fight back, especially since they can instinctively sense what you're doing and what it means. You are the Slayer, and damn proud of it.

Items

100 CP - Keepsake

A small, unsellable trinket that slowly regenerates your health and mana, as well as giving a minor boost to your willpower. If you like, this keepsake can be a small object from your homeworld.

Free All - Basic Kit

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

Odyssey of Gianna

Hear me out....The perks from this setting are REALLY USEFUL!!!

Spike



Gender: Male

Race: Equestrian Baby Dragon

2100

Origin

Leader

You are somebody who others should be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

Drawbacks:

OCP - Supplement Mode ❖ ♣

If this world doesn't have enough depth for you, or if you fancy seeing its brand of perversion applied to some other world, you may use this jump as a supplement to another jump, merging

the settings together in whichever way you please. This also comes with a special, additional rule: CP that you gain from drawbacks in that jump also provide the same CP to this jump, although still capped to the drawback limit.

If taken multiple times, you can merge all the different settings together into one, and use all of their jump documents at the same time, each keeping their own CP but all contributing their drawbacks to this jump.

Hmmm wait I can take it multiple times eh.....I have an idea!

Companions

50CP/200CP - Import ❖

You may import companions (or recruit new characters) with an Origin and 600CP to spend on Perks and Items for 50CP each, or up to eight times in the same way for only 200CP. They do not gain stipends, but they can take drawbacks for up to +400CP.

1900

(Sombra, Flash Sentry, Sunset Shimmer, Betsy, Lux, Frida, Jet, Mahogania)

Perks:

Free - Class of Your Own ❖

You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

200CP - Class Collector

While it's fun to be hit by a curse and turned into a Bimbo, or find an empty soul gem and put your soul into it to leave your body as a Zombie, if you need those skills later you might not want to go back all the way to the curse trap or use up a limited quantity of resources to transform yourself, and deal with all the hassle of curing yourself again afterwards. From now on, any transformation you're inflicted with becomes available to you as a class to switch to at any time. While the original transformation requires you to reverse it in the traditional way, once done you can toggle back and forth as often as you like, like switching classes in a JRPG.

1700

200CP - Party Loyalty

When somebody joins your party, they join it for better or worse. As long as you're fighting side-by-side with them, they won't complain no matter what humiliating defeats, transformations, or encounters your party goes through. Even a paid mercenary wouldn't take the opportunity to leave until you made her do something you weren't willing to do yourself.

1600

200CP - Mercy or Punishment

If you choose to spare somebody after defeating them, they will remember that, and your decision won't come back to bite you. They'll go on to make a positive (to you) impact in the world, and maybe even become directly helpful to you should you meet again in the future. Alternatively, if you choose to punish them, you'll be able to fashion an inescapable Bad End for them with minimal effort on your part. Just transform them once and let them go, and you can guarantee they're never finding a way to break that transformation; or hand them off to somebody else with a vague idea for some large-scale, long-term humiliation, and they'll dutifully execute it without you even having to tell them what the plan is.

1500

400CP - Classmaster ❖

You rule over a certain class; you can pick a 'traditional' RPG class like Thief, Cleric, Barbarian, or you can go for something like Bimbo, Puppet, or Maid. The options are limitless.

You can grant this class to others, or inflict it upon them, granting them the potential to learn a new set of abilities thematic to the class. You also have access to a number of abilities designed to support, buff, heal, etc, those belonging to this class. In exchange for all those benefits, their mind and personality become altered to fit your ideal of the class, and they become intensely obedient to you.

When you arrive in a world, you can choose for people who already belong to that class to gain the benefits of this perk, but they don't get the mental changes until you personally re-apply the class to them.

I pickHang on.....Magical Girl???? Eh why not?

1300

600CP - The Status Quo

Whenever you are inflicted with a negative 'status effect', you can turn that status into power. While you still suffer all the downsides, you'll find yourself unlocking new skills and abilities that relate thematically and might make sticking with the status become worth it oncemastered.

'Blind' or 'Darkness' helps you learn to attack without relying on your eyes, 'Frog' gives you a tongue with all sorts of uses, you can incubate 'Poison' inside your body to spread it...

If you have the Class Collector perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

1000

400CP - Genre Un-Savviness

In a world full to the brim with hypnotism and transformation, it makes sense to connect the dots when somebody starts behaving strangely. Luckily for you, nobody does that when it comes to your victims. Your hypnotism will go completely unnoticed unless people start to see direct evidence, chalking it up to personal growth when somebody decides to change their life's course moments after meeting you. You can't be too obvious with it, but the existence of hypnosis magic in a world won't make your actions any more obvious than they would be in a world where that magic didn't exist at all. This applies to any sort of supernatural power you use that affects others.

600

Items:

100CP - Equippable by Jumper ❖

It's not fair that everybody else gets to keep finding new weapons, is it? Each jump, choose a basic weapon type, or an existing weapon you own, to have that become the baseline for your own tree of weapons. These will be upgrades with abilities relevant to the setting (particularly if it is a video game-based world), or sidegrades that swap the power out for something new but of similar power, all scattered or sold throughout the setting the same place anybody else gets their weapons. Any weapons you attain each jump are fiat-backed, and do not disappear when a new set generates the next jump. Purchasing this four times allows for an arbitrary number of weapon trees to be made each jump.

500

100CP - Journal ❖

When you record information in this journal, it's as if the words move straight from your memory onto the paper, all information being recorded as accurately as your recollection allows. It has an infinite number of pages, and you always turn to the page you want, despite seeming to be quite a normal size from the outside. When reading from it, physical descriptions seem so vivid

that you can literally see the picture they're describing, and reading of an event will let you feel all the sensations, as if you were experiencing it all over again.

400

400CP - Magic Library ❖

This stone tower is a massive library, several floors tall, in which all the magic of the current world is recorded. With a brief bit of exploration, you'll find exactly the book you need that describes how to learn, perform, and master whatever spell in that world closest approximates the goal you're trying to achieve. Whether it works quite as conveniently for anyone other than yourself is up to you to decide, but the physical books are still present regardless. Purchasing this twice allows the Library to keep its contents from each world when it moves to the next.

0



The New Blood

Sombra



Gender: Male

Race: Unicorn Pony

Leader

You are somebody who others should be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

600

Perks:

Free - Class of Your Own ❖

You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

200CP - Class Collector

While it's fun to be hit by a curse and turned into a Bimbo, or find an empty soul gem and put your soul into it to leave your body as a Zombie, if you need those skills later you might not want to go back all the way to the curse trap or use up a limited quantity of resources to transform yourself, and deal with all the hassle of curing yourself again afterwards. From now on, any transformation you're inflicted with becomes available to you as a class to switch to at any time.

While the original transformation requires you to reverse it in the traditional way, once done you can toggle back and forth as often as you like, like switching classes in a JRPG.

400

600CP - The Status Quo

Whenever you are inflicted with a negative 'status effect', you can turn that status into power. While you still suffer all the downsides, you'll find yourself unlocking new skills and abilities that relate thematically and might make sticking with the status become worth it once mastered.

'Blind' or 'Darkness' helps you learn to attack without relying on your eyes, 'Frog' gives you a tongue with all sorts of uses, you can incubate 'Poison' inside your body to

spread it...

If you have the Class Collector perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

100

Items:

100CP - Equippable by Jumper ❖

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0

Sunset Shimmer



Gender: Female

Race: Unicorn Pony

Leader

You are somebody who others should be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

600

Perks:

Free - Class of Your Own ❖

You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but

over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

200CP - Class Collector

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400

600CP - The Status Quo

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100

Items:

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0

Flash Sentry



Gender: Male

Race: Human

Leader

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600

Perks:

Free - Class of Your Own ❖

You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but

over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

200CP - Class Collector

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400

600CP - The Status Quo

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If you have the Class Collector perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

100

Items:

100CP - Equippable by Jumper ❖

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0

Betsy



Gender: Female

Race: Human

Leader

You are somebody who others should be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

600

Perks:

Free - Class of Your Own ❖

You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

200CP - Class Collector

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400

600CP - The Status Quo

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If you have the Class Collector perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

100

Items:

100CP - Equippable by Jumper ❖

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0

Frida



Gender: Female

Race : Nu Mou

Leader

You are somebody who others should be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

600

Perks:

Free - Class of Your Own ❖

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200CP - Class Collector

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400

600CP - The Status Quo

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If you have the Class Collector perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

100

Items:

100CP - Equippable by Jumper ❖

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0

Lux



Gender : Make

Race : Burmecian

Leader

You are somebody who others should be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

600

Perks:

Free - Class of Your Own ❖

You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

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400

600CP - The Status Quo

Whenever you are inflicted with a negative 'status effect', you can turn that status into power. While you still suffer all the downsides, you'll find yourself unlocking new skills and abilities that relate thematically and might make sticking with the status become worth it once mastered. 'Blind' or 'Darkness' helps you learn to attack without relying on your eyes, 'Frog' gives you a tongue with all sorts of uses, you can incubate 'Poison' inside your body to spread it...

If you have the Class Collector perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

100

Items:

100CP - Equippable by Jumper ❖

It's not fair that everybody else gets to keep finding new weapons, is it? Each jump, choose a basic weapon type, or an existing weapon you own, to have that become the baseline for your own tree of weapons. These will be upgrades with abilities relevant to the setting (particularly if it is a video game-based world), or sidegrades that swap the power out for something new but of similar power, all scattered or sold throughout the setting the same place anybody else gets their weapons. Any weapons you attain each jump are fiat-backed, and do not disappear when a new set generates the next jump. Purchasing this four times allows for an arbitrary number of weapon trees to be made each jump.

0

Jet



Gender: Female

Race : Chocobo

Leader

You are somebody who others should be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

600

Perks:

Free - Class of Your Own ❖

You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

200CP - Class Collector

While it's fun to be hit by a curse and turned into a Bimbo, or find an empty soul gem and put your soul into it to leave your body as a Zombie, if you need those skills later you might not want to go back all the way to the curse trap or use up a limited quantity of resources to transform yourself, and deal with all the hassle of curing yourself again afterwards. From now on, any transformation you're inflicted with becomes available to you as a class to switch to at any time. While the original transformation requires you to reverse it in the traditional way, once done you can toggle back and forth as often as you like, like switching classes in a JRPG.

400

600CP - The Status Quo

Whenever you are inflicted with a negative 'status effect', you can turn that status into power. While you still suffer all the downsides, you'll find yourself unlocking new skills and abilities that relate thematically and might make sticking with the status become worth it once mastered. 'Blind' or 'Darkness' helps you learn to attack without relying on your eyes, 'Frog' gives you a tongue with all sorts of uses, you can incubate 'Poison' inside your body to spread it...

If you have the Class Collector perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

100

Items:

100CP - Equippable by Jumper ❖

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0

Mahogania



Gender: Female

Race : Moogle

Leader

You are somebody who others should be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

600

Perks:

Free - Class of Your Own ❖

You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

200CP - Class Collector

While it's fun to be hit by a curse and turned into a Bimbo, or find an empty soul gem and put your soul into it to leave your body as a Zombie, if you need those skills later you might not want to go back all the way to the curse trap or use up a limited quantity of resources to transform yourself, and deal with all the hassle of curing yourself again afterwards. From now on, any transformation you're inflicted with becomes available to you as a class to switch to at any time. While the original transformation requires you to reverse it in the traditional way, once done you can toggle back and forth as often as you like, like switching classes in a JRPG.

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600CP - The Status Quo

Whenever you are inflicted with a negative 'status effect', you can turn that status into power. While you still suffer all the downsides, you'll find yourself unlocking new skills and abilities that relate thematically and might make sticking with the status become worth it once mastered. 'Blind' or 'Darkness' helps you learn to attack without relying on your eyes, 'Frog' gives you a tongue with all sorts of uses, you can incubate 'Poison' inside your body to spread it...

If you have the Class Collector perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect... or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

100

Items:

100CP - Equippable by Jumper ❖

It's not fair that everybody else gets to keep finding new weapons, is it? Each jump, choose a basic weapon type, or an existing weapon you own, to have that become the baseline for your own tree of weapons. These will be upgrades with abilities relevant to the setting (particularly if it is a video game-based world), or sidegrades that swap the power out for something new but of similar power, all scattered or sold throughout the setting the same place anybody else gets their weapons. Any weapons you attain each jump are fiat-backed, and do not disappear when a new set generates the next jump. Purchasing this four times allows for an arbitrary number of weapon trees to be made each jump.

0

Final Fantasy V

This is what I had planned! This is gonna be good!

Spike



Gender: Male

Race: Equestrian Baby Dragon

2100

Origin

Drop In (No Crystal Affinity)

No memories of this world to cause any sort of difficulty here with your thoughts, but similarly, you may find it harder to know where to go or what to do without outside knowledge.

Drawbacks:

Untrained (+400 CP)

Your perks from outside of this jump don't seem to work, and your out-of-jump items are all locked in the Warehouse. That means you'll only have the knowledge of this setting, the powers that the setting can impart, and the jumpdoc itself to make your way through this particular setting.

2500

Companions

Your allies are ones who can help you through some of the most harrowing situations that you may find yourself in, and as such, you may bring your companions with you into this jump, to a maximum of eight. Each imported companion costs 100CP for up to four, or you may import up to 8 for 200 CP. Companions start with 600 CP.

2300

(Sombra, Flash Sentry, Sunset Shimmer, Betsy, Lux, Frida, Jet, Mahogania)

The last two are the new guys that I heard needed help. Technically they're my slaves but just don't.

Perks:

Drop In (No Affinity) Perks-

Freelancer (100 CP)

You don't really have a 'Job' per se. You're fairly talented all around. Nothing extreme, but you find that you can pick up most tasks in a relatively short amount of time, just by figuring out how it should be done. Granted, you tend to plateau just as quickly, but when you can learn a trade in a few hours when it takes someone else a few months or even a few years, that's not so bad, is it?

Intuitive Mimicry of Skill (300 CP)

There's a saying that imitation is the highest form of flattery, but your imitation begins to take on a whole new level. If you are able to watch someone for a time with a higher level of skill than yourself (or if you can temporarily gain additional skill), then you can determine exactly what makes them more skilled, and incorporate it into what you're doing. The more advanced they are over your current skill, the longer it takes you, but as long as you can replicate what your target does, nothing is out of your reach.

2150

Innate Power (600 CP)

Your innate power is stronger than others', to the point where your body will, over time, adapt your innate levels up to half of your boosted ones. If you've mastered a particular technique to enhance your power, you'll find that you will reap up to half its benefits without needing to invoke it. This process is slow, but there is no limit to the number of passive enhancements you can

have. This also doesn't prevent you from activating said boost in order to gain its maximum benefit.

1850

Job Perks:

The most important thing of this world are the Jobs, as they contain the power of the crystals. Each Job can be purchased for 50CP, and then Mastered for an additional 50CP. If you have an Affinity, you start with one Job in your Affinity Mastered, and one other job Purchased. If you are a Drop-In, you instead start with only three Jobs Purchased, each of them from a different Affinity, but none of the three start Mastered.

Special: The costs can be doubled (100 CP for a Job purchase and 100 CP for Mastery) to be a Shared Job and apply to you and all of your Companions, rather than just you. Companions may do this once, but you may do this as many times as you can pay for. Instead of the above, you may also do the following: If you are a Drop-In, you may instead have any two Purchased Jobs be Shared Jobs. These can be Mastered. If you have an Affinity, you may instead have a single Mastered job in your Affinity be a Shared Job.

Wind Affinity Jobs

-Knight-

Masters of Arms and Armor, Knights are frontline fighters. Purchasing the job will give you access to the Knight abilities, while Mastery will vastly increase your Strength and allow you to treat armor as if it were weightless..

-Thief-

Quick and silent, thieves are able to steal from foes, find hidden doors, and more. Purchasing the job will give you access to the Thief abilities, while Mastery will give you agility and deftness on par with an Olympic gymnast.

-Black Mage-

Spellcasters who harness the power of the elements to rain destruction on their foes. Purchasing the job will allow you to learn Black Magic, while Mastery will vastly increase your MP/Mana/etc pool.

-Blue Mage-

An odd spellcaster who studies the attacks of monsters. Purchasing the job will allow you to learn attacks that monsters use against you, while Mastery will allow you to learn other magic you don't know in the same way.

(Mastered)

1750

Water Affinity Jobs

-Red Mage-

Warriors who don't focus on a single discipline, Red Mages can do it all. Purchasing the job will allow you to learn both White and Black magic, albeit limited, while Mastery will allow you to cast two spells at the same time.

(Mastered)

1650

Fire Affinity Jobs

-Bard-

Those who turn song into supporting their allies are the Bard. Purchasing the job will give you access to the Bard's songs, while Mastery gives your voice the perfect melodic sound, exceedingly pleasing to anyone who hears you.

(Mastered)

1550

Earth Affinity Jobs

-Dancer-

Lords of the dance, with a grace and poise that exceeds what should be the human limit. Purchasing the job will give you access to the Dancer's dances, while Mastery vastly increases your sexual allure to any you wish to attract.

(Mastered)

1450

Void Affinity Jobs

-Cannoneer-

Part engineer and park siege weapon specialist, this job is quite unique. Purchasing the job will give you access to the Cannoneer's abilities, while Mastery will allow you to instantly know the angles and power required to hit a distant target. You'll be killer at golf, too.

(Mastered)

1350

Items

Healing Kit - 50 CP

An endless number of basic potions, ethers, antidotes and so forth, everything an adventurer needs to stay healthy. The kit never runs out.

1300

Twelve Sealed Weapons - 100 CP

(1 Free if you Mastered at least 3 Classes)

A copy of one of the Twelve Sealed weapons. Each of them are unique and powerful in their own right, and will aid you. Alternatively, you may import an existing weapon into one of these, adding the benefits of the Sealed Weapon to your own

Magus Rod

1200

Excalibur

I imported Arcana into this item with Excalibur.

.

Black Magic Spells - 50 CP

A compendium of all the Black Magic spells, in case you don't want to wander the world trying to locate them all. Does not have Flare.

1150

Blue Magic Spells - 50 CP

Unfortunately, Blue Magic is a little more difficult to get a handle on than the White or Black magic spells. This purchase will grant you five Blue Magic spells, so you needn't have to track the monsters down to find them.

1100

Portable Piano - 50 CP

A rather nice Piano that you're able to pull out of nowhere. It's rather nice, with a rich, full sound. Also, it grants you all of the Bard Songs.

1050

White Magic Spells - 50 CP

A compendium of all the White Magic spells, in case you don't want to wander the world trying to locate them all. Does not have Holy.

1000

Wardrobe - 50 CP

(Free if you have at least 1 Job from each Affinity)

A collection of all of the various Job's specialized attire, and even more awesome, it will always be tailored to your specific style, just outfitted to the job at hand!

Hero Cocktail - 100 CP

A drink which is likely just a combination of the other four. All facets of you are improved for 24 hours. Returns once per month.

900

Elixir Pack - 100 CP

Twenty elixirs, capable of restoring its imbiber to full life and power. Elixirs return at one per week after use, to a max of 20.

800

Chemist's Lab - 100 CP

A lab that contains many ingredients and items for the creation of various curative and offensive items. Never seems to run out of basic ingredients

700

Transportation

Airship - 200 CP (Discount for No Affinity)

Built by a previous civilization, nonetheless the Airship is mechanical marvel to behold. Exceedingly fast, albeit slightly small, it zips around most worlds very quickly, and can even be converted into a submarine for undersea travel and exploration as well.

600

Hmmm....I think this will be useful later on in my chain

Chocobo - 200 CP (Discount for Wind Affinity)

An incredibly intelligent and hardy Chocobo. Able to not only cross vast distances quickly, this one can learn (with training) to fly as well as help in combat. You may also freely choose to have this Chocobo be treated as a Companion (or import a pet or current Companion as a Chocobo) in this jump if taken, with 600 CP.

400

I will import Buddy. He will be VERY Confused

Wind Drake - 200 CP (Discount for Water Affinity)

A Wind Drake is at your command. Intelligent and powerful, they can fly with several upon their back. You may also freely choose to have this Wind Drake be treated as a Companion (or import a pet or current Companion as a Wind Drake) in this jump if taken, with 600CP, but must have Wind Affinity.

200

I will Import Bolt into this and well More allies means more help

Serpent Powered Ship - 200 CP (Discount for Fire Affinity)

A large sea-faring vessel, with a number of rooms for a full crew. While it has sails, it doesn't need them as an enormous Sea Serpent is connected beneath, allowing it to travel far faster than any other sea vessel. The Serpent can be Summoned if you or any companions possess Summoning magic.

0

Scenario

Scenario 6 - Four Job Fiesta

A rather celebrated event that comes along once a year, but for you, Jumper, you can take advantage of it now. With the Four Job Fiesta, you, and each of your Companions (if any) may only use the benefits of a single Job. No combining white and black magic, or dual-wield, rapidfire Flare-enhanced weapons. You can purchase as many Jobs as you would like, but only one of them can be used.

In addition, with the Four Job Fiesta, you must have the Untrained Drawback active, which will stop you from using any perks or items outside of this Jump, leaving you with only your Job(s). If the Four Job Fiesta is cleared, Neo-Exdeath defeated and the Void then once more dispelled, you will gain the following benefit-

-All Jobs that were purchased for a single person (not for everyone) are now elevated to becoming a shared Job.

Well, this shouldn't be too hard....I mean we have 11 on our side. I'll be the Red Mage...One sec...Okay I am Back. Sombra said he'll be the Warlock, Sunset Shimmer said she will be the White Mage, Flash Sentry called dibs on the Ninja, Betsy said she'll take the Thief, Frida piked Mystic Knight, Jet said she'll be the Dragoon....she glared at us when she said that, Lux said he'll be out Black Mage, Mahogania said she'll be our Ranger, Buddy said Knight will suit him, and Bolt wants to take Monk.



The New Blood

Sombra



Gender: Male

Race: Unicorn Pony

Origin

Void Affinity

Perhaps you are one of the spirits that were sealed in a tree within the Forest of Moore, a student of Enuo, or simply a being that serves a more primordial force than the crystals themselves.

600

Perks:

Void Affinity Perks-

Regeneration (100 CP)

Unlike those mortals that deal with the normal elements, your connection with the Void supplies you with a virtually unlimited regeneration. As long as your head is not destroyed (and even then, as long as it is mostly intact) you can regenerate from your wounds, restoring yourself to whole. The more damaged you are, the longer it will take, but it will never take more than a day to restore yourself to full health.

Void Control (600 CP)

As a practitioner of the Void, you are able to manifest and use its power. Able to reduce entire countries into Nothingness, its power is nearly unmatched. However, its use comes with a price. It is the absence of magical energy, and as such, its use will reduce all magic in the lands in which it's used, including your own. It is a powerful weapon, but it can and will wreak havoc on any world or being suffused with magical power.

300

Job Perks:

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Special: The costs can be doubled (100 CP for a Job purchase and 100 CP for Mastery) to be a Shared Job and apply to you and all of your Companions, rather than just you. Companions may do this once, but you may do this as many times as you can pay for. Instead of the above, you may also do the following: If you are a Drop-In, you may instead have any two Purchased Jobs be Shared Jobs. These can be Mastered. If you have an Affinity, you may instead have a single Mastered job in your Affinity be a Shared Job.

Void Affinity Jobs

-Necromancer-

The study of undeath has led you to this Job. Purchasing the job will give you access to the Necromancer's abilities and able to cast Necromancer Spells, while Mastery will let you choose which advantages of life and undeath to have, allowing you to still be revived and healed while undead, and so forth.

(Mastered)

-Oracle-

Foresight and divination make up the powers of the Oracle. Purchasing the job will give you access to the Oracle's abilities, while Mastery allows you to see the next full minute in advance in an instant- but it is quite draining to do.

-Gladiator-

Masters of combat, the Gladiator excels past all others in physical might. Purchasing the job will give you access to the Gladiator's abilities, while Mastery allows Bladeblitz to work at full power, striking an area for full damage.

(Mastered)

200

-Warlock-

The Warlock is a magical behemoth, able to spend one's own health to empower spells. Purchasing the job will allow you to learn any of the non-standard spells cast by Enuo or Exdeath (or any of the various creatures who use these spells as well) by either defeating them in battle or experiencing it first-hand like a Blue Mage. Mastery grants you the ability to empower any magic with your own life force, increasing its potential at the cost of draining your stamina.

(Mastered)

100

Items

Necromancer Spells - 50 CP

A compendium of all the Necromancer spells, in case you don't want to wander the world trying to locate them all. Does not have Dark Flare.

50

Warlock Spells - 50 CP

A compendium of all the Warlock spells, in case you don't want to wander the world trying to locate them all. Does not have Giga Flare.

0

Sunset Shimmer



Gender: Female

Race: Unicorn Pony

Origin

Water Crystal Affinity

Kind and compassionate, you tend to find yourself supporting others more than taking the forefront yourself. Not to say you can't, as you tend to be as deep and mysterious as the ocean itself. 1000

600

Perks:

Water Affinity Perks-

Devotion (100 CP)

Your cause is strong enough to push you through difficult times, and beyond that, able to sway others to your cause through your single-minded focus. With a goal in mind, you will be highly resistant to self-doubt, depression or other negative emotions as long as you are pursuing that goal. Others who are drawn to a strong personality will find your cause something they can sympathize with, and are more willing to join you.

Mind of Water (300 CP)

Your mind is like an ocean, vast and deep, with several layers. Due to this, psychic attacks on your mind, possession, or any outside force that would interfere with your ability to keep your own mentality will immediately fail, giving you full protection against such things.

450

Water Innate (600 CP)

The power of Water is in your soul, and supports you in every action you take. Graceful and fluid, you make no sound when moving, and all powers that rely on or are empowered by water are increased vastly in power. The water's energy in your soul also flows through your energy, greatly increasing the power of all magic and similar powers.

150

Job Perks:

The most important thing of this world are the Jobs, as they contain the power of the crystals. Each Job can be purchased for 50CP, and then Mastered for an additional 50CP. If you have an Affinity, you start with one Job in your Affinity Mastered, and one other job Purchased. If you are a Drop-In, you instead start with only three Jobs Purchased, each of them from a different Affinity, but none of the three start Mastered.

Special: The costs can be doubled (100 CP for a Job purchase and 100 CP for Mastery) to be a Shared Job and apply to you and all of your Companions, rather than just you. Companions may do this once, but you may do this as many times as you can pay for. Instead of the above, you may also do the following: If you are a Drop-In, you may instead have any two Purchased Jobs be Shared Jobs. These can be Mastered. If you have an Affinity, you may instead have a single Mastered job in your Affinity be a Shared Job.

Wind Affinity Jobs

-White Mage-

As casters who focus on healing allies, a white mage is necessary on the field. Purchasing the job will allow you to learn White Magic, while Mastery will allow you to use your healing magic on mental damage as well.

(Mastered)

50

Water Affinity Jobs

-Red Mage-

Warriors who don't focus on a single discipline, Red Mages can do it all. Purchasing the job will allow you to learn both White and Black magic, albeit limited, while Mastery will allow you to cast two spells at the same time.

-Summoner-

Rather than use their own magic, Summoners call beasts to do their bidding. Purchasing the job will give access to all of the Summoned Monsters from Final Fantasy V, while Mastery allows you to call them without a MP cost.

(Mastered)

Items

White Magic Spells - 50 CP

A compendium of all the White Magic spells, in case you don't want to wander the world trying to locate them all. Does not have Holy.

Flash Sentry



Gender: Male

Race: Human

Origin

Earth Crystal Affinity

Full of hope and with an incredibly stalwart mentality, you're often the grounding force when working with others. Steady and maybe a little stubborn, nonetheless you are the literal rock that others can rely upon.

Perks:

Earth Affinity Perks-

Speak From the Heart (100 CP)

There is a language of the heart that bypasses all need for formal language, and as one with the Earth, it comes naturally to you. You can communicate basic concepts and ideas with any sapient creature with ease, regardless of any ability to actually speak their language (if they even have one).

Indomitable (300 CP)

No matter how bad a situation can get, it doesn't affect your ability to keep moving forward. You can deal with the negativity by making jokes or making inspiring speeches, helping the others of your group as well. Negative things can still occur and you still feel them, but they don't ever interfere with your ability to act when needed or to reason through them..

450

Earth Innate (600 CP)

The power of the Earth flows through your veins, and with it comes natural resilience. Whether to magic, psychic or physical attacks, you are naturally far more resistant to all types of damage. Additionally, all powers that rely on or are empowered by earth are vastly increased in power.

150

Job Perks:

The most important thing of this world are the Jobs, as they contain the power of the crystals. Each Job can be purchased for 50CP, and then Mastered for an additional 50CP. If you have an Affinity, you start with one Job in your Affinity Mastered, and one other job Purchased. If you are a Drop-In, you instead start with only three Jobs Purchased, each of them from a different Affinity, but none of the three start Mastered.

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Fire Affinity Jobs

-Ninja-

Masters of stealth and deception, ninja make perfect assassins. Purchasing the job will give you access to all Ninja abilities, while Mastery grants superhuman ambidexterity, with each hand able to work completely independently.

(Mastered)

50

Earth Affinity Jobs

-Samurai-

Noble warriors who are skilled in bushido and other unique styles. Purchasing the job will give you access to the Samurai's abilities, while Mastery gives you unnatural speed with your iaijutsu, able to draw your blade and kill a foe in an instant if they are unprepared.

-Chemist-

A job focused on alchemy, rather than combat. Purchasing the job will give you access to the Chemist's abilities, while Mastery allows you to identify all herbs and alchemical creations by sight, even in unfamiliar jumps.

(Mastered)

Items

Wardrobe - 50 CP

(Free if you have at least 1 Job from each Affinity)

A collection of all of the various Job's specialized attire, and even more awesome, it will always be tailored to your specific style, just outfitted to the job at hand!

0

Betsy



Gender: Female

Race: Human

600

Origin

Fire Crystal Affinity

Full of courage and vigor, you tend to lead by action rather than by words. Often inspirational or in roles of leadership, you find that your tendency to act will inspire others. Your inner fire shows in your exuberance.

Perks:

Fire Affinity Perks-

Courage (100 CP)

You are immune to all forms of fear, pure and simple. A heart of fire burns within your chest, making you willing and able to continue forward despite being aware of any potential fear. As a bonus, allies are also emboldened by your presence, and all fear effects are greatly lessened upon them.

Natural Leader (300 CP)

You have a force of personality that makes others want to follow you. Even if you may be younger or less experienced, you just seem like the right person for the job. Thankfully, you are. You're able to determine how to best use the talent at your disposal in remarkable ways, and no matter what you choose to do, you will find yourself surrounded by those willing to work for you.

450

Fire Innate (600 CP)

Within you burns the power of Fire, and it comes across in all that you do. Your movements flicker like flames, increasing the speed of your sudden movements, such as attacking or defending in combat, to incredible levels. Additionally, all powers that rely on or are empowered by fire are increased vastly in power.

150

Job Perks:

The most important thing of this world are the Jobs, as they contain the power of the crystals. Each Job can be purchased for 50CP, and then Mastered for an additional 50CP. If you have an Affinity, you start with one Job in your Affinity Mastered, and one other job Purchased. If you are a Drop-In, you instead start with only three Jobs Purchased, each of them from a different Affinity, but none of the three start Mastered.

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Wind Affinity Jobs

-Thief-

Quick and silent, thieves are able to steal from foes, find hidden doors, and more. Purchasing the job will give you access to the Thief abilities, while Mastery will give you agility and deftness on par with an Olympic gymnast.

(Mastered)

50

Fire Affinity Jobs

-Beastmaster-

Similar to the Summoner, but rather than use magic, they use skill. Purchasing the job will allow you to tame and control monsters, releasing it to do tremendous damage, while Mastery will allow you to keep a beast indefinitely.

-Geomancer-

A type of spiritualist in tune with the earth. Purchasing the job will give you access to Geomancy, while Mastery will let you 'see' with your feet, sensing all land-based traps, and granting immunity to all floor hazards, including being able to walk upon lava without penalty.

(Mastered)

Items

Portable Cottage - 50 CP

An exceedingly comfortable cottage that can break down small enough to fit in a backpack. When fully constructed, it can fit five people extremely comfortably, and up to ten semi-comfortably.

0

Frida



Gender: Female

Race : Nu Mou

Origin

Water Crystal Affinity

Kind and compassionate, you tend to find yourself supporting others more than taking the forefront yourself. Not to say you can't, as you tend to be as deep and mysterious as the ocean itself. 1000

600

Perks:

Water Affinity Perks-

Devotion (100 CP)

Your cause is strong enough to push you through difficult times, and beyond that, able to sway others to your cause through your single-minded focus. With a goal in mind, you will be highly resistant to self-doubt, depression or other negative emotions as long as you are pursuing that

goal. Others who are drawn to a strong personality will find your cause something they can sympathize with, and are more willing to join you.

Mind of Water (300 CP)

Your mind is like an ocean, vast and deep, with several layers. Due to this, psychic attacks on your mind, possession, or any outside force that would interfere with your ability to keep your own mentality will immediately fail, giving you full protection against such things.

450

Water Innate (600 CP)

The power of Water is in your soul, and supports you in every action you take. Graceful and fluid, you make no sound when moving, and all powers that rely on or are empowered by water are increased vastly in power. The water's energy in your soul also flows through your energy, greatly increasing the power of all magic and similar powers.

150

Job Perks:

The most important thing of this world are the Jobs, as they contain the power of the crystals. Each Job can be purchased for 50CP, and then Mastered for an additional 50CP. If you have an Affinity, you start with one Job in your Affinity Mastered, and one other job Purchased. If you are a Drop-In, you instead start with only three Jobs Purchased, each of them from a different Affinity, but none of the three start Mastered.

Special: The costs can be doubled (100 CP for a Job purchase and 100 CP for Mastery) to be a Shared Job and apply to you and all of your Companions, rather than just you. Companions may do this once, but you may do this as many times as you can pay for. Instead of the above, you may also do the following: If you are a Drop-In, you may instead have any two Purchased Jobs be Shared Jobs. These can be Mastered. If you have an Affinity, you may instead have a single Mastered job in your Affinity be a Shared Job.

Wind Affinity Jobs

-Black Mage-

Spellcasters who harness the power of the elements to rain destruction on their foes. Purchasing the job will allow you to learn Black Magic, while Mastery will vastly increase your MP/Mana/etc pool.

(Mastered)

Water Affinity Jobs

-Mystic Knight-

Weapon-focused mages who channel their spells through their blades. Purchasing the job will allow you to imbue your weapons with any spell you can cast, while Mastery makes the imbue last indefinitely, until you imbue it with another spell. You can also remove the spell stored if you wish. This allows you to imbue your armor in the same way.

(Mastered)

-Mime-

A job dedicated to mimicking the actions of others. Purchasing the job will allow you to mimic anything that you have the ability to do, but have not done, while Mastery allows you to mimic things that are normally impossible for you.

Items

Black Magic Spells - 50 CP

A compendium of all the Black Magic spells, in case you don't want to wander the world trying to locate them all. Does not have Flare.

0

Lux



Gender : Male

Race : Burmecian

Origin

Wind Crystal Affinity

Free-spirited and wise, you are rarely tied down by anything for very long. Friendships are often fleeting. All the same, wanderlust and a sense of adventure guides you as you follow the wind.

Perks

Wind Affinity Perks-

Fleet of Foot (100 CP)

You're quick on your feet, far moreso than others. However, the most noticeable effect is when you travel long distances by foot. In fact, the longer and further your travel in one stretch, the faster your overall speed will be.

Never Tied Down (300 CP)

The wind calls you and is your guide, and that is a fact that others will intrinsically understand as well. Even if promises have been made, contracts have been signed and so forth, you can freely leave a situation behind unfinished, and none of the people that will be let down will hold it against you in the slightest.

450

Wind Innate (600 CP)

The innate power of the wind runs through you. All powers that rely on or are empowered by wind are increased vastly in power. Additionally, your own movements are greatly blessed by the wind as well, allowing you to move faster, strike harder, and so forth as a backdraft of wind fires off when each movement is made.

150

Job Perks:

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Wind Affinity Jobs

-Monk-

Skilled in hand-to-hand combat, the monk needs no weapon or armor. Purchasing the job will give you the Monk abilities, while Mastery grants incredible resilience, able to take punishment far beyond your current limit.

-Black Mage-

Spellcasters who harness the power of the elements to rain destruction on their foes. Purchasing the job will allow you to learn Black Magic, while Mastery will vastly increase your MP/Mana/etc pool.

(Mastered)

Water Affinity Jobs

-Time Mage-

Spellcasters who manipulate the flow of time itself. Purchasing the job will allow you to learn Time Magic, while Mastery grants agelessness and insight into the very fabric of space-time itself.

(Mastered)

50

Items

Time Magic Spells - 50 CP

A compendium of all the Time Magic spells, in case you don't want to wander the world trying to locate them all. Does not have Meteor.

Spike has the Black Magic Spells. I am sure he is willing to share.

0

Jet



Gender: Female

Race : Chocobo

Origin

Earth Crystal Affinity

Full of hope and with an incredibly stalwart mentality, you're often the grounding force when working with others. Steady and maybe a little stubborn, nonetheless you are the literal rock that others can rely upon.

Perks:

Earth Affinity Perks-

Speak From the Heart (100 CP)

There is a language of the heart that bypasses all need for formal language, and as one with the Earth, it comes naturally to you. You can communicate basic concepts and ideas with any sapient creature with ease, regardless of any ability to actually speak their language (if they even have one).

Indomitable (300 CP)

No matter how bad a situation can get, it doesn't affect your ability to keep moving forward. You can deal with the negativity by making jokes or making inspiring speeches, helping the others of your group as well. Negative things can still occur and you still feel them, but they don't ever interfere with your ability to act when needed or to reason through them..

450

Earth Innate (600 CP)

The power of the Earth flows through your veins, and with it comes natural resilience. Whether to magic, psychic or physical attacks, you are naturally far more resistant to all types of damage. Additionally, all powers that rely on or are empowered by earth are vastly increased in power.

150

Job Perks:

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Earth Affinity Jobs

-Dragoon-

High-flying warriors that take a great deal of inspiration from wind drakes. Purchasing the job will give you access to the Dragoon's abilities, while Mastery allows you to apply Lancer to all attacks, each one draining your foe's energy.

(Mastered)

-Dancer-

Lords of the dance, with a grace and poise that exceeds what should be the human limit. Purchasing the job will give you access to the Dancer's dances, while Mastery vastly increases your sexual allure to any you wish to attract.

(Mastered)

50

-Samurai-

Noble warriors who are skilled in bushido and other unique styles. Purchasing the job will give you access to the Samurai's abilities, while Mastery gives you unnatural speed with your iaijutsu, able to draw your blade and kill a foe in an instant if they are unprepared.

Items

Wardrobe - 50 CP

(Free if you have at least 1 Job from each Affinity)

A collection of all of the various Job's specialized attire, and even more awesome, it will always be tailored to your specific style, just outfitted to the job at hand!

0

Mahogania



Gender: Female

Race : Moogle

Origin

Fire Crystal Affinity

Full of courage and vigor, you tend to lead by action rather than by words. Often inspirational or in roles of leadership, you find that your tendency to act will inspire others. Your inner fire shows in your exuberance.

Perks:

Fire Affinity Perks-

Courage (100 CP)

You are immune to all forms of fear, pure and simple. A heart of fire burns within your chest, making you willing and able to continue forward despite being aware of any potential fear. As a bonus, allies are also emboldened by your presence, and all fear effects are greatly lessened upon them.

Natural Leader (300 CP)

You have a force of personality that makes others want to follow you. Even if you may be younger or less experienced, you just seem like the right person for the job. Thankfully, you are.

You're able to determine how to best use the talent at your disposal in remarkable ways, and no matter what you choose to do, you will find yourself surrounded by those willing to work for you.

450

Fire Innate (600 CP)

Within you burns the power of Fire, and it comes across in all that you do. Your movements flicker like flames, increasing the speed of your sudden movements, such as attacking or defending in combat, to incredible levels. Additionally, all powers that rely on or are empowered by fire are increased vastly in power.

150

Job Perks:

The most important thing of this world are the Jobs, as they contain the power of the crystals. Each Job can be purchased for 50CP, and then Mastered for an additional 50CP. If you have an Affinity, you start with one Job in your Affinity Mastered, and one other job Purchased. If you are a Drop-In, you instead start with only three Jobs Purchased, each of them from a different Affinity, but none of the three start Mastered.

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Fire Affinity Jobs

-Beastmaster-

Similar to the Summoner, but rather than use magic, they use skill. Purchasing the job will allow you to tame and control monsters, releasing it to do tremendous damage, while Mastery will allow you to keep a beast indefinitely.

(Mastered)

-Geomancer-

A type of spiritualist in tune with the earth. Purchasing the job will give you access to Geomancy, while Mastery will

let you 'see' with your feet, sensing all land-based traps, and granting immunity to all floor hazards, including being able to walk upon lava without penalty.

-Ranger-

Masters of nature and the bow, the Ranger is a complex job. Purchasing the job will give you access to the Ranger abilities, while Mastery allows your Rapidfire attack to strike at full damage with each hit.

50

Items

Wardrobe - 50 CP

(Free if you have at least 1 Job from each Affinity)

A collection of all of the various Job's specialized attire, and even more awesome, it will always be tailored to your specific style, just outfitted to the job at hand!

0

Buddy



Origin

Void Affinity

Perhaps you are one of the spirits that were sealed in a tree within the Forest of Moore, a student of Enuo, or simply a being that serves a more primordial force than the crystals themselves.

600

Perks:

Void Affinity Perks-

Regeneration (100 CP)

Unlike those mortals that deal with the normal elements, your connection with the Void supplies you with a virtually unlimited regeneration. As long as your head is not destroyed (and even then, as long as it is mostly intact) you can regenerate from your wounds, restoring yourself to whole. The more damaged you are, the longer it will take, but it will never take more than a day to restore yourself to full health.

Void Control (600 CP)

As a practitioner of the Void, you are able to manifest and use its power. Able to reduce entire countries into Nothingness, its power is nearly unmatched. However, its use comes with a price. It is the absence of magical energy, and as such, its use will reduce all magic in the lands in which it's used, including your own. It is a powerful weapon, but it can and will wreak havoc on any world or being suffused with magical power.

300

Job Perks:

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Wind Affinity Jobs

-Knight-

Masters of Arms and Armor, Knights are frontline fighters. Purchasing the job will give you access to the Knight abilities, while Mastery will vastly increase your Strength and allow you to treat armor as if it were weightless..

(Mastered and Shared)

100

Void Affinity Jobs

-Cannoneer-

Part engineer and park siege weapon specialist, this job is quite unique. Purchasing the job will give you access to the Cannoneer's abilities, while Mastery will allow you to instantly know the angles and power required to hit a distant target. You'll be killer at golf, too.

-Oracle-

Foresight and divination make up the powers of the Oracle. Purchasing the job will give you access to the Oracle's abilities, while Mastery allows you to see the next full minute in advance in an instant- but it is quite draining to do.

(Mastered)

Items

Twelve Sealed Weapons - 100 CP

(1 Free if you Mastered at least 3 Classes)

A copy of one of the Twelve Sealed weapons. Each of them are unique and powerful in their own right, and will aid you. Alternatively, you may import an existing weapon into one of these, adding the benefits of the Sealed Weapon to your own.

Excalibur

0

Bolt



Origin

Wind Crystal Affinity

Free-spirited and wise, you are rarely tied down by anything for very long. Friendships are often fleeting. All the same, wanderlust and a sense of adventure guides you as you follow the wind.

Perks

Wind Affinity Perks-

Fleet of Foot (100 CP)

You're quick on your feet, far moreso than others. However, the most noticeable effect is when you travel long distances by foot. In fact, the longer and further your travel in one stretch, the faster your overall speed will be.

Never Tied Down (300 CP)

The wind calls you and is your guide, and that is a fact that others will intrinsically understand as well. Even if promises have been made, contracts have been signed and so forth, you can freely

leave a situation behind unfinished, and none of the people that will be let down will hold it against you in the slightest.

450

Wind Innate (600 CP)

The innate power of the wind runs through you. All powers that rely on or are empowered by wind are increased vastly in power. Additionally, your own movements are greatly blessed by the wind as well, allowing you to move faster, strike harder, and so forth as a backdraft of wind fires off when each movement is made.

150

Job Perks:

The most important thing of this world are the Jobs, as they contain the power of the crystals. Each Job can be purchased for 50CP, and then Mastered for an additional 50CP. If you have an Affinity, you start with one Job in your Affinity Mastered, and one other job Purchased. If you are a Drop-In, you instead start with only three Jobs Purchased, each of them from a different Affinity, but none of the three start Mastered.

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-Thief-

Quick and silent, thieves are able to steal from foes, find hidden doors, and more. Purchasing the job will give you access to the Thief abilities, while Mastery will give you agility and deftness on par with an Olympic gymnast.

-Monk-

Skilled in hand-to-hand combat, the monk needs no weapon or armor. Purchasing the job will give you the Monk abilities, while Mastery grants incredible resilience, able to take punishment far beyond your current limit.

(Mastered)

-Black Mage-

Spellcasters who harness the power of the elements to rain destruction on their foes. Purchasing the job will allow you to learn Black Magic, while Mastery will vastly increase your MP/Mana/etc pool.

(Mastered)

Items

Portable Cottage - 50 CP

An exceedingly comfortable cottage that can break down small enough to fit in a backpack. When fully constructed, it can fit five people extremely comfortably, and up to ten semi-comfortably.

0