

Stranger Of Paradise Final Fantasy Origins



Welcome Jumper, to an alternate version of the original Final Fantasy game. In the kingdom of Cornelia exist four crystals capable of controlling each one element, those being earth, wind, water and fire. Yet darkness looms as fiends guard those crystals and a mysterious force or being known as Chaos threatens to plunge the entire continent into darkness. However, there are those who oppose Chaos. They are known as Warriors of Light who carry crystals as proof of their identity. One of them Jack will soon discover the truth of his world and if things go according to the plot, will be guided by his companion into assuming the mantle of Chaos to free this world from the tyrannical loops of the advanced civilization known as the Lufenians.

Take these **+1000 CP** and choose your path.

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Origins :

« Warriors of Light » :

As a Warrior of Light you carry a crystal that serves as proof of your identity and will receive guidance from the Cornelian Kingdom to the location of the crystals as well as possibly that of Chaos.

Cornelian royalty :

You are either a member of the Cornelian royal family or someone who works directly under them like a minister. You will most likely have to guide the heroes on their quests for the safety of your kingdom.

Antagonist :

You are either someone who stands in opposition to the Warriors of Light as the fiends do or someone guided by Chaos in an elaborate plot to save the world.

Lufenian :

You are either a member or were created by the Lufenian civilization. A race of advanced human that have trapped the Kingdom of Cornelia in a time loop for thousands of years to keep it under their control. Though much Astos you may yet rebel against them.

From Beyond the Rift :

My apologies it seems you aren't from around here at all. It would seem that much like Gilgamesh or Bahamut you have arrived from beyond the world where the game takes place. This grants you unparalleled freedom in choosing your path and exact nature though do keep in mind that the powers around here do not appreciate unknown entities that they cannot control.

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Locations Roll 1d18 or choose (with most descriptions taken from the Final Fantasy wiki)

1-Capital of the Cornelia Kingdom :

The capital of the Cornelian Kingdom likely one of the safest places in the world but not necessarily for long.

2-Pravoka Seagrot :

A port-city harbor that was taken over by pirates led by their leader, a pirate captain named Bikke.

3-Mt Gulg :

An active volcano that is difficult to traverse. Houses the Fire Fiend Marilith.

4-The Chaos shrine :

A mysterious place that came from an unknown future and sent to the present. It may end up serving as Garland/Chaos' seat of power.

5-Lufenian Realm :

The plane of the Lufenians from where they control the loops and experiment on dimensional technologies as well as cloning.

6-Western Keep :

An ancient war scarred castle where the dark elf king Astos resides.

7- Cavern of Earth :

An ancient tomb that houses the Earth Fiend Lich.

8- Crystal Mirage :

An ancient translucent tower in the middle of a forest.

9- Refrin Wetlands :

A land in which there exists something that can cause « distortions » in the world and propagate darkness.

10- Flying Fortress :

A highly advanced fortress in the clouds full of mechanical contraptions that houses the Wind Fiend Tiamat.

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11- Hallowed Massif

A frost-laden mountain prone to avalanches.

12- The Wicked Arbor

A dense forest shrouded in miasma.

13- Ruins of Machina

A long abandoned mechanized facility still guarded by a Soul Cannon.

14- Sunken Shrine

A technologically advanced shrine that houses the Water Fiend Kraken.

15- The Ancients' Tower

A white tower filled with trap mechanisms.

16- Vigilia Court

A twin-headed tower of modern design.

17- Terra Tortura

A landscape filled with floating islands, monsters and traps.

18-The Rift Labyrinth :

You find yourself in a strange interdimensional labyrinth similar to the one that appears in the Wanderer of the Rift DLC, thankfully there is a portal next to you that can take you back to the outside world.

General perks :

Free- Stranger in Paradise Final Fantasy Origins OST :

This game has some pretty great music and it would be a shame to simply leave it all behind. From now on, you get the entire soundtrack of Stranger in Paradise Final Fantasy Origins with appropriate tracks playing according to the situation, this can be audible only to you or to everyone around you with no one finding it odd unless you comment on it. Finally, you and your companions gain appropriate tracks that suit your personalities with new tracks appearing each jump you go.

Free- Fast Travel :

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After visiting a location you gain the ability to fast-travel to it. This allows you to get there in a mere fraction of the time it would have normally taken you otherwise.

Free- Weapon abilities :

You gain the ability to perform techniques depending on the type of weapon you have equipped such as a sword,a staff,a spear etc... though some of them may require high affinity with the weapon in question or a specific weapon altogether.

Post-jump, this updates to allow you to master and create weapon abilities not seen in the game as well as for weapons that do not appear in the setting such as bows,crossbows,scythes,chakrams etc...

Free/100/200- Job :

In this word the warriors of light and strangers have access to jobs which are various fantasy classes that grant them incredible ability.

You have access to your own abilities under a job called Jumper but on top of this you have access to the basic jobs, they are ones like Swordsman,Lancer,Mage ,Pugilist,Ronin etc... with the abilities you had expect of them.

For an extra 100 CP, you can start with an advanced job such as Samurai, Dragoon,Warrior...

For 200 CP, you can immediately gain access to an expert job such as Dark Knight,Paladin,Ninja...

Free-Job Tree

You gain access to the job tree, you can invest points you gain by leveling them up into learning new job abilities, passive increases to damage, critical rates etc... You can level up by fighting and defeating enemies. These can also increase your job affinity which can grant you additional effects at certain milestones such as increased stats,percentage increase to ability damage, a higher chance of finding treasures etc....

After reaching the required level, you can gain a stronger upgraded job such as going from the Lancer to the Dragoon job for example without losing access to the previous job.

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You can invest Master points gained by leveling up to increase by a set percentage your abilities such as their damage or duration as well as damage done in certain conditions such as against enemies afflicted by status effects while you have the job equipped.

Also contains a job line that is perfectly suited to your abilities and fighting style. Also to note is that a job doesn't have to be equipped to level up from the experience you gain as they all gain the same amount of experience.

In future jumps, this upgrades to include other jobs and paths to power from the setting as well as those you become aware of.

Barring other perks, you can only equip up to two jobs at a time though you can change which job you are using/have equipped at any time.

Finally, you are capable of using the abilities including buffs of jobs you have unlocked even when they aren't equipped.

Free- Fantasy Looks

You will probably have noticed but nearly every named character in this world seem oddly easy on the eyes, it would be a shame to be different. You are now a 10/10 in terms of looks with scars healing perfectly without leaving any trace. This also makes the world a much cleaner place than you would expect according to the time period depicted.

Free- Missions :

You can replay through adventures you had as well as take missions that will send you to places you have visited to defeat various enemy types you have encountered, you can also find treasure chests containing loot on missions. You receive rewards when they are completed such as gear, consumable items etc...

Free- Soul parry

By holding your hand in front of you, you are capable of blocking all attacks and damage from that direction when timed correctly but still reduces the damage taken if you miss the timing. If you block a projectile or spell in this way, you can « hold » on to it and then send it back to the attacker or at anyone else you want.

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Free- Soul burst

After knocking a foe off balance such as by damaging them you can instantly defeat them either lethally or non lethally with techniques that tend to take the forms of throws,brawling and wrestling moves for some reason,this move also transforms their body into blood red crystals that can you can easily shatter. If they are as strong as you are so say a boss level opponent they will « merely » take significant damage so around 20% of their health at the very least.

Free- Charged attack :

You are capable of charging your attacks,spells,powers etc... so that when you finally go on the offensive you will deal around 3 times as much damage as you normally would have.

Free-Inventory

An inventory that allows you to carry an almost limitless amount of items in a subspace that makes them weightless. You can also quickly use healing items when they are inside your inventory.

Free-Shop

There is so much gear and so many items you can find in this world so much so that you would have quite a bit of trouble collecting them all not to mention all the grind required to get the best gear. This may help you as you can now bring up a shop in a window UI where you can browse through various items such as consummable and even powerful upgrade items like rat tails and anima crystals as gears of various levels of power. You can pay for them using currency from your current jump or past jumps as well as various tokens obtained from missions with the paid items appearing in your inventor. The shop can allow you to buy any gear and items that may exist within the setting provided you have the currency to pay for it. This shop updates its inventory with the gear and items of future jumps while still keeping the gear and items of past jumps.

100 CP- Enemy drops and treasure abound

You will find enemies dropping various items and gears that will be useful to you, though i twill tend to be appropriate to the level of the creature. This also makes it so you can find in this and future worlds treasure chest out in the field that will contain items that are useful to you.

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100 CP- Team attacks

If you want to go far in this world, you simply can't go wrong by relying on your companions to watch your back in a fight. This allows you to easily coordinate with your teammates for powerful attacks and covering each other's backs.

200CP- Rest spots

You will be able to find in this and future worlds various spots marked by glowing orbs known as cubes where you can rest. This refills your vitality as well as your various supernatural energies completely. It can also give you hints for what to do next and allows you to take items to and from your Warehouse. This also grants you access to an archive folder where you can review past events.

200CP- All terrain adaptation :

During the course of the game, Jack and his companions will fight in multiple environments from fiery volcanoes to snowy mountains. This makes it so you can't be by environmental hazards as well as allowing you to fight equally well regardless of the type of terrain you end up in.

400CP- No level cap :

Normally after reaching the max level in a job which is level 30 you would require using a limit break for that job to add another 25 level to the level limit of that job if it's an expert job or a measly 5 extra level limit to one such as Cyclic warrior. This of course would get very annoying which is why you have this. This breaks the limit on your ability to grow stronger and more skilled in all ways as well as removing any diminishing return you may face (this means in game terms that the same amount of experience is needed for level 99 to 100 as level 1 to level 2). You can level up your jobs infinitely, endlessly expanding the abilities you gain from it as well as the various boosts they provide you.

400CP- This seems familiar :

This world is stuck in an endless cycle by the Lufenians who wish to keep the kingdom of Cordelia under their control while wiping out the memories of strangers they send to the kingdom. This makes it so that your memory cannot be altered against your will as well as granting you an infinite memory capacity with perfect indexing. Furthermore, whenever you enter a jump you can choose to gain the knowledge of what would have happened within your stay as well as that of any past loop that may have happened in the setting. This is a

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boon that could allow you to easily break out of the loop and control of the Lufenians.

600CP- Bahamut's Blessing

Bahamut has found you worthy and has seen fit to grant you more power. This increases all your perks from both this jumpdoc and outside to be half again as strong as they were as well as granting you access to the Ultima and Evocation jobs which can be stacked with your other jobs, they grant powerful bonuses to your job abilities.

Capstone boosted : Bahamut's might

Rather than simply being blessed by Bahamut, you possess the powers of Bahamut himself. This grants you the powers of Bahamut including the various flare spells as well as the swords however the power gained here is closer to that of the incarnation from Final Fantasy XV rather than the much smaller one in this game that was weakened by his defeat as only his soul was left. You also gain a Bahamut Altform of your design as long as it looks reasonably draconic.

600CP- Cycles of Chaos (Capstone Booster)

Astounding Jumper, it seems that you possess the same ability and potential that allowed Jack to become as strong and skilled as he is. First, all your physical attributes are increased such that even a normal human would be capable of throwing a giant more than four times their size or literally tear off a limb from a Fiend and slice them in half with it. Second, your ability and growth in all forms of combat including magic and weapon use has become several times faster than before such that you could easily unlock all jobs of this world while simultaneously maxing all their proficiencies including that of their weapons. Third, this grants you extreme affinity and power over darkness and Chaos which you can use in combat or even to destroy loops such as the one created by the Lufenians. Fourth, all your physical and magical attributes are now linked so that any growth in one attribute will equally apply to the others, this makes it so you do not have anything close to a weak point and are well on your way to becoming a Master of All. Finally, your mind, body and soul are sacrosanct and beyond the reach of corruption and manipulations in general without your consent.

This is a capstone booster.

Warrior of Light :

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100CP- Trusted

The warriors of Light tasked with restoring light to the crystals have the full support of the Cornelian Kingdom behind them. Much like them, with simple proof of your identity, you will find that ruling powers will quite happy to provide you with whatever you need to complete your quests if they happen to involve protecting their steadings and interests.

100CP- Jack's quips

Jack is a rude, abrasive man and yet others manage to see that deep down he does care about them. This does two things first you get the same talent at snarking and retorts that Jack possesses. Second, you can be certain that even if you act as rude as Jack does others will still be willing to look beyond that and see that you do care assuming you do care about them.

200CP- Best Mates Forever

Jack and his companions have forged such strong bonds that they were willing to sacrifice their lives so that Jack could finally gain the strength to sever the Lufenian's control of Cornelia once and for all. Much like them you will find it easy to forge bonds with others that can last a lifetime through whatever the worlds throws at you. You no longer have to do anything alone now that you have allies to watch your back.

200CP- Power of darkness

Something that is especially noteworthy in this world is that whenever someone receives a potent surge of darkness and/or chaos they get much more powerful but it requires a strong will to not be consumed by the negative emotions brought by such a state. This allows you to grow in power by absorbing darkness, chaos and negativity in your environment and from sources of them as well as granting you the unbreakable willpower that allowed Jack and his friends to go through all those cycles. This makes it so you can't be corrupted no matter what nor can your emotions, mind or soul be manipulated in any way without your consent.

400CP- Always a way

What Jack and his friends accomplished is nothing short of miraculous. They managed to break the hold over their world of a civilization with the ability to outright reset time. This grants you the same luck and shall we say plot armor that would allow you to always find a way to solve issues even ones as difficult

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as overthrowing a civilization capable of manipulating time. It may be difficult but it shall never be outright impossible.

400CP- Warrior of Chaos

Though Jack may be in a category of his own Jed, Sophia, Ash and Neon are still incredible in their own rights. This greatly boosts your power and skill to be capable of matching them as they were during their battle with Jack. On top of this you will find that your power and skill always grow to match the strongest and most skilled among your allies so that you are never left in the dust and made irrelevant. Finally, this allows you to always be able to come back to life to reunite with your friends as long as they are still alive much like they reunited with Jack at the end of the game.

600 CP- The Garland

The Jack of the previous loop was truly an incredible planner. Together with his friends he managed to plan all the events that the Jack of the next loop would go through so that he would gain the strength to finally end the Lufenian's tyranny. This greatly boosts your planning ability and luck such that you could orchestrate the defeat of a civilization capable of resetting timelines by sending information to the next loop to guide your chosen warriors. This of course also makes it so you are always capable of sending informations and setting up your plans regardless of the circumstances.

Capstone Boosted : All according to plan

Well, it would seem that your planning abilities were much greater than previous thought possible. This boosts your planning ability and luck even further. Indeed they are at such a level that you wouldn't even have to wait another loop but your luck and planning abilities would be great enough to orchestrate the defeat of a civilization like the Lufenians all in the same loop.

600CP- Cyclic Warrior

Why wait when you can already buy the game's strongest class ? This grants you the game's ultimate job known as Cyclic warrior. It is well balanced between physical attacks wielding axes and greatswords as well as powerful magical attacks of the fire, water, wind and earth variety. Finally, at a heavy cost of MP you can tap into the power of Chaos to gain massively increased damage. Just like Jack in-game, you are immune to corruption and can wield darkness as well as chaos, they deal great damage to entities and such related

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to light,holy/divine and balance, you can also infuse darkness into monsters to make them stronger as well as revitalize them. This power is equal to Jack's at the end of the main game.

Capstone Boosted Chaos

You have assumed the mantle of Chaos and become something beyond a Fiend in your own right. You possess the power of creation for monsters are born from your mere existence and are devoted to you. This offers an higher power boost enough to match and defeat a mad Lufenian who fused with multiple Omega weapons and claims power over life. This can even allow you to easily ascend to divinity as at this level of power the line between mortal and divine is blurry indeed. Finally, with access to a power source as potent as a dark crystal you could even create your own time loops.

Cornelian royalty :

100- Close to the people :

The Cornelian royalty is quite odd, freely moving with the citizenry. This allows you to act outside of what would normally be your station so you can be a royal playing the lute in the middle of a public plaza without any bodyguard in sight and nobody will judge you.

100 CP- Royal demeanor :

Even though they don't always act like it the Cornelian royal family are indeed royalty and have etiquette worthy of such. This grants you an appearance and etiquette that worthy of royalty such that no one would ever mistake you for a common individual unless you took steps to disguise yourself. Updates each jump with the knowledge of etiquette of similar high societies.

200CP- Romantic redeemer

An interesting thing to note is that the major reason why Jack turned against the Lufenians in the previous loop is because of his relationship with Princess Sarah. Now much like the princess you possess great luck in matters of love and were you to share genuine feelins for each other they would turn on their masters in a heartbeat if it meant keeping you safe.

200CP- Loved by the population

The royalty of Cornelia are extremely liked by the citizens and now much like them this makes you extremely popular with people under you such that no

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one within your kingdom would wish to see you come to harm, their loyalty towards you grows ever stronger as times passes.

400CP-Unwavering belief

When Jack and his friends were falsely accused of spreading the darkness it was princess Mia and princess Sarah who kept their faith in them and ended up allowing them to clear their name. Now much like them your faith in those you believe in is unbreakable and it would allow you to easily prove their innocence when they are unfairly maligned or accused.

400 CP- Minister

Minister Lagone is the one tasked with helping the Warriors of Light on their quests while presumably still going on with his normal obligations. Now much like him you find it easy to juggle your obligations, this also grants you all the knowledge and ability you would require to govern in your ruler's stead and serve as their minister all the while offering help to questing heroes. This also makes your superiors much more liable to trusting you.

600CP- Wise ruler

The King of Cornelia rules over a peaceful nation filled with kind people. This grants you an extreme skill at rulership that would allow you to have such a prosperous kingdom that you may not even need to do any actual ruling

Capstone boosted Ruler of Peace

Crops grow bountiful, people become kinder and more peaceful, natural disasters die down and monsters retreat far from civilization. Your very existence seems to make you the ideal ruler of a peaceful nation.

600CP- Lightbringer

Princess Sarah is according to the Lufenians a potent source of light which is why they always strive to eliminate her, yet it seems that there is another. Much like her your very being radiates light, this makes others feel at ease and drives back the darkness of evil and monsters who will avoid places where you remain for long unless it happens to be saturated with enough darkness to drive out your light.

Capstone Boosted : Source of Light

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Nevermind, it seems that you are an even greater source of light that princess Sarah is. Your presence actively drives back darkness and negativity, monsters of darkness, chaos and discord shrink back in your presence. You can make the world a better place simply by existing.

Antagonist :

100CP- A clear conscience

To accomplish their goal of uniting the world against them and create valiant heroes to defeat them Jack and his allies actually had to commit some heinous actions and well as an antagonist it would be a problem if you were to be consumed by guilt. This perk doesn't modify your morality it simply allows you to brush off the guilt and keep going as long as you truly believe that your cause is just.

100CP- Going Ham

When Jack was travelling towards the research station of the Lufenians he was acting in an over the top way to trick them into thinking he was consumed by his power. This allows you to easily exaggerate traits such as madness to such a degree that no one could realise your true intentions, this would make it a cinch to trick ones such as the Lufenians as to your true intentions.

200CP- Pirate Warrior

Captain Bikke is both a powerful warrior and a skilled captain that managed to take over an entire city. This grants you his charisma and skills that allowed him to take over the port-city of Pravoka. You also gain his combat abilities including his skill with the axe. He is strong enough to give some trouble to Jack's group. Also included is a possessed form that allows you to channel darkness and makes you even stronger though unlike his you aren't driven to madness, also makes you a skilled and charismatic captain.

200 CP- Monstrous charisma

There are so many monsters in this world wouldn't it be a shame to not put them to good use ? This allows you to communicate with monsters as well as easily befriending and ordering them. With this you could order them to patrol a chosen area and attack intruders and they would be more than happy to oblige you.

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400CP/600CP for All 4- Fiend

Four are the fiends that each guards a crystal and this grants you the form and power of one of them. The four fiends are Kraken, Lich, Marilith and Tiamat with powers over water, earth, fire and wind as well as various spells of their own. Your presence can also spawn various monsters appropriate to your nature that are devoted to you. You can freely switch between your normal form and your fiendish form.

You can buy another form for an extra 100 CP. For 600 CP total discounted you gain all four forms.

400CP- Chaos Advent

Neon was able to act as Chaos until she was defeated by Jack and his allies and subsequently joined them. This allows you to pose as a false entity as long as you put in a modicum of effort, you also gain an affinity with darkness and dark crystals and can't be corrupted. Finally, this grants you Neon's sword skills as well as her physical strength that allows her easily swing greatswords, her incredible speed that allows her to blitz across the entire throne room where she is fought, her magical abilities and her abilities from both her boss fight as Chaos Advent and the Swordfighter, Void Knight and Paladin Class.

600 CP- Warrior Of Light :

Oh my, it would seem that rather than an antagonist empowered by the forces of darkness you are instead a Hero much like Jack and his friends hoped would rise to defeat them and put an end to Chaos. This grants you the Paladin powers of a true warrior of light with all the hope and powers against darkness that implies, you have all the powers and skills of both this game's incarnation of the Warrior of Light blessed by Bahamut as well as that of the Dissidia incarnation which include on top of extreme skill with a sword and shield, sending shockwaves out of light, protecting yourself with a shield of light etc.... This allows you to deal great damage to entities and objects/items related to darkness, chaos and discord

Capstone Boosted : Harmony

Color me surprised, it would seem that rather than simply being a Warrior of Light you have ascended to godhood. Indeed you have become the god of Harmony itself. This offers a tremendous boost to your powers including that of the previous perk and you gain the ability to create life including manikin

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servants to serve you. Finally, this allows you to easily balance your influence with that of a god of Discord.

600CP-Darkness manifest Chaos

Rather than Chaos, you are an embodiment of Darkness and negativity itself. This grants you power over wind, water, fire and earth similar to the fiends as well as the form of Darkness Manifest a four armed fiend. You also gain tremendous darkness power that allows you to cast powerful dark aspected spells as well as create swords out of darkness and heal using darkness. Your power is actually a match for Jack's at the end of the main game and you grow ever stronger the more darkness and negativity there is in the world. You can also deal great damage to entities and objects/items related to light, holy/divine and balance.

Capstone boosted : Discord

Color me surprised, it would seem that rather than simply being Darkness Manifest you have ascended to godhood. Indeed you have become the god of Discord itself. This offers a tremendous boost to your powers including that of the previous perk and you gain the ability to create life including manikin servants to serve you. Finally, this allows you to easily balance your influence with that of a god of Harmony.

Lufenians :

100 CP- Actual self preservation instinct

The lufenians were already on the decline before Jack came into the picture according to Gilgamesh which would explain why they simply left when he gained the power to interfere with their control over the dimension. All except Nil, Jack's superior who kept pushing her luck until she died at his hands during the events of the DLC. You won't suffer this problem as you possess a self preservation instinct great enough to raise alarms well in advance of you pushing entities who could easily end your life far enough that they truly intend to end you.

100 CP- Knowledge of the balance

The Lufenians first decided to interfere with the world because they knew that the balance was disturbed. Like them you have the ability to know if and when a world is heading towards destruction as well as the kind of forces that are unbalanced such as an excess of Light, Darkness etc...

200 CP- Memory manipulation

As seen by their sending of Strangers into the loops the Lufenians are extremely skilled at the manipulation of memories. Like them you too possess the knowledge and ability to modify and remove memories to manipulate others to act according to goals you set for them.

200 CP- Lucky meetings

Impressive as the technology of the Lufenians is, they didn't achieve their ability to set up loops on their own. Indeed it was another entity that taught them how to do that. Now you too possess such luck as this guarantees meetings with powerful entities who will give you some pretty fair bargains for power and knowledge much as the one between the Lufenians and their collaborator.

400CP- Lufenian Technology

The technology developed by the Lufenians is quite impressive. It would thus be a shame to live it all behind. This grants you all the knowledge required to create and use Lufenian technology including the one that allowed them to create the crystals that can control the elements and the one used to twist lifeforms into the various monsters seen in the game but not the cycles. This updates post-jump with similarly in depth information of highly advanced technology that exists within the jump. Also guarantees that your creations are loyal to you.

400 CP- Ultima weapon

Oh my, it would seem that much like Astos you possess great magical power. First, you are an incredibly powerful mage capable of quickly casting spells of darkness, fire, wind, water, lightning and earth magic. This also allows you to quickly teleport around the battlefield in a surge of shadows or light. You are also proficient in using your spells in close quarters as well as magic abilities like Dark Hammer, a hammer made of Darkness that you can wield to crush your enemies.

Second, This also allows you to merge your magical/supernatural abilities with your physical abilities, their growths are also linked.

Third, you also know how to craft items and consumables using your magic as well as gil/whatever currency you have. With your magic and summonstones (stones containing the life force of monsters that they drop when killed with a

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Soul Burst) you could even summon to your aid the monsters whose lifeforce the stone contains.

Fourth, you possess the ability to transform at will into the Ultima Weapon Origin, a powerful biomechanical creature.

Finally you are fluent in all languages including that of monsters. This updates every jump with the local languages including monstrous ones.

600CP- Technological Ascension

Nil for all her evil is truly a remarkable person, not only does she possess the knowledge and ability to create manikins of entities as powerful as Omega she is also capable of casting some of the most powerful moves in the franchise such as Grand Cross and Supernova. Now it would seem she has met her match as you too possess her ability to create manikins of entities as powerful as Omega as well the ability to fire powerful lasers and cast some of the most powerful moves like Grand Cross, Supernova, Neutron Ring etc...

Capstone boosted The Transcendent

It would seem you have gone even beyond what was once thought possible, once you would have required outside help such as a Dimension Crystal Matrix to reset worlds or a Crystal to create lifeforms. Not only is your power boosted tremendously but you are capable of resetting worlds and creating lifeform wholesales without using any external help such as technology. Finally if you need even greater power you can fuse with your creations to take a more powerful form.

600 CP- A matter of cycles

A mysterious entity was the one who gifted the Lufenians with the knowledge and power of setting up the time loops in exchange for feeding on the energy created by those loops. Now you too possess the knowledge and ability of that entity as you can create technology and crystals to set up time loops.

Capstone boosted : Shinryu

Oh my, it would seem you have gone beyond what the Lufenians could have ever achieved. Now you too can gain power from the loops much as Shinryu did in Dissidia and as the mysterious Lufenian collaborator who can take the energy of loops. With a few loops you could rise to godhood.

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From Beyond the Rift :

100CP- Wayfinder

As someone from beyond it may be troublesome if you got lost easily. This helps in getting a perfect sense of direction that allows you to easily retrace your steps as well as guaranteeing that you can go back to where you were even if it was through a rift or portal.

100 CP- Friendly monster

As someone from beyond you may have a form that is different from that of humanoids and so it would be troublesome if people mistook you for a dangerous monster. This allows you to speak intelligibly and communicate regardless of the form you find yourself in. Also makes it so others won't attack you even if you are a monster unless you show hostility first.

200CP- Chaos creature and smith

Somes creatures within the rift are chaos variants, this means that they have been infused with chaos and darkness making them stronger than usual examples of their kind. Much like them Chaos and darkness flow through you making you much tougher than the norm, say around three times as strong as a regular member of your species would be but that's not all for you have even learned smithing . This also allows you to grow in power and even evolve into new more powerful forms through absorbing darkness and negativity much like the perk **Power of darkness**. This also makes you immune to any sort of corruption or manipulation of your being regardless if it aims for your soul,mind or body for they can't be manipulated without your consent.

Indeed you are a skilled smith capable of crafting extremely powerful equipment,upgrading your equipment,identifying mysterious relics,fusing items together such that the result has the abilities of both and treating cursed weapons so that they can wielded safely without issue. Optionnaly grants you a chaos tonberry altform.

200 CP- Law of the labyrinth

The Rift Labyrinth can have an interesting effect. Sometimes it can stop people from healing conventionally. You however take this a step further than the labyrinth itself as you are capable of blocking all regeneration and healing that your enemies receive from both mundane and supernatural sources.

400CP- Omega Weapon

The Omega Weapon is truly a powerful foe. It is a mechanical monstrosity capable of quickly dashing around the battlefield. It is even said to have been made to strike down the gods. This grants you both the power of the Omega Weapon and the ability to transform into one. It is capable of quickly leaping and dashing around the battlefield as well as teleporting to swipe at its enemies with its claws and of course is also capable of firing entire volleys of missiles and lasers.

400CP- Gilgamesh

This grants you Gilgamesh's powers, magic and skills with weapons from both this game and his Dissidia incarnation. You gain various spell abilities such as Missile an explosive cannonball, death claw, gigasplode an explosion centered around you... but your true strength lies in your physical abilities and skill with weapons such as swords, spears, axes etc... including dual wielding them. You are capable of quickly dashing around the battlefield and extending the reach of your sword swings while making them more powerful with abilities such as Zantetsuken. You also gain a sort of sixth sense and knowledge of dimensions so that you may easily find passages to other realms as long as those realms exist and know when the dimensions are threatened perhaps even to try and repair though it would take power beyond what this perk grants you.

600CP- Final Boss threat :

Many powerful foes that one could recognize as bosses of past Final Fantasy games have appeared in this world, including the Emperor from Final Fantasy II. Now you too can gain such power, this is your ticket to design the kind of powers you possess as someone as powerful as a Final Fantasy final boss like the Emperor or Exdeath for example. Also includes a more powerful form you can take at will. Your final boss form may become an altform post-jump if you want to.

Capstone Boosted : Superboss

Nevermind, your strength is blatantly unfair and standing up to you is a pipe dream for all except munchkins who somehow know all the methods to become stronger, gain the best gear and have knowledge and access to your weaknesses.

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600CP- The Emperor:

The Emperor from Final Fantasy II appeared in this world thanks to Nil's machinations but was beaten back to his realm by Jack. This allows you to gain the powers of the emperor from both this game and the Dissidia incarnation.

Capstone Boosted : A true god

Rather than simply this incarnation you also gain the full power of the Emperor's incarnation in Final Fantasy II including those of his Emperor of Hell form as well as his Soul of Rebirth incarnation that managed to respectively conquer Hell and Heaven, your attacks deal massive damage while simultaneously healing you and you have access to extremely powerful spells such as Flare XVI, Starfall X, Holy XVI and Blaze XVI as well as powerful dispel magic that can remove all your enemies' elemental resistances. You may gain altforms similar to the appearance of the Emperor as Dark Emperor and Light Emperor if you want to.

Items

Free- Jumper Of Paradise :

A videogame about your adventures in this world as well as that of your companions in a similar style to Stranger Of Paradise Final Fantasy Origin. This also includes games for past jumps. Post-jump you will receive a new game about your adventures at the end of each jump in the future in a similar style to this world.

Free – Starter equipment

Starting sets of equipments for all your basic jobs as well as one for your abilities prior to entering the jump. They give you some affinity for the jobs but you will quickly find better equipment. Still, it makes for a decent start.

Free/100 CP Starting wealth :

You can't very well intend to venture into this world without any wealth to your name can you ?

You receive 100000 gil to get you started, you can make it a million gil for an extra 100 CP then 10 million gil for another 100 CP etc...

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100CP- Health items :

A collection of a dozen or so each of potions,ethers,mega-ethers ,hi-potions,phoenix downs etc... They can easily bring you back to top health and remove status ailments so try to not waste them. You receive a new stock daily.

100 CP- A phone ?

In something that is extremely at odd with what the setting is supposed to be there are indeed smartphones in this world. This phone who is much like the one Jack has comes with all your favorite musics downloaded, it has infinite memory capacity, always has signal and can connect to the Internet of past jumps as well as that of your current jump (if it has any). It updates to be the most advanced type of smartphone in whatever setting you go to and comes with complementary earbuds.

200CP- Anima Crystals

Crystals that can consumed to grant you a massive amount of experience in your job that can easily allow you to level up, you gain 5 to start with and will receive another five daily. They can also be found as a reward for missions. They can also be bought in shops in exchange for tokens found by completing missions.

200 CP-Summonstones and Rosetta stone

The Rosetta stone is a stone with the mysterious ability to allow you to communicate with any creature and by that i mean even monsters. This has the added effect of making them friendlier thus allowing you to try and convince them to help you.

Summonstones are stones made of the crystallized lifeforce of monsters they notably appear when killed with a Soul burst. With the right magic you could summon back the monster and convince it to help you by granting you boons such as increased stats,luck in finding item or even fighting for you. Comes with a bell that allows you to summon monsters you have befriended to fight alongside you. Summonstones as well as greater ones can also be found in chests. The monsters can become companions and/or followers at your discretion.

You receive 9 summonstones,3 greater summonstones and can receive nine more of each weekly.

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400 CP- Rat tails

Or so it appears to be. What seems to be a rat tail is actually a powerful item that can be used to grant you extra Master points to make your various jobs stronger, you gain 5 to start with and will receive another five daily. They can also be found as a reward for missions or bought in shops in exchange for tokens found by completing missions.

400CP- Equipment for your jobs :

Endgame tier unbreakable equipment for all your jobs, they scale with your abilities and update every jump to always remain among the very best gear of the setting without ever getting weaker. They also come equipped with weapon abilities that perfectly suit you and the job they are meant for.

600CP or 800 CP for All- Elemental crystals

Four are crystals that control the elements. This allows you to buy either the Fire,Earth,Water or Wind Crystal. This grants you tremendous power over the Crystal's element and immunity to the same. Yours is guaranteed not to spread darkness throughout the land nor will it spawn a Fiend unless you want it to though if you choose for it to spawn a Fiend said Fiend will be fully loyal to you. You can buy all four crystals for 800 CP.

600 CP- Rift Labyrinth :

The Rift Labyrinth is a mysterious labyrinth that appeared after Nil messed with the dimensions. This replica is an endless labyrinth with multiple floors that allows you to hone your skills and powers fighting monsters taken from worlds you have visited before. It also contains locations reminiscent of past jumps and is guaranteed to always contain gear and items that are useful to you. If you die within you are simply ejected unharmed.

Warrior of Light :

100CP- Crystal of Darkness

When Strangers are sent to this world by the Lufenians they are a gifted a crystal that serves as proof of their identity. This crystal also contains their memories so that they only remember their purpose to defeat the darkness and chaos once they arrive. This crystal is also capable of containing darkness within it and you can also use it to contain your memories who will be given back to you when the crystal is shattered.

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200 CP- Garland's armor and greatsword

An unbreakable replica of the greatsword and armor used Garland better known as Jack at the end of the game. They boost all abilities, spells, powers etc... related to darkness, chaos and discord. They can also grievously harm and protect well against beings of light, holy/divine and harmony.

400CP- Chaos Shrine :

You receive a copy of the Chaos Shrine including a throne room for all your Chaos posing needs. This shrine has a strange ability to make itself seem unimportant even to civilizations that are obsessed with controlling everything.

600 CP- Dark Crystal :

A replica of the very same crystal used by Chaos to set up his loops.

This is an incredible crystal that can be used to reset the timeline back to a time of your choosing with the right power. It is kept in a safe location of your choosing though you may freely hide it somewhere in the Chaos Shrine if you want. It would be wise to keep it safe.

Cornelian Royalty :

100CP- Royal garments

The royalty of Cornelia wear the sort of frilly outfits you would expect out of royalty and well it would be a shame for you to stick out. This grants you a limitless wardrobe of various outfits suited for royalty. Never have to wonder what to wear for a high class ball ever again.

200CP- Royal music instruments

Princess Sarah is well known for being skilled at playing the lute. This grants you a collection of various instruments that you also happen to be quite skilled in playing. On top of that, playing them is also very efficient at driving away the monsters, darkness and negativity in general. If lost, stolen or broken they reappear a week after in your warehouse.

400CP- Alabaster castle :

A replica of the alabaster castle where the royal family of Cornelia lives. Comes staffed with competent maids and butlers and is protected by skilled royal

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knights. It retains upgrades you make to it and may be attached to your Warehouse or another one of your properties post-jump

600CP- Kingdom of Cornelia :

A replica of the Kingdom of Cornelia, it is a thriving kingdom with beautiful vistas. All the citizens are loyal to you and it is protected by a large number of equally loyal and very skilled soldiers. It retains any upgrade you make to it.

Antagonist :

100 CP- Pirate captain outfit and weapon

Captain Bikke has quite the outfit as you would expect of a pirate captain. Now you too possess your very own pirate captain outfit with a design of your choice. This also includes an unbreakable weapon such as an axe or any kind of weapon of your choice. Comes with a free eyepatch for all your pirate needs.

200 CP- Actual warrior of Ligh's arms and armor:

An unbreakable replica of the sword, shield and armor used by the warrior of light when fighting against Jack. They boost all abilities, spells, powers etc... related to light, holy/divine and harmony. They can also grievously harm and protect well against beings and attacks of darkness, chaos and discord.

400CP- Fiendish location :

A large area of an environment type of your choice. The monsters are of types of your choice and are completely loyal to you. Similar to the **Chaos Shrine** item, this place is under a strange effect to make it seem unimportant to others such that you could easily rest here undisturbed.

600 CP- Pravoka :

A replica of Pravoka an important port city. There are many pirates, monsters as well as ships stationed here including your very own ship. All the inhabitants are loyal to you. The place retains any upgrade you make to it.

Lufenian :

100CP- Lufenian garments :

These strange outfits are what is commonly worn by the Lufenians seen in game. You receive an endless supply of them and thankfully they always manage to complement your appearance regardless of how bizarre they would

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look on anyone else. If lost, destroyed or stolen you get a new outfit at the end of the day.

200 CP- Blank memory crystals :

Memory crystals that are given to people chosen as Strangers to go fight the darkness in Cornelia. It can store their memories so that they only remember the purposes you have given them. You get 5 crystals and receive 5 more each week.

400CP- Lufenian technologies

All the records and resources you could ever need to craft all the Lufenian's advanced technology. Updates post-jump with the knowledge and resources of similarly advanced civilizations.

600CP- Lufenian realm

You gain a copy of the plane of Lufenia. This also includes their research stations and the Dimensional Crystal Matrix that allowed them to reset the timeline. All the lufenians and experiments/monsters found within are completely loyal to you.

From Beyond the Rift :

100CP- Monster weapon

Some monsters of the mechanical variety like the Soldiers wield weapons into battle. You possess a similar weapon appropriate to your size that you can wield regardless of whatever form you find yourself in. Aside from being unbreakable it is fairly mundane.

200CP- Gilgamesh's weapons :

The various weapons collected by Gilgamesh throughout his journey across worlds. Some of them are said to be quite powerful such as Zantetsuken that is said to be capable of slicing through dimension easily cutting through any space or matter in its path. They are unbreakable.

400CP- Bahamut's room

A copy of the room where Bahamut sets his trials. Here you can set trials to find people worthy of your attention and all harm done within is guaranteed to be temporary and never lead to actual death and injury. This also grants you the ability to gift boons to people who win your approval which would drastically

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enhance their strength such that they would fare much better against someone who easily defeated them prior to receiving your blessing. It retains upgrades you make to it.

600CP- Dimensional Rift :

The Dimensional Rift is a staple of the franchise. Indeed it is a sort of dimensional nexus that connects the worlds of the various Final Fantasy games. This gives grants a replica of that place for your own use. It connects to all dimensions, worlds, alternate timelines etc... each jump you go to which would allow you to easily travel to them. Yours can't be accessed without your permission however.

Companions :

Free- Import

Import as many companions as you want, they receive their origin for free, 1000 CP and may take drawbacks and companions of their own.

50CP per-Create

Create a companion, they receive their origin for free, 1000 CP and may take drawbacks and companions of their own.

Free- Canon

Recruit a canon character, though you will have to convince them to join you. You will be guaranteed many favorable meetings and circumstances to convince them.

100CP Four buddies (Discount Warrior of Light)

Travelling alone can get quite lonely but thankfully you don't have to. These four individuals that you met under circumstances of your choosing have decided to travel with you after realizing you shared a common goal. During your journey your bonds would become only stronger such that you can be trusted to always have each other's backs. They scale to always be on a level similar to yours so as to not leave their new friend or something closer forced to do everything alone.

200CP Chaos Knight (Discount Warrior of Light)

An incredibly powerful and skilled warrior. This individual is one that is capable of throwing down with Fiends and come out on top, their strength and speed are absurd, they can quickly master any weapon and magic they try their hand at and even have an extreme affinity for powers related to Chaos, Darkness and Discord. They see you as their best friend or something more and can always be trusted to have your back. They even get scale each jump to be capable of similarly absurd feats for the setting never getting weaker.

50CP Loyal Minister (Discount Cornelian Royalty)

Much like Minister Lagone this individual also happens to quite skilled in all matters of administrative skills. This also means that they can effectively govern in your absence so that you are free to go out and adventure to your heart's contents.

100CP Light Prince(ss) (Discount Cornelian Royalty)

Oh my it would seem that this world actually had another source of light aside from princess Sarah. This individual however is on top of their ability as a bringer of light to drive back darkness extremely popular with the citizens of the kingdom. Not only that, unlike this world's royalty they happen to be as strong as a Warrior of Light and happen to be skilled with sword, bow, spear, magic and ninja skills for some reason. They always find the time to meet up and hang out with you as friends or perhaps more.

200CP Hero of Light (Discount Antagonist)

This individual is the very picture of a hero. Clad in a radiant armor of blue steel and very skilled with the sword and shield they wield potent light magics and are more than a match for any Fiend they may come across. They could even clash swords with Chaos and win. Truly you couldn't ask more for your knight in shining armor and hero.

200CP Darkness manifest (Discount Antagonist)

Ah it would seem rather than a hero you have found yourself in the company of something beyond even the Fiends. Indeed this entity was born from the darkness and negativity accumulated from the thousands of loops set by the Lufenians. Thankfully they aren't quite as evil as you would expect them to you and find it wiser to defer to you in most things as you are still more socially

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experienced than them. They do seem to quite relish combat and are as powerful as Jack was at the end of the main game.

100CP Project Dark Elf (Discount Lufenian)

An experiment of yours or another Lufenian, perhaps you see them as your creation or you happen to be an experiment like them. Regardless, you have here a Dark Elf much like Astos, they wield the same potent magics as he does, can fight quite well in close quarters and have the same Ultima weapon form as he does. They see you as a close friend or perhaps something more and can be relied upon to help you with any plan you may have.

200CP Lufenian Science (Discount Lufenian)

A lufenian scientist though one that is thankfully more moral than their peer. This individual has all the knowledge you would expect of a Lufenian but are also just as powerful as Nil is as they are capable of casting the same potent moves as her. They realized your otherworldly nature and have decided to join you to get away from their fellow Lufenians who have become tyrants and amoral scientists. They can be relied on as they see you as a close friend or perhaps more if you would only allow it.

100CP Tonberry Smith (Discount From Beyond the Rift)

A tonberry smith that has agreed to follow you. They are a skilled smith capable of crafting the most powerful of gear as well as identifying and treating cursed equipments to allow you to wield it safely. As a tonberry they are of course quite skilled with a knife if you ever need their help regarding that.

200CP A Final Boss (Discount From Beyond the Rift)

There are so many different universes out there and so is it any wonder that this could allow for some strange meetings ? This individual is someone that could very well be a final boss in another world though they seem to have given up on any sort of dread ambition they may have possessed, they now seem content to simply travel through various worlds to hone their powers and skills and see you as their ticket to a wider multiverse. They have quite the soft spot for you that could lead into quite the relationship though their pride won't allow them to quite openly admit it. They may be a canon final boss perhaps even with a different appearance, personality, gender etc as the worlds are limitless or a new character of your own design.

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Drawbacks :

0CP-Choose starting Date

Perhaps rather than starting during the loop where Jack ends the tyranny of the Lufenians you wish to start at a different time ? So be it, you may choose any time in the past from the very first loop to the past loop where Jack hatched his plan, to the canon times... You shall still only stay for the same duration of the loop with only this drawback however.

+100CP per- To the past

Maybe you would actually wish to jump backwards in time ? this makes it so you start a decade into the past and allows you to gain an extra 100 cp per extra decade you go back.

+100 CP per- Extended Stay

Perhaps you would like to stay in this world longer ? with this drawback you can add another 10 years to your stay each time you take it which also gives you an extra 100 cp per extra 10 years you decide to stay.

+200CP- So many monsters

This practically doubles the number of monsters in areas where you would expect to find them though thankfully they aren't stronger than normal.

+200 Phobia :

Much like Jed with thunder and Neon with snakes, you Jumper also suffers from a specific phobia. It could be snakes, thunder, spiders or anything you want. Regardless of what you choose you will be afraid of them though thankfully not enough for it to meaningfully hinder you.

+300CP Power/item lockout

For +300 CP, you lose access to perks/powers from outside this jump document or to items from outside this jump document.

For +600 CP, you lose access to both perks and items outside this jump document.

+300 CP Chaos amnesia :

Oh dear Jumper, it seems you have forgotten quite a lot of things. Much like Jack in this loop and strangers are supposed to be your mind has been wiped

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clean of many memories. Don't worry, you still keep your personality as well as the knowledge of how to use your abilities but you can say goodbye to any sort of meta knowledge you may have prior to entering the jump.

+600 CP- Darkness rising

The darkness rises and people everywhere are starting to transform into monster. To stop this madness would require defeating the monster known as Darkness manifest, a manifestation of all the negativity created by the loops.

+600CP- Rifts abound

Oh my Jumper, it seems this world has a lot more rifts than previously thought. For the duration of your stay this world shall be more prone to rifts that will bring with them characters you may recognize from other Final Fantasy games or perhaps even from other franchises that had crossovers with Final Fantasy. This will certainly prove to be an interesting stay.

600CP-Lufenian interest

It seems that Lufenians have realized your otherworldly nature and have become quite interested in you. They will do their best to try to control you using any mean they can or destroy you if you prove uncontrollable.

Scenarios

Jumper in paradise

The lufenians' loops have reached numbers in the thousands and cumulatively have lasted thousands of years. This has gone on for long enough. For this scenario, you must find a way to stop the Lufenians and therefore free Cornelia from their control.

Reward : For your great deed you receive the perk Power of Chaos which grants you great power over darkness and chaos, greatly boosts all abilities, powers, magics etc.. related to darkness, negativity and discord and allows you to always find a way to break out of any loop you find yourself in Furthermore you also get to take Jack and his companions as your own companions as well as the Cornelian royalty with you into future jumps. Finally, you gain **the World item** that is the entire world of the setting that is composed of three continents though we unfortunately only got to see Cornelia which is just one kingdom and Pravoka who is a port-city.

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Trials of the Dragon King

The Dragon Bahamut has arrived in this world. Though he is but a soul he is still a powerful summon that can grant you some potent boons. For this scenario, you must complete Bahamut's trials before facing and defeating him in battle.

Reward : For proving your might, you will receive the **Summoner** job that allows you to summon Bahamut to fight at your side, he will however constantly consume MP while summoned. **Bahamut** was also so impressed by your ability that he has decided to join you as a companion. Finally, the **Warriors of light** composed of a **Paladin, Thief, Mage and Dragoon** as seen in the DLC have also decided to join in your journey after realizing that they would need more power to save the world.

Wanderer of the Rift

The Rift Labyrinth, a mysterious labyrinth that has appeared following meddling by Nil. It is filled with locations reminiscent of the outside world but filled with more powerful monsters than you would expect. At the end of it you can expect to have to defeat Gilgamesh who simply can't pass up on the opportunity to challenge someone as strong and skilled as you are.

Reward : For completing the labyrinth, you will gain the perk **Crossover rumble** that allows you to before entering a setting to choose to either make it a mix of two or more settings or simply have rifts appear that will bring characters from other settings to the jump. You also gain the **Blue Mage job** that allows you to learn abilities, spells etc... that strike you as long as you can survive them of course. Finally, seeing you as a rival and kindred spirit for your travelling across various worlds **Gilgamesh** has decided to join you the one he sees as his greatest rival ever as your companion.

Different Future

Behind all the monsters and dangers that have plagued the world since the end of the main game lies Nil, Jack's superior and a woman who would see all the worlds destroyed to create a Utopia under her complete control. Slay her and put an end to this madness.

Reward : For truly and definitely ending the tyranny of the Lufenians by slaying Nil you shall receive the perk **Fantasy godhood** which grants you godhood alongside three domains and power on par with the **capstone boosted perks Harmony, Discord and The Transcendent**. You also gain the perk **End of the**

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Cycle which grants you the eligibility and ability to insert yourself into any prophecy you want on top of allowing you to always find a way to achieve a form of ascension in whatever jump you go to that leaves you in an extremely influential position with godly power over the world. Finally you gain the item **Crystal of Life**, the very same crystal that allowed Nil to create life.

Ending :

Back to Origin : you have had your fair share of adventures and have decided to go home, taking everything and everyone you gained on your journey.

A stay in Paradise : Perhaps you have finally found your own Paradise and it would be a shame to simply leave. Very well, you decide to settle down in this world keeping everything and everyone you gained on your journey.

Through the Rift and Beyond : A journey's end is but the beginning of another, you know that this place isn't your final destination and thus decide to keep on jumping and travelling to other worlds throughout the infinite multiverse.

Notes :

A quick and most likely inaccurate summary of the lore and events of the game :

So at some point before the loops began, the Lufenians were approached by a mysterious entity who offered to teach them how to create time loops in exchange of allowing said entity to harvest the energy released by said loops for their own use. They accepted and thus started the loops.

The loops were intended to play out as a battle between darkness/negativity/chaos and light in the forms of strangers they would called Warriors of Light. Normally, light and darkness are balanced but an excess of either could apparently destroy the world. The Cornelian kingdom had an excess of light and so the Lufenians intervened to save them before becoming tyrants who wished to remain in absolute control of the kingdom forever.

Darkness is a force that when mingled with negativity can transform people into monsters as well as create Fiends from the crystals that control the elements. Only the light of hope can drive them back.

To better control the loops, the Lufenians sent members of their own kind with their memories wiped out so as to be as close to a blank slate as possible. These individuals are the titular strangers of the game who after destroying the

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fiends created by the crystals would go back to the Lufenians and be mind wiped before getting sent to the next loop.

During one such loop that was the one just prior to the start of the game, Jack and princess Sarah fell in love and so he gave her his memory crystal which would allow her incarnation in the next loop to recover some memories of the previous one. He then hatched a plan alongside his companions Jed, Sophia, Ash, Neon and Astos to whom he had grown closer during multiple loops. They would subtly guide the mind wiped Jack of the loop shown in the game to fall into darkness including by sacrificing their lives by fighting him. This is because only by tapping into an uncontrollable force like Darkness and Chaos could they hope to break free of the Lufenians' control.

They succeeded during the game, with Jack assuming the mantle of Chaos which allowed him to cut off the Lufenians from the dimension and free Cornelia of their control.

Jack and his companions who have become the four Fiends then decide to wait through loops they set up with the Dark Crystal for Heroes similar to the ones of the first Final Fantasy game to drive back Chaos by defeating them which would save the kingdom of Cornelia once and for all.

On the DLCs :

Trials of the Dragon King :

Jack fights and easily defeats the Heroes sent to kill Chaos with only the one similar to the Warrior of Light from Dissidia posing a slight challenge.

The dragon Bahamut arrives into the world of the game and sets up trials for Jack and his companions. After they best his trials and then defeat Bahamut in a fight he allows them to summon him using the summoner class and unlocks the Ultima and Evocation jobs for them.

Jack and his companions then ask Bahamut to set trials for worthy heroes and to grant said heroes the strength they would need to kill Chaos meaning Jack.

The boosted Hero of Light manages to push Jack further but is still too weak to defeat him in the end.

Wanderer of the Rift :

Gilgamesh arrives in this world and is then locked at the end of a Labyrinth.

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Jack and his companions notice an abnormality with the Dark Crystal that allows them to control the loops and decide to investigate.

They defeat a corrupted Gilgamesh that tells them that their world is in danger as the fabric of dimensions is fraying apart.

Different Future :

Jack finds out that behind the arrival of Bahamut and Gilgamesh was actually his former superior. A Lufenian woman called Nil who unlike the rest of her brethren who promptly left once Jack escaped their control, stayed behind as she refused to accept that Jack could ever be anything other than their pawn.

Jack manages to kill her after she fuses with 3 maninkins of Omega. However the Emperor from Final Fantasy II arrives through a portal but Jack manages to defeat him and send him right back through another portal back to his realm.

Then depending on the player's choices, Jack can either die in battle against the Hero of Light satisfied that light finally triumphes or following the Moogles' guidance ; Kills his way through the Lufenians absorb a crystal and ascend as a god of discord. A Hero of light manages to kill Jack's physical form and ascends as god of harmony to balance out Jack's influence.