

Before you is an empty, infinite expanse. An empty void consisting of nothing but you and your own thoughts, without a sound except for your own breath. Finally, the darkness and the silence are both broken by the shimmering light of a blue crystal far above your head. The ray of light shines down upon you, and from the crystal four smaller, shimmering crystals of descend around you. Should you reach out, a single one places itself in your hand, and the warmth of its glow covers you from head to toe.

The remaining three crystals float in a lazy orbit around you for a moment before moving in separate directions, still in sight but out of reach. An old and wizened voice enters your mind. Somehow, you know it comes from the crystal above.

“From distant stars and oceans apart, you have heard our call. This land is in terrible peril, wanderer of worlds. The winds die, the seas rage, and the earth beneath us slowly rots. To you, we give a great task, and beseech you to save this world and restore the land. We ask of you, traveler of infinite worlds, to fulfill a prophecy and free this world from its cursed state.”

“To you, we ask to stand in this world as a Warrior of Light.”



A Jumpchain CYOA
By HeavensAnon

The crystal glimmers softly in your hand, and images of a world of fantasy fill your mind. A world of monsters, kingdoms, and brave adventurers who journey the land. There's little to be said about the world itself, as though it were just a backdrop for a great journey. And that very journey is what that crystal offers - the opportunity to become a Warrior of Light and save the world from the chaos that ravages it.

"I cannot ask this of you from the goodness of your own heart alone, but I promise that you will be given what you need to survive in this world, and be blessed by the land itself should you accept, and a reward should you succeed. You will be aided by three other individuals who hold the Crystals, who may be old friends or new allies of your choosing. I ask that you defeat the Four Fiends, and defeat the evil that is Chaos."

Just as the words of the old voice finish echoing in your mind, you can feel a chill in the darkened void you stand in. The light of the four Crystals all become dim and faint. From what little light there is, you're made aware of an armored silhouette standing not far away from you, punctuated by a pair of glowing red orbs where eyes should be. The man in armor stares unblinkingly at you.

"*This* is the champion you would call to this world? Are you truly so feeble and desperate that you call mercenaries from across time and space?" The unnamed knight scoffs at the light of the Crystals before turning his gaze back to you. "Heed not the words of old fools and voices proclaiming destiny and virtue, wanderer. Turn your back on these weak pleas, and I shall turn a blind eye to your arrival in this world. Or perhaps you desire more than that? If it is power and rewards you seek, then I offer the greatest reward of all: power. All I ask is that you carry out a task in my stead, and all of it will be yours."

He raised a gauntlet-clad hand just in sight of you, a hand stretched out and waiting for acceptance.

Choose one, and only one path.

1. Heed the words of the Crystals and save this world as a Warrior of Light.

The light of the Crystals blaze forth as you affirm your resolve, the darkened knight stumbling back and covering his face as it does. He sneers at your choice and his hand clenches into a metallic fist. "So be it. But whatever tricks or powers you hope to overcome me with, know that your fate has been sealed. Pray we do not meet again, Warrior of Light, for I will knock you down into this earth and bury you alive within it." In the blink of an eye, the phantom knight is gone, and so is the empty void. You stand in front of the gates to the Kingdom of Cornelia, with the knowledge that you should speak to its King before beginning your journey proper. The crystal in your hand begins to change into a different color and the rest are held by three other individuals near you...

For choosing to carry this world's burden as a Warrior of Light, you have made yourself an enemy of the Four Fiends, Chaos, and all who aid the cause of their evil. You must defeat all five of these beings and restore the Crystals of the elements they have darkened using the ones you have been given. But take heart, for you will not stand alone. This world has blessed you with one of the four elements, and the other three will be carried by companions who are fated to share your journey. Choose one of the following boons, which will receive an upgrade once you slay the member of the Four Fiends relevant to your choice. You will receive or import three companions for free who will carry one of each of these blessings. The same blessing cannot be chosen twice.

Fire: You hold in your hand the Crystal of Fire, which glows red like a ruby held in the daylight. Fire-based attacks and magic are more akin to a hot summer day than hot enough to melt or burn your flesh, and this will make you considerably resistant to it. **Upon slaying Marilith and restoring the true Crystal of Fire, holding this in your hands will make you immune to damage from fire and heat, and allow you to summon and control flames with but a moment's concentration.**

Wind: A soft green glow indicates that you hold the Crystal of Wind, a lazy and visible breeze swirling from within it. Wind-based attacks and magic become still and stunted upon contact with you, changing a tornado into a softer wind - enough to make you push and stumble, but not enough to sweep you away into the heavens. **Upon slaying Tiamat and restoring the true Crystal of Wind, using this Crystal will make you immune to damage and forced movement from the cutting currents of air and wind magic, able to create and control similar at will. It also provides you oxygen where there is none.**

Earth: An earthen warmth surrounds the Crystal of Earth, and you feel more in tune with the soil and life surrounding it as you hold it in your hand. Earth-based magic and attacks become softer and less damaging upon contact with you, weakening the offensive blow. **Upon slaying The Lich and restoring the true Crystal of Earth, it will enable you to control and create earthen soil and plant life where there was none, making forests bloom like springtime flowers, and branches to strike like angry whips. You will be immune to damage from Earth-based magics or attempts to use the power of nature against you - wild beasts will be pacified in your presence, and the earth itself guides you out of wild locations you are lost in. This does not stop sentient or controlled beings from attacking you anyways, or you getting harmed by circumstance.**

Water: The cool aqua glow of the crystal shows that you hold the Crystal of Water, clear and bubbling waters churning within it. Water-based attacks and magic become simple splashes and less damaging on your person, and you may breathe underwater. **Upon slaying the Kraken and restoring the true Crystal of Water, you may create and control water with it at will, parting the seas or manifesting floods from the ether. Attempts to drown you or crush you with water pressure do little more than inconvenience you, for you are immune to damage from water or water-based magic, and may move as easily in the seas as you would in an open field.**

Finally, upon defeating Chaos and restoring the land, your legacy as a Warrior of Light may follow you into future worlds. Your title as such will be carried into myth and rumor in these new lands, woven into their history in a fashion they would consider believable. Revealing yourself or carrying such a history will be your own decision, but those who recognize you will hold you in esteem as a great hero who saved the land - though it may be colored by the dogmas and bias of that world. This applies to your three companions who stand with you on this quest, as well. You may spend ten years enjoying the newfound peace in this world, or make the usual 'go home, next jump, stay' choice immediately upon victory.

2. Turn your back on this world and side with Chaos for the sake of power.

Upon shaking the gauntlet-clad hand of the knight in the dark, the Crystal in your hand turns to dust and the others fade away. It is naught but you and the phantom in the pitch black darkness, and a wicked laugh fills the air, along with a biting chill. "It is good that you see reason, wanderer. Know that we are now brothers in destiny, and your victory has been made all but certain, for nothing can stand against us. Four fools will soon be coming to confront us...but they are not prepared for you. Come. Let us teach them their place."

The void disappears, and the shape of the Chaos Temple forms around you. Some bats fly and scatter from where you stand, and a Princess in a red dress rests captive behind you. Rapid footsteps from four figures on the horizon are making a beeline for the doorway. The phantom knight, Garland, stands clad in armor next to you with his blade at the ready.

You have chosen to side with the evils plaguing this land. First, you must defeat the four Warriors of Light who will be confronting you seconds after your arrival. Though they are currently just a motley crew of adventurers, victory is not necessary here - merely your survival. If Garland survives the encounter, he will disappear into a blackened portal and will not be seen again. Alive or not, you will acquire a Dark Crystal from Garland, and from that you will receive your task.

You must journey to the Crystals that are guarded and corrupted by the Four Fiends, and then strike them down one by one by yourself. However, instead of restoring the land, you will steal what remains of its energy piece-by-piece, increasing the steady decline of the world's lifeblood into an apocalyptic rot. The death of the Fiends will charge the Dark Crystal with various powers, akin to twisted versions of the blessing you have forsaken on this path.

Lich: Slaying the Lich and stealing away the power of Earth will give you a great boost of arcane power, and allow you to raise the dead as your undying servants, creating an army of bones and flesh that mindlessly follow your will. You may corrupt and destroy vegetation and soil at will, as well.

Marilith: Like the many-armed Fiend you strike down, you not only become a master of swordsmanship and weaponry to where your movements may as well be death itself, but you may also control your weapons with your mind and have them fly independently of your hands, fighting and striking down your foes in a flurry of death. Your weapons may also strike with greatly increased heat, melting through steel and flesh alike.

Kraken: The Kraken swallowed an entire civilization beneath the sea, and now similar disasters can be called forth by you. Storms, tidal waves, hurricanes...with time and concentration, these chaotic manifestations of the oceans can be called by you, bringing increased devastation the more energy and time you devote to it, though it takes time to gain momentum - a day's work calls forth a rainstorm, longer will call forth entire floods, and so on.

Tiamat: You may deny the wind to your foes, and bring them to a halt within the empty air. You may cancel the momentum of mundane projectile attacks by 'stilling' the air around it, batting the attacks away or bringing them to a halt completely. You may also call forth cutting winds through your attacks, that can rend flesh and tear limbs from the unwary and unguarded.

Once the fiends are slain and the land is deprived of all four elements, the Dark Crystal you were given will glow, and take you back to the Chaos Temple...except 2,000 years in the past. Garland will be there, and explain his plan in full: This was the completion of a time loop. He would absorb the power of the Four Fiends once they were killed in the present to become Chaos, then create the Four Fiends and send them forward in time to begin the havoc that started before your arrival. Now, all he needs is their energy to complete the ordeal. He opens his hand, and asks that you hand over the Dark Crystal.

Should you refuse and plan to keep the power of Chaos for yourself, Garland is unsurprised, if regretful that this boiled down to a struggle for supremacy. He fights you, and while he didn't have the chance to ascend as Chaos, he wields might akin to the Four Fiends at their strongest, and is a terror in straight melee combat. You must beat him either with arcane or mysterious power while keeping a distance, or be strong enough to whittle him down in martial power. This does not account for other abilities you held before coming here.

Once he is dead, you may ascend as Chaos in his place. This will give you a powerful demonic form tailored to your themes and desires, greatly increasing your own physical and magical powers. You also hold the ability to make monsters akin to the Four Fiends and their minions, though it is incredibly draining to do so depending on the strength and number of said monsters. In future worlds, should you wish it, you will be hailed in myth as a terror and destroyer of worlds, and be feared and respected by those who recognize you.

If you concede, Garland accepts the Dark Crystal and becomes Chaos, completing the loop. He is grateful to you fulfilling your bargain to the end, noting that you must have a twisted sense of honor. He empowers you with authority over demons and monsters, able to make wild beasts and creatures of myth obey you so long as you manage to stand stronger than them, and gives you a lesser version of the boost you would have enjoyed as Chaos. You may take Chaos as a companion and he has the abilities described above.

Whether you become Chaos or allow Garland to take his place as such, you will be confronted one final time by the Warriors of Light, who have graduated from plucky adventurers to heroes of myth and legend. Even if you had defeated them, the convoluted nature of the time loop has brought new versions of them forth, and you must strike them down one final time. Once you have, the jump concludes, and you may return home or move on - there is no more world to stay in, after all.

3. "I walk no path but my own."

Upon uttering those words, you find yourself snapping awake as though you had merely been dreaming. The void, the knight, and the crystals are all gone, and you are greeted with the bright sunrise of a new day. **The battle between the Warriors of Light and Chaos will play out without you, and though you may choose to get involved later, you will not receive any special rewards for doing so. You will spend ten years in this world as normal.**

No matter what path you walk, you receive +1000 Choice Points to spend at your leisure.

You may choose to receive memories of this world, or receive none. Whether you enter in as a fresh slate or a seasoned inhabitant of this world, you must choose a single Class from the ones below. This will determine the skills and abilities you will receive from this world. You may also choose your age and gender freely - adventurers come from all walks of life, after all.

Classes:

Fighter - You need no magic or trickery to defeat your foes - all you require is the steel of your blade. For years, you've trained in the mastery of martial combat and now move deftly like a whirlwind of death, or even a Knight in shining armor. With steel in hand and a stalwart soul, you begin your quest with your head held high and blade raised to the sun.

Thief - You've never earned an honest Gil even once in your life. After all, why break a sweat over what you can steal from others? You're fast on your feet, nimble and without the bulky armor of the Fighter or the physical helplessness of a Mage. Your hands are just as quick, whether with a dagger or a full coinpurse. This world is your treasure to claim.

Black Belt - You don't need a weapon, because your entire body is a weapon. Fists of fury and nimble feet will break monsters before any puny blade or spell. Your physical form is durable enough to be armor on its own, your movements quick and your punches quicker. You've trained for this for most of your life, and now you're ready to begin your adventure proper.

White Mage - There is good in this world, and it lies in the hands of the healer. You've studied the magical arts of restoration and healing, enabling you to use White Magic to quickly revitalize the living or closing injuries in seconds, even reviving the recently dead or dying. However, the studies have left you lacking in the ways of physical or magical combat, especially by yourself. It is fortunate, then, that you'll have no shortage of work or comrades available, isn't it?

Black Mage - There is evil in this world, and it deserves to be struck down by the power of destruction. You have spent much of your life studying the arts of elemental power, the ways of shaping the arcane into means of striking down your enemies. While your knowledge is great and your magic is mighty, it might help to have some sort of meatshield, *friend* nearby to protect you while you work your spells. Rivalry with White Mages optional.

Red Mage - Why just one or the other? Why not everything? Sure, you won't be as good as a specialist in a particular field, but a jack-of-all trades is a useful card to have up your sleeve. Enter the Red Mage - adept at White Magic, Black Magic, and some martial combat. What you lack in mastery, you make up for in versatility and wit. And a hat.

Perks:

A Journey Begins [Free] - Being dropped into this world with no idea what to do might be amusing for a little while, but if you're supposed to be saving (or destroying) this world, it would help if you know what you're doing. You start with basic survival skills and the ability to use your class' strengths at a decent starting level - an offensive spell for a Black Mage, a few years of fighting experience for a Fighter, and so on.

Prelude [Free] - The sounds of Final Fantasy and the start of its great quest turned out to be a new beginning instead of an ending, and its music can be heard across the many worlds. Now, the music of Final Fantasy 1 will follow you on your journey so long as you desire it. The soundtrack will play along with your journey, and no one else will acknowledge it unless you want it to, playing the appropriate motif for battles, Inns, and so forth. Whatever format it takes - an actual orchestra, the music of the NES era or somewhere in between will be up to you. Should you jump (or have already done so) the other worlds of Final Fantasy, you may add their respective soundtracks to this musical shuffle. This may be toggled on and off at will.

Class Change [500/Free* for Warriors of Light] - It is said that within the Citadel of Trials, the great Bahamut will award those who prove their worth with great power not seen by the common adventurers of this world. But that might take a little while or you're not much of a saving the world type, so here's a method to cut to the chase. You are starting with the mighty Class Change, a legendary upgrade to your existing Class that increases the power of your original training in the following ways:

Fighters become the mighty **Knight**, enhancing their already considerable strength, endurance, and ability to survive damage. In addition, they gain the ability to cast basic White Magic, giving them ways to support their comrades beyond being a heavy meatshield.

A **Thief** becomes the agile **Ninja**, not only becoming more faster and harder to hit, but also a bit more lucky when it comes to inflicting surprise damage on an enemy's weak points or hiding in the shadows. They can also cast basic Black Magic, giving them more offensive options.

The **Black Belt** becomes a **Master**. While not gaining any spellcasting abilities or new additions to their arsenal, their ability to damage with their bare hands as well as withstanding attacks without the aid of armor increases dramatically. A lone Master could reasonable subdue a mighty dragon or a Fiend by their lonesome with nothing but bare-knuckle combat.

White Mages and **Black Mages** become **White Wizards** and **Black Wizards** respectively, giving them full access to their school of magic as well as increasing the potency of their spells and how much they can cast without needing rest or recovery.

Finally, the **Red Mage** becomes the **Red Wizard**. While still not having the ability to fully master either of their schools, they enjoy an all-round boost to their abilities as well as more spells to cast in either White or Black Magic.

Warriors of Light are destined to face the Citadel of Trials eventually, thus if you have chosen that path you and your three fellow Warriors receive the Class Change and its benefits for free. For all others, you may spend 500 points to apply the upgrade to yourself and any other companions you have imported or created in this jump.

My Sword And Shield [100 - Free for Fighter] - Not much of a Fighter if you don't have a good sword-swinging arm, right? In addition to your starting experience, you can 'get used to' a new weapon within seconds of picking it up for the first time. Switching from a shortsword to a longsword can be adapted to your fighting style in seconds, going from a crossbow to a pistol will take a little extra work but won't be too hard. The only downside is that this applies solely to 'switching up' your current style - you could get used to new blades within seconds if you're a practiced swordsman, but not so much when said swordsman picks up that crossbow if they didn't know how to use it already. Still, don't underestimate the ability to instantly apply your own mastery to an improvised weapon you just picked up...

Staying Power [200 - Discount for Fighter] - You're the muscle of this party, and that means you need to be able to take hits while the spellcasters do their job - unlocking the secrets of the arcane doesn't leave the much time for jogging, after all. Lazy wizards. Your stamina is much more plentiful, able to run for miles in heavy armor and only breaking a bit of a sweat, and your ability to take physical damage is likewise increased, your pain tolerance being something to be envied. This won't let you survive being vaporized by the strongest magic in this world or being reduced to paste under a giant's foot, but against blade, bow, and even destructive spells, you can keep fighting even under some of the worst of wounds just as effectively as you could before.

Impractical? [400 - Discount for Fighter] - No such thing! So what if you're wielding a weapon that is about five times the size of your entire body? You can swing it like a champ anyways, so it doesn't matter! Your ability to carry and wield weapons of...questionable practicality lets you wield them as though you would a 'normal' weapon. Gigantic sword? Light as a feather! Dual-wielding rapid-fire crossbows? It won't look so funny when the monsters have bolts sticking out of them, and you even reload in a timely fashion. Wielding an axe held in your teeth while holding two spears? It's not as dumb as it looks. A live Moogles? Rude, but fine - it will be just as effective as a mace, and the little guy will even survive it! Swords chained together like nunchucks? Okay, now you're just being silly. (Yes, it works too.)

The only downside is that you have to be able to at least -lift- the weapon normally to use it - if you can't pick up a castle gate using your normal muscle power, even if you put your back into it in the first place, you're not going to get to use it as a weapon.

Dragon's Skin [600 - Discount for Fighter] - There are many ways for a warrior to be struck down, and some of those things need no steel or effort to be done. The heart may be stopped with a curse, the eyes may be burned out by the sight of things that should not be, organs may be poisoned or more. You would believe that a Fighter, a mere human with but steel and grit, would be helpless in this world...but that is incorrect. Because you need no such tricks to fight, and you don't need them to survive.

Your physical durability is greatly increased, and the more physical damage your body can sustain, the greater your resistance against magic. A bolt of lightning from a spell lightly singes you instead of burning you to a crisp, an elemental hurricane slows your approach but doesn't stop you, and the lord of all demons wounds you, but cannot strike you down so easily. It will be a true fight to the death - not a one-sided struggle. And the greater your grit, the longer you can make that happen. More than that, your own resistances weaken the defenses of your enemies - that powerful barrier or tough hide isn't as strong as they hoped, even against your mundane steel. A hardy enough warrior could strike down a Fiend with a rusted blade after a long and perilous battle with this ability.

Can't Catch Me [100 - Free for Thief] - Odds are, you weren't the lawful sort in your youth, because you've learned to be quick on your feet and just as slippery. You're an expert at parkour and freerunning, and have the dexterity necessary to do that. Your agility receives a similar boost, making you much harder to catch in combat and much more deadly with small weapons like knives.

Eyes of the Hawk [200 - Discount for Thief] - Nothing can escape your eyes - no foe, no treasure, nothing! Your physical senses are much sharper, letting you see the distant horizon much more clearly, rain or shine. Your nose is sharp enough to pick up the smell of blood from a mile or more away, your ears able to eavesdrop on conversations a similar distance from you, and so forth. As a consequence, your ability to be accurate with ranged attacks is increased as well.

Like A Shadow [400 - Discount for Thief] - Why. Won't. You. Hold. Still?! This ability's effect is twofold - first, you are really good at stealth. Enough that you could find a way to hide in broad daylight after being spotted the first time (camouflage helps). This isn't a perfect skill, but you're quick and clever enough to duck in and out of sight that you could hit the unwary with a surprise attack not once, not twice, but several times. Second, you're much better at avoiding incoming damage, having a second sense of where and when to dodge. Likewise, this isn't infallible - things that are just flat-out too fast for your reflexes or mind will likely still strike true. Still, this will teach a few foolish enemies that the lightly-armored Thief isn't quite easy pickings, right?

Looking For This? [600 - Discount for Thief] - You're not a Thief, really. Just a treasure hunter!...pffft, who says things like that? You have a serious nose for wealth and those who have plenty, able to spot some worthwhile targets with just a cursory glance of a city-sized location, along with an idea of how much you stand to gain from 'borrowing' said wealth or items from them. Items of power? Loads of money? A collector's edition copy of Final Fantasy? If it's what you're looking for, you'll sense it.

But your real power is in the ability to Steal items. You're a skilled enough Thief you can steal from someone just by brushing against them for a brief second, taking an item from them regardless of how well-embedded it is on their person. Heavy suit of armor? Yoink! Magical weapon of legend? Yoink! A pocket universe?...erm, have fun carrying that if it unfolds in your hand. But you can take anything from someone's person with a well-timed swipe, so long as you can survive close contact. Even better, those with weaker wills than you won't even notice the item in question had been stolen until they attempt to use it themselves...and they'll have to explain why they attended an important meeting without pants. Note that 'important' or incredibly dangerous foes will require more than one try or a long battle before you can take their stuff.

Fists of Iron [100 - Free for Black Belt] - You have trained hard to get to where you are, and you need no puny weapon or nerdy spellbook to fight! You're a master of three mundane martial arts styles of your choosing, and your fists and feet are strong enough to substitute for strong steel or a powerful shield. This won't mean much against magical weapons or things of greater power, but you won't have much to fear from the average thugs with swords and knives from this point on.

Feet of Air [200 - Discount for Black Belt] - Quick, nimble, and deadly as the wind. That's what you've become. Your movements are incredibly quick and swift, able to move faster than the untrained eye can follow. In addition to being a bit faster, you're able to leap great distances and run along flat surfaces as though you were the wind itself, your body much lighter for the purposes of jumps and acrobatics.

Heart of Dragon [400 - Discount for Black Belt] - Discipline your thoughts! Fear and doubt are merely poisons of the mind, ones you've gained a considerable immunity towards. After a moment's concentration, you may enter a stoic state of 'emptiness', letting you focus on a singular task after calming all emotion, greatly increasing your competence at said task. This also has the benefit of letting you completely shut out illusions or attempts to control your mind, making you impossible to sway until you see fit to leave this state of mind.

Soul of Warrior [600 - Discount for Black Belt] - It really is all in the mind, isn't it? The strength of your fists and your body have been greatly increased. This isn't a mere boost of the muscle or an increase of power - your very soul is what adds impact to your blows, letting you shatter stone or kick down a castle gate after a few, solid hits. In addition to being much stronger, you will find that your physical capabilities increase with your own willpower, or things that represent the might of your soul. Perhaps with enough time and drive, you could make even

Chaos stumble or break under your knuckles...though that time may be a ways off. The only way to improve is to both train your body and your own will...are you up to the challenge?

Take My Hand [100 - Free for White Mage] - Nothing is a greater relief than the sight of a healer on a weary field of battle. Your presence inspires warmth and admiration in others, whether towards your holy work or just your kind attitude towards your friends. Optionally, this can come with an ability to look a little more adorable or handsome than usual...enough so that people might be confused and have trouble determining your gender or 'actual' appearance, debating it for years to come.

Now, Now [200 - Discount for White Mage] - It can be a little troubling if your allies just rush headlong into danger without heeding warning signs of danger or staying together as a team. Luckily, they have you to look after them. While you're not better at leadership per se, you have a talent for nudging people into working together and putting aside their differences, if only to avoid disappointing you or disregarding the healer's advice. This will also keep said teammates from acting rashly or acting on their own, such as running off to duel their archnemesis during a dungeon raid or the thief trying to grab the obviously booby-trapped treasure. Never again will the party split or get themselves killed off one by one with you around!

Have Faith In Me [400 - Discount for White Mage] - White Magic is simply the art of restoring what was into what it used to be, closing wounds and removing ailments from a physical body. But what if you could have a more lasting effect than simply fixing things? When you cast beneficial support or healing magic on anyone besides yourself or things that are a direct extension of yourself, they will enjoy a resistance to disease or other 'status ailments' that would impair their physical or magical abilities, and their health will be considerably more robust. This effect fades over the course of a day.

Tail of the Phoenix [600 - Discount for White Mage] - Never underestimate the power of a practiced White Mage! You may not be able to shake the earth with arcane power like your darker cousins or swing a weapon like a skilled Fighter, but your spells and abilities have a bite of their own. Just as healing magic damages the undead, your defensive spells and support spells are much stronger when used against the cause of evil or demons. Being that are openly malevolent or made of such take damage just from striking or being near your own barriers, your ability to heal afflictions they unleash is much easier and less costly, and even healing your own allies will damage your foes in proportion to the power of the spell should they be near...even moreso if they're undead, of course. Let none stand before your light, and may evil be banished from this world.

Robes and Wizard Hat [100 - Free for Black Mage] - Magical clothes aren't really out of style, at least if someone asked you or a fellow Mage. You can now wear things like wavy robes or long scarfs or capes without worry of them getting caught in something or being uncomfortable out in the elements. As a bonus, you can put on a hat or any sort of accessory for your head and completely obscure your face so that all anyone can see is a shadow and glowing yellow eyes. This effect can be toggled on and off at will. This has no other effect besides the aesthetics, but at least it looks cool, right?

Traveling Cohorts [200 - Discount for Black Mage] - Okay, so you've got fantastic destructive arcane power, but you may not have bothered much with the whole 'exercise' thing in the process. You're not some meathead like those blasted Fighters, after all. That's why you've developed a fantastic talent for hiding behind said meatheads. You will find that attacks your enemies and foes make will usually hit the hardiest and more durable party member first, or just people that aren't you. Won't work too much on someone who absolutely and personally hates your guts or if you're the last man standing, but disaster tends to strike you last and only when no other targets are available. This can be toggled on and off, if you're not the type to let others take hits for you. You sissy.

Magic to Burn [400 - Discount for Black Mage] - Black Magic is good at one, simple thing - inflicting damage. Whether it's with fire, thunder, blizzards, or whatever other arcane power you can focus, you know how to leave a lasting impact on an unwary foe. Your magical damage isn't any greater than it was before, but injuries you inflict with magic are slower to heal, and status ailments you push onto enemies are more difficult to resist. This might not mean too much against a hardy enough foe, but nothing quite says 'you have made a grave mistake' than permanent burns or an open wound that won't close up before it's too late for them, wouldn't you say?

That Old Black Magic [600 - Discount for Black Mage] - You know what shuts people up the fastest? Raw. Magical. Power. You're a really scary person now, able to use your own magical power as a force of intimidation, quickly scaring away lesser men and beasts alike should you have enough mana and spell power to back it up, letting you save your strength and avoid unnecessary battles. They should be right to fear you, as well - your offensive and destructive spells now cost less in terms of spent energy, and strike with greater force than before. No one will ever laugh at you and your hat ever again.

A Sense of Style [100 - Free for Red Mage] - Bah! There's a reason you chose to use a little bit of everything. Whatever that reason is, you've decided to do it with style! You have both a keen fashion sense and a knack for dramatic timing, able to pose with the best of them. You also know how to make anything you do look entertaining visually - whether you're brandishing a sword, advertising a product, or bravely running away. Hamtastic dialogue optional.

Joker [200 - Discount for Red Mage] - The primary benefit to having a big bag of tricks is that the enemy isn't quite sure how to deal with you. Injury? White Magic. Resistance to physical attacks? Black Magic. Magical immunity? Sword. Thanks to having a wide arsenal you can use, enemies have trouble predicting your movements in battle, and you've become incredibly skilled at bluffing your way into maintaining this 'wild card' sort of mentality in battle, keeping your foes tripped up or on their toes. This doesn't work too hot against someone or something that can actually see the future, but you might be able to get them to doubt their judgment if you're persuasive and savvy enough.

A Little Goes A Long Way [400 - Discount for Red Mage] - Alright, so maybe you spread yourself a little bit thin with your wide variety of skills and powers. That's no problem, you just know how to make the most of it! You now have an instinctive knowledge of your capabilities and limitations, and how to use your abilities to their best effect in a given situation. It won't guarantee success, but it will guarantee efficiency in whatever you have available. It also helpfully reminds you of some simple solutions you may have forgotten about, such a spell that easily fixes your current predicament that you just hadn't considered using. This only works if you have such skills or powers available in the first place, of course - and sometimes the most efficient solution isn't necessarily the best one.

Jack of All Trades [600 - Discount for Red Mage] - Reaching your peak just means it's time to re-evaluate your skills and fighting style, and pick up something new along the way. Your ability to learn new skills and abilities, should you be able to in the first place, is much faster and effective. You can pick up a book on a subject you never knew about in your life, and put the book down adept in said subject. This won't let you become a true 'Ace' in said abilities or skills instantly, but you'll quickly build a foundation into the road to becoming an expert, so long as you take the time to learn more. In addition, you know how to properly use your skills and powers in conjunction with each other, creating your own personalized fighting styles or scientific practices. You can't actually combine powers this way, but you'll know the best way to use them in tandem and combinations should you take a little time to figure it out.

Items:

Any items that are destroyed or lost are restored the following week, except for Gil.

Adventuring Funds [Free/100+] - To start your journey off, in addition to your class' most basic skills, you receive 500 Gil to spend on equipment or whatever else interests you in civilization. You may receive 500 more for an extra 100 CP spent on this item.

Sword and Shield [100 - Free for Fighter] - A well-forged broadsword and a suit of armor perfectly tailored to fit your form. Not much else to say about it, though the material is reliable and will last you for quite a few battles on the start of your adventure.

Runeblade [200 - Discount for Fighter] - A glowing blade with strange markings drawn along its steel. This blade is otherwise the same as an ordinary sword, but with an added bonus - it is incredibly damaging against those who primarily use magic, such as spellcasters or monsters that make considerable use of the ability. A paper cut against a practiced mage will open into a wide gash. It does nothing extra to normal physical durability, sadly. Still, a good way to get those pesky wizards off the field quickly, right?

Dragon's Mail [400 - Discount for Fighter] - A heavy set of armor that bears the scales of a once-legendary dragon, now slain and forged into this enchanted equipment. It fits your form perfectly regardless of your size once donned, and cannot be removed from your body until it or you is destroyed or if you seek to take it off. As a bonus, it gives you considerable resistance to both physical damage and elemental (fire, thunder, ice, etc.) damage from magic. A fatal blow will be more of a frustrating scratch. Just mind the gaps in said armor.

Excalibur [600 - Discount for Fighter] - A legendary sword wielded by legendary heroes in a legendary land in legendary legends. This shining blade forged of powerful magic is the bane of both evil and creatures of myth, slicing through mundane armor like a hot knife through butter, and cutting through monsters easily. This sword strikes enemies with elemental weaknesses as though the blade itself were said weakness, maximizing the damage the steel can wreck upon their physical forms. Things lacking such weakness or being beyond such things are unaffected by this, but the sword alone can still easily tear through men and lesser monsters. By your hand, they will fall.

A Knife in The Dark [100 - Free for Thief] - A pair of high-quality stabbing knives, perfect for the cutthroat and cutpurse alike. They don't have any special abilities beyond being well-forged and a little more durable than the average shiv, but are easy to conceal and wield.

Thief Gloves [200 - Discount for Thief] - A nifty pair of fingerless gloves that feel as light as air. The magical enchantment on them allows the wearer to move more swiftly and quickly, making them fleet of foot and dexterous. This greatly eases the flow of acrobatics and parkour attempted by the user, as well as letting them run a bit faster, making them more difficult to hit.

Ninja Robes [400 - Discount for Thief] - Why on Earth would a Ninja...er, a Thief, wear bright orange? These robes start as bright orange, but when you wear them, they change into a bright green instead. After some research, its true ability becomes apparent - the outfit's ability to change into obnoxious colors is a symptom of a magical enchantment. With some practice, it can perfectly emulate the color and appearance of its surroundings, camouflaging the user or making them completely invisible to mundane sight when standing still, and very difficult to see when moving. This doesn't work too well for supernatural or magical senses, mind.

Masamune [600 - Discount for Thief] - A weapon straight out of myth, this long katana is said to sometimes grow several inches over the course of each heroic saga it takes part in. Thankfully, that doesn't seem true for this one...though the length of the blade can be extended at the will of the user, up to the height of the user. This blade's cutting power is something to behold, separating men from their limbs with lazy swipes, opening painful wounds on great beasts, and even small grazes opening into deadly cuts with its power. It lacks the magical penetration of Excalibur or the arcane power of Thor's Hammer, but it makes up for being able to clear large groups of unwary foes in but a few swings.

Staff [100 - Free for Black Belt] - Another 'nothing special' item, this is a simple staff that is excellent for acrobatic stunts, balancing yourself, or just a nifty walking stick. Is a bit more durable than the average stick, enough so you can parry a mundane sword with it a few times, but it will eventually break under enough stress.

Power Vest [200 - Discount for Black Belt] - A light vest that easily fits the body. It doesn't look like anything remarkable, but when it is worn, it increases the physical strength of the user in a subtle but potent way. An sickly man could lift a horse with one hand while wearing this vest, and a trained martial artist could shatter stone with a well-placed punch.

Airship [400 - Discount for Black Belt] – How are Monks associated with Airships? Don't think too much about it. Said to have been built by a legendary Lufenian that went by the name of Cid, this is an airship that is able to sail across the world within minutes while also being able to house a few dozen people comfortably. The ship is remarkably easy to fly and land, so much so that a pack of adventurers untrained in its use could do so easily. It can only land effectively on flat terrain without risking the ship itself, however, and lacks any weapons on board. The good news is most monsters in this world can't fly high enough to reach it, but keep this in mind in later worlds.

Ribbon [600 - Discount for Black Belt] - The body is a temple, and this simple ribbon allows you to safeguard it from those who would seek to poison it. Wearing this ribbon on your body will grant you immunity to 'status ailments'...poison, mind control or manipulation, and so forth. So long as this is worn on your body, poisons and disease will not infect you, and the use of magic to blind, confuse, restrain, or weaken you will fail to hold you back. This does not solve the results of physical damage or already-existing conditions, but to all else, your body is an untouchable fortress.

Comfy Robes [100 - Free for White Mage] - A pair of comfortable and warm white-and-red robes that keeps the user warm. Wearing them can allow people to immediately identify you as a healer and someone to be trusted with such matters. It doesn't protect very well against attacks, though.

White Magic Spellbook [200 - Discount for White Mage] - For keeping all of those spells of yours organized! This spellbook contains the basic healing spell Cure and the Poisana spell, which purges toxins and poisons from a living body. If you or a party member aren't capable of learning White Magic due to Class or a lack of training, this functions instead as an index of White Magic spells you encounter on the road, for reference. You can purchase additional spells from shops or acquire them along your journey. Post-jump, any spells you missed along your journey from the White Magic school will appear in the spellbook, letting you learn and eventually master them over time.

Sage's Surplice [400 - Discount for White Mage] - Colorless robes that have an eerie glow around them. Unlike the basic Mage robes, these provide not only a fair amount of durability against mundane weapons (able to withstand steel instead of parting easily against it), it will slightly increase the intelligence and magical energy capacity of the user, allowing them to use spells more frequently and efficiently.

Sage's Staff [600 - Discount for White Mage] - This fabled artifact holds great holy power contained within it, and the wielder will enjoy the boons of its light. A mage who uses this staff will find their White Magic and any similar healing magic considerably stronger, can cast the 'Life' spell on the recently dead, bringing them back without cost to the user. Be warned - this only works on the VERY recently dead or dying. A corpse with no heartbeat after having passed hours prior will not live again though this spell.

A Hat Among Hats [100 - Free for Black Mage] - This is no ordinary hat, no sir! This is a proper Black Mage's hat, which will fit perfectly on your head no matter how weird you look! It also stays on your head as long as you want, and won't be removed by anything short of it (or your) total destruction. How neat is that?

Black Magic Spellbook [200 - Discount for Black Mage] - For keeping all of those spells of yours organized! This spellbook contains the basic healing spell Fire and the Thunder spell, which strikes a foe with a bolt of fire or lightning, respectively. If you or a party member aren't capable of learning Black Magic due to Class or a lack of training, this functions instead as an index of Black Magic spells you encounter on the road, for reference. You can purchase additional spells from shops or acquire them along your journey. Post-jump, any spells you missed along your journey from the Black Magic school will appear in the spellbook, letting you learn and eventually master them over time.

No, that isn't deja vu you're feeling, don't worry about it.

Diamond Armlet [400 - Discount for Black Mage] - Alright, let's be serious for a minute. Mages are incredibly fragile and are usually the first person anyone with a brain is going to target in a fight. This goes double for a Black Mage or anyone dishing out offensive magic of any kind in battle. Wearing this armlet helps mitigate that problem, creating a field that greatly reduces the physical damage the user takes. It doesn't work so well against magic, but...well, that's what you're for, isn't it? At least it's incredibly light and doesn't add much weight to you.

Judgment Staff [600 - Discount for Black Mage] - Noticing a trend yet? No? Don't worry about it. This is an incredibly powerful staff that...okay, look. It's the Sage's Staff, except it works with Black Magic instead and the spell imbued into it is the mighty and explosive Flare spell, which is good at making ash out of squad-sized groups within seconds. Boom. All there is to it.

Feathered Cap [100 - Free for Red Mage] - An important accessory for any aspiring Red Mage, and an all-important mark of your station! It's a red cap with a feather in it that will fit on your head just as easily as the Hat Among Hats would, and will remain on your head conveniently in the same way. Except you'll actually look stylish!

Tent [200 - Discount for Red Mage] - Often, as the party's jack-of-all-trades, it falls to you to keep the comforts of the journey stocked. This tent will magically fit up to four different people with comfortable sleeping arrangements and enough food to last a night out in the wild. It restocks each time it's re-deployed as well. Just note that it doesn't come with any kind of special protection against ambushes or otherwise. The tent's interior size will grow to match the size of your active companion roster, though attempting to use it for storage will just make it violently eject anything still contained within once you're done using it.

Alchemical Recipes and Supplies [400 - Discount for Red Mages] - They had to come from somewhere, right? This is a book detailing the recipes for Potions that can magically heal wounds when consumed, and Ethers that restore the magical energies of the user. In addition, the book details how to make stronger versions of these, like Hi-Potions and stronger Ethers, though the pages are encoded and need some time to be deciphered. The book comes with some basic tools needed to brew these, which will be restored if broken or lost like the other items. As a bonus, the ingredients always involve easy-enough materials you will find in worlds beyond this one. How convenient is that?

Dual Gloves [600 - Discount for Red Mages] - Odd, these shouldn't really exist in this world...oh, well. These are a pair of black gloves with runes painted along them. Upon wearing them, you will be able to channel a single spell into one hand, and then channel a different spell into another. Combining two destructive spells together will combine their properties and let them be used together as one, combining two healing spells will heal even more effectively...and mixing-and-matching works as well. Just try not to combine spells that have blatantly opposite properties, like combining a destructive spell with a healing one - they'll just cancel each other out.

Companions:

The Warriors of Light [Free for Warrior of Light] - Should you choose to save this world, you will not stand alone. You may import or create three companions of your choosing, each of them receiving a class and 600 points to spend on perks.

Adventure Awaits [100-300] - Of course, why not take a few more friends along the way? You may import (or create) two companions for 100 points, four for 200, or up to eight for 300 points respectively. All these companions receive a free class and 600 points to spend.

Drawbacks:

Welcome to Corneria! [+100] - Everyone you talk to, while occasionally saying something relevant to your quest or goals, will be constantly repeating the exact same lines of dialogue or aimlessly wandering around. Thankfully, plot-important individuals or your companions are exempt from this.

A Ragtag Bunch of Misfits [+100-+200] - Not every world-saving party is pure of heart, and not every adventuring party is competent. For +100, your companions and allies develop personality quirks that act as a mild irritant and causes minor problems along your journey. If they lacked these previously, they develop bad habits on the road. For +200 instead, your group actively bickers and competes with each other, making managing them a chore. Hope you don't mind trying to keep them together.

KILL CHAOS [+100] – That's a little weird. Isn't this from the past? Or a different world entirely? It's hard to tell sometimes. Anyways, your social skills have taken a slight nosedive as you now have a single-minded desire: To kill Chaos, who you now firmly believe (correctly) is the cause of all this world's evils and it is your duty to murder them with whatever you have at your disposal. You tend to ignore important information or clues in favor of anything that looks vaguely Chaos-shaped and have all the social grace of an angry teenager. This might also be extremely awkward if you have chosen to side with Garland. Gods help you if you become Chaos while still having this drawback.

The Bridge Is Out! [+200] - Oh, great. It seems like everything you need to do to get further in your quest or your goals (even if your goal is just being left alone and getting sleep) is impeded somehow in the most inconvenient way possible, like needing to cross a damaged bridge but the tools being stolen by pirates. And then when you confront the pirates, it turns out the tools fell into the sea, conveniently ending up in an underwater temple. And so forth. Trying to bypass these obstacles with your own abilities will lead to that either failing or leading to a brand new inconvenience, until you follow the railroad needed to fix it.

Random Encounters [+200] - Every time you leave town and go out into the wild, you'll find that you can't move more than a few steps without a group of monsters or angry woodland creatures attacking you. You must defeat or pacify a constant, seemingly endless encounter rate of enemies, and it will always be consistent enough to be inconvenient at best and dangerous at worst. At the very least, the monsters don't get any tougher...just more numerous in how many times you have to deal with them.

The Crystals Four [+300] - Your powers, abilities, items, and memories from previous jumps have been taken from you, as well as access to your Warehouse. Not to worry, there's a way to restore them before you begin your quest! You just need to visit each one of the Four Crystals and touch each one, restoring your connection to previous worlds!...oh, wait. As if to add insult to injury, the Fiends now recognize you as a potential threat, and as such monsters and even the Fiends themselves will begin hunting for you, even in towns.

Warriors of Darkness [+300] - The laws of time and space have bent, and things that should not be have entered this world. Detecting your presence as anathema to their senses, these many monsters and foes from previous worlds now hunt for you and seek nothing short of your death. Old enemies, primarily from any previous Final Fantasy jumps, both monsters and bosses alike, have entered this world and seek your ruin. Strike down one, several more will take their place. You must flee or survive this gauntlet of your old enemies, lest the world crumble and take you with it. In addition (or in the absence of foes of your own), you will encounter villains from the other worlds of Final Fantasy...among them, Zeromus, Exdeath, The Emperor, The Cloud of Darkness, and their many minions. Thankfully, they won't work together or stand at the absolute zenith of their power...but that is a small mercy. Can you survive this?

And so, your journey ends at the turn of the decade. All drawbacks are revoked and your scenario rewards, if any, will follow you as described in their respective summaries. What will you do next?

The Last Fantasy: Your journey ends, and the sun sets on your Jumpchain. It is time to return home. You return to where you came from with all that you've gained. As a consolation prize, you receive a working copy of all present and future Final Fantasy games, as well as new consoles to play them all on.

Dawn of Jumper: This world has grown on you, and your legacy is strong should you have walked the path of Light. You will remain in this world until your dying days, receiving +1000 more points worth of content from this jump as a consolation. Of course, if you walk the path of Chaos, there is no world to remain in, and thus you cannot chose this option.

My Journey Begins Again: Off to the next jump? Let's go right ahead, then.

Notes:

This jump is assumed to be taking place in the original NES version of Final Fantasy or one of its remakes ala Dawn of Souls. It's up to you if certain elements from Dissidia, Stranger of Paradise or other various spin-offs are canon or not.