

Final Fantasy Dissidia

On an empty and nameless world, two gods fight. Cosmos, goddess of harmony, seeks to protect the world's stability while Chaos, god of discord, desires its destruction. To these ends, they have summoned heroes and villains from many worlds. Bereft of memories, these warriors fight in hopes of being returned to their homes.

It's all a lie.

In truth, Chaos is a supremely powerful manikin. In his rage over his adoptive mother's death, he drew himself, Cosmos, a manikin copy of his adoptive mother; Cid of the Lufaine, the scientist who created him and his adoptive father; and Garland, his own past self sent into the future; from their home in World A to a mirror dimension called World B which hung in the rift between worlds. There, they met Shinryu, a powerful dragon who struck a deal with them. They would summon warriors from other worlds and force them to do battle. Once one side triumphed, Shinryu would descend, resurrect them all, and purify them of memories, absorbing their power. He was to eventually share this power with Chaos so that he would grow strong enough to return to World A and annihilate the world responsible for making him into a living weapon.

But the "gods" are tiring of this game. It is the 12th repetition of this cycle and the conflict is nearing its end, with only around a dozen warriors on each side. Cosmos plans to sacrifice her life and power to her remaining warriors, allowing them to remain in World B beyond her own death and kill Chaos for good, breaking the cycle and allowing them all to return to their own worlds. However, the Warriors of Chaos have found a rift leading to the dumping grounds of manikin experiments from World A's Onrac. They have unleashed a horde of shapeshifting crystal monsters programmed to kill the Warriors of Cosmos.

How will these various agendas clash and can anyone discover the truth of this cycle of death?

You have 1000 CP.

Races

Aegyl(Free)- Winged humans from Vaan's Ivalice, they fled to flying islands in the sky rather than submit to the Occuria.

Al Bhed(Free)- Genetically engineered long ago, the Al Bhed are humans with blonde hair, green eyes with spiral pupils, and an affinity for engineering.

Amalj'aa(Free)- Hulking lizard men who worship Ifrit, They are native to Hydaelyn.

Au Ra(Free)- Humanoids with horns and patches of scales on their bodies, warlike tribes of them rule the eastern plains while peaceful villages inhabit bubbles beneath the ocean.

Bangaa(Free)- These hulking reptilian humanoids have very long ears and the strange ability to grow facial hair. Their powerful bodies make them good fighters. They are native to Vaan's Ivalice and to Hydaelyn.

Black Mage(Free)- Artificial puppets designed by Kuja using the Mist formed of Gaian's souls, Black Mages are living dolls who sometimes awaken to individuality. They have black skin and glowing yellow eyes.

Burmecian/Cleyran(Free)- Ratlike humanoids native to Gaia, the Burmecians are devoted to war while their cultural cousins the Cleyrans prefer peace.

Cetra(Free)- A recently extinct species from Cloud's world, perhaps you are the last in existence. Cetra are essentially human, but have the ability to communicate with and direct the Lifestream, the power of the planet.

Dwarf(Free)- Short, bearded minors quite fond of the phrase "Lali-ho!", dwarves inhabit World A, the Onion Knight's world, Cecil's world, and Gaia, where they have vivid green skin.

Elf(Free)- Essentially humans with pointed ears, elves have a kingdom on World A.

Elvaan/Elezen(Free)- The Elvaan are tall humanoids with pointed ears and one of the intelligent species of Vana'diel. A similar looking race exists on Hydaelyn, called the Elezen.

Galka(Free)- Hulking humanoids with greenish to greyish skin and powerful bodies that incline them to becoming fighters, Galka are all male and will reincarnate as children after death, found wandering around the nearest Galka settlement. They are native to Vana'diel

Garlean(Free)- Tall and strong with a third eye on their foreheads, the Garleans cannot use magic and so have developed magitek instead. They rule a huge empire on Hydaelyn.

Garif(Free)- A race of brown furred humanoids with large horns who live in tribes on Vaan's Ivalice.

Genome(Free)- Humans with monkey tails, Genomes are artificial beings meant to receive the souls of Terra's natives, Genomes currently reside within Gaia awaiting the implantation of souls, though you are much like Kuja and Zidane in that you have already had one given to you as part of Garland's plans.

Goblin(Free)- These short, long eared and long nosed creatures find homes on many worlds, but only on Vana'diel and Hydaelyn are have they formed a semi-nomadic society that peacefully coexists with other races.

Guado(Free)- Tall humanoids with long fingers and ears and wild hairstyles, the Guado can smell the undead and spirits due to their association with the local afterlife, the Farplane, and are native to Spira.

Hrothgar(Free)- Lion men with colorful fur, their population is mostly male with women in most of their population giving high political offices such as queens. They are native to Hydaelyn.

Humans(Free)- Though the local name for these familiar creatures may vary, they are the most populous race by far across the worlds, being natives to all of them.

Hummingway(Free)- Short anthropomorphic rabbits that live on the Red Moon of Cecil's world, they are presumably from the Lunarians' original world.

Hypello(Free)- Blue skinned and froglike, the Hypello can naturally breathe underwater and are excellent swimmers, though they are slower on land. They hail from Spira.

Ixal(Free)- Birdlike humanoids with horns but no wings, the Ixal worship Garuda. They come from Hydaelyn.

Kobold(Free)- Short mole-like beastment who are proficient miners and worship Titan for aid in their conflicts with the pirate nation of Limsa Lominsa.

Kojin(Free)- Turtle-like humanoids Kojin can breathe underwater and seek out treasures to hoard. They hail from Hydaelyn.

Lamia/Ananta(Free)- Beastmen from Vana'diel with the upper bodies of human women and the lower bodies of snakes, there is also a similar species called Ananta in Hydaelyn, though they have brown skin instead of bluish-white, hair instead of cobra hoods, and fingers instead of claws.

Loporrit(Free)- Diminutive anthropomorphic rabbits, Loporrits are artificial beings created by Hydaelyn (the Primal, not the planet) and live on the planet Hydaelyn's moon, preparing it in case the world's inhabitants need to flee the planet the moon's secret space engines. They possess a natural capacity for Creation Magic, though presumably not at a great strength individually.

Lupin(Free)- Anthropomorphic wolves native to Doman on Hydaelyn, the Lupin were famous as samurai servants of the nation. A similar race called Werewolves are native to Bartz's world.

Mamool Ja(Free)- A race of lizardmen who rarely have two heads, Mamool Ja hail from both Vana'diel and Hydaelyn.

Matanga(Free)- Elephant-like humanoids from Hydaelyn.

Mithra/Miqote(Free)- Humanoids with cat ears and tails from Vana'diel, their population is heavily skewed towards female, leading them to keep their men at home to raise children. A similar species called Miqote abide in Hydaelyn, though their men are more integrated with the rest of society, sometimes leading entire patriarchal tribes.

Moogles(Free)- Tiny furred mole like beings with bat wings and balls ('poms') dangling on a stem on their heads, the moogles are widely spread across the universe. They live in the Onion Knight's world, Bartz's world, Terra's world, Cloud's world, Gaia, Vana'diel, Vaan's Ivalice, Gran Pulse, Hydaelyn, and Orindia.

Namazu(Free)- Small walking catfish, the Namazu live in the east of Hydaelyn where they work as merchants.

Nanaki's Species(Free)- This unnamed species of red furred intelligent lion-like creatures with flaming tails once resided in Cosmo Canyon on Cloud's world, but is nearly extinct at present.

Nu Mou(Free)- The Nu Mou are short doglike beings with shaggy fur and long ears and tails. They are often quite weak physically but naturally proficient with magic. They live on Vaan's Ivalice, Hydaelyn's First Reflection, where they are a kind of fae obsessed with providing service in exchange

for thanks.

Orc(Free)- Hulking green skinned brutes, orcs are a militaristic race from the world of Vana'diel.

Padjal(Free)- In Gridania, a nation on Hydaelyn, certain Hyuran parents sometimes have children blessed by the elementals, who have white horns and are chosen to lead the country.

Pelupelu(Free)- Looking like human children, Pelupelu are native to Spira and Hydaelyn, where they are traders across the empire of Tural.

Poroggo(Free)- Intelligent walking frogs who were created by an ancient mage, the Poroggo were attacked by the military of Windurst and now want revenge on the other races. They are native to Vana'diel.

Qiqirn(Free)- Short ratlike beings, the Qiqirn exist in both Vana'diel and Hydaelyn. On both worlds, they have achieved partial integration with the more populous races.

Qu(Free)- Pudgy white skinned creatures with massive tongues always hanging out of their mouths, the Qu are native to Gaia. They follow the Way of the Gourmand, viewing the tasting of new foods as their mission in life.

Quadav(Free)- Turtlemen who live in an empire on Vana'diel and are excellent miners.

Roegadyn(Free)- Tall humanoids who sometimes have odd skin colors like red, blue, green, gray, or white. They are native to Hydaelyn.

Ronso(Free)- Blue furred, cat like creatures whose males sport single horns on their foreheads, the Ronso are the guardians of frozen Mt. Gagazet on Spira and favor learning Blue Magic.

Sahagin(Free)- Fishlike humanoids, Sahagin are spread widely across the worlds, but only in Vana'diel and Hydaelyn have they formed large civilizations.

Seeq(Free)- These piglike beings with skin in a variety of colors are native to both Vaan's Ivalice and Hydaelyn, in both cases being poor and often criminals within their home societies.

Summoner(Free)- Humans with single horns in the middle of their foreheads, summoners were a race with natural affinity for summoning magic from Gaia, though Garland feared them and so destroyed their home, with only two other summoners currently surviving.

Shuumi(Free)- Bald humanoids with yellowish tinged skin and very long fingers, the shuumi naturally create cocoons and evolve into forms that reflect their hearts. The most common form is the moomba, an orange furred bipedal lion-like creature, while others become elders, who look like taller shuumi with long beards.

Slyph(Free)- Small plantlike flying beings from Hydaelyn, most Sylphs have been tempered by their Primal Ramuh, but a few remain free.

Tarutaru/Lalafel(Free)- Short, with pointed ears and chipmunk like brown noses, the Tarutaru are natural mages from Vana'diel. A similar species called the Lalafel inhabit Hydaelyn.

Tonberry(Free)- Appearing as monsters on many worlds, Tonberries on Vana'diel are the mutated descendants of the Kulloo who stopped the Zilarts' plan to open the gate of the gods. They are short green creatures with tails and very round heads.

Troll/Yuk Hoy(Free)- Hulking brown skinned giants from Vana'diel, the trolls often serve as mercenaries. A physically identical but more peaceful race called the Yuk Hoy lives on Hydaelyn.

Urutan-Yensa(Free)- Humanoid crustaceans from Vaan's Ivalice, they control the deserts of their world.

Vaath(Free)- The Gnaath are short insect-like beings who live in a hive mind. Those who break free and develop individuality are called Vaath. They are native to Hydaelyn.

Vanu Vanu(Free)- Bulky bird men from Hydaelyn.

Velkk(Free)- Crocodile beastmen from Vana'diel.

Viera(Free)- Very tall humanoids with rabbit ears, they often live in forests with the females and males living separately. They live on Vaan's Ivalice and Hydaelyn.

Yagudo(Free)- Birdmen who live in a theocracy, unlike most other Beastmen they have formed a peace treaty with their neighboring nation of Windurst.

Yeti(Free)- Hulking white furred reclusive ape men, they are native to Terra's world.

???(Free)- Is this list missing something? Or maybe you're some kind of unique monster like the Cloud of Darkness, Exdeath, or Gilgamesh? Feel free to design your own wacky JRPG form as you like, though you'll be no stronger than a human without further purchases.

Not Even My Final Form(200CP)- Pick one of the options above as what you normally look like, but you have a customized true form which you can temporarily assume in which you look more dangerous and are stronger than normal, much like how Gilgamesh can grow extra arms.

Backgrounds

You can change your sex for free. Any Background can be taken as a Drop In.

Warrior of Cosmos(Free)- Your heart aligns with harmony, and so you were beckoned across the void by the goddess Cosmos to protect her world from Chaos. You have lost nearly all your memories, but surely you will get them back once you defeat Chaos and are returned home.

Warrior of Chaos(Free)- Your heart resonated with discord, whether you were truly evil or merely had a dark side. You were summoned by Chaos, though your faction is a little freer about the truth of what's going on. Maybe you're scheming how to break free of the cycle on your own. Or maybe you really do have an independent wish to destroy the world or an insatiable thirst for bloodshed.

Servant of the Cycle(Free)- This world was meant to be home to nothing except the gods, their Warriors, the summoned monsters created to aid them, and Moogles intended to act as shopkeepers. You are an anomaly, intended to aid in overseeing some aspect of the cycle. Or if you purchase

Summoning below you are another “god” leading your own third themed faction of Final Fantasy characters against both Cosmos and Chaos. What line of bullshit will you have fed your patsies about why they need to oppose both harmony and discord? Though this late into the cycle, I’m afraid you’re down to only 14 warriors on your side.

Perks

Flight(Free)- It seems like everyone here can fly, even the ones who don’t know a lick of magic. This isn’t truly free form flight, but it does at least let you launch yourself across the battlefield’s airspace or chase foes through the sky.

Ex-Burst(Free)- It is widely recognized that at certain rare moments a warrior can push past their limits and unleash an ultimate attack. Called a limit break, overdrive, quickening, or some other term, you too have one of these customized finishing moves.

Finally Fantastic(100CP)- Everyone on Cosmos’s side, goddess herself included, is smoking hot. They look more like supermodels than warriors. And Chaos’s faction has its own share of scantily clad seductresses and shirtless pretty boys. You now fit in perfectly with all these exceedingly attractive folks, including the ability to keep your elaborate makeup and likely quite spikey hairstyle perfectly maintained even in an empty world full of endless combat.

Magick Sight(100CP)- Freeform teleportation is a forbidden spell on Hydaelyn, as without an Aetheryte to guide your, you are likely to end up lost within the Lifestream unable to reform your physical body. Y’Shtola was lucky to be retrieved by the Elementals, and though she still lost her sight, she had gained the ability to see raw magick. Whether you used the same method or not, you too can see magical energies in such detail that you could function normally even while blind.

Aeon(200CP)- In Spira, summoners must use the souls of the dead trapped in statues, called Fayth, as the basis of their summons. You were one of these souls before your summoning (or your deal with Shinryu). Now you have been permanently restored to your human form, even should you return home. But the experience has left its mark. You may temporarily transform back into the Aeon form you once granted summoners, albeit only human sized if you were larger, making you far stronger than normal.

Chaos Implantation(200CP)- Cloud’s home planet has the potential to spawn Weapons, biomechanical monstrosities, for its self defense. One of these, called Chaos, is intended to annihilate all life when the planet’s survival is threatened, so that their souls can be gathered to the Omega Weapon which will escape to a new planet and restart life there. You have had Chaos energy implanted into you, along with a copy of the Protomateria to control it. This allows you to temporarily transform into a variety of horror monster themed forms, including Chaos itself, to temporarily power yourself up.

Job Mastery(200CP)- You wouldn’t be much of a Warrior without the skills to back it up. Choose one of the classes from the Final Fantasy games included in the Dissidia franchise. You could be a straightforward sword wielding Warrior, a bare handed Monk for focuses chi into your body, a wily Thief, a Black Mage master of destructive magics, a White Mage healer, a Red Mage who combines both black and white magics with skill at arms, or something else. See the Notes section for a full list. Or perhaps you want a more custom skillset, such as Auron from Final Fantasy X’s niche as an armor penetrating warrior with debuffing strikes? Or as another option, you could follow in the footsteps of Firion and Vaan, being a jack of all trades who knows a few attacks with a wide variety of weapons and magic styles.

Your skill has also granted you an empowered state which you enter before your Ex-Burst, personalized to the Job or skillset you have bought

Summoners and other classes with summoning powers bear special attention: you will be able to summon mindless copies of your summoned creatures if they are unavailable, so you have no reason to fear losing access to them through their deaths or your own travels to other worlds.

You may purchase this again as many times as you like, choosing new options each time.

Magitek Knight(200CP)- The Gestahlian Empire on Terra's world has a special procedure for its elite soldiers. Through the drained powers of Espers and brain surgery, a human could be granted the ability to wield magic naturally, without the aid of magicite. You have undergone this procedure, possessing a new affinity for certain kinds of magic and the ability of Runic, allowing you to absorb hostile magic.

The Power of Hell(200CP)- Have you died and returned from the pit? You are able to call upon the demonic power of your soul, temporarily transforming yourself into the form of a demon, greatly empowering your body and magics. You may alternatively have gone to Arubboth instead, giving your new form an angelic appearance but being otherwise identical.

Student of Phantoma(200CP)- In the Dominion of Rubrum on the world of Orience, magic is drawn from the Vermilion Bird Crystal. But a few members of the government have been made privy to a method that can work even when the caster's connection to the Crystal is jammed. You are one of these, able to draw on the energy of Phantoma which appears around the dying, causing the body to explode violently and damaging its surroundings. Phantoma comes in various colors and can be used to upgrade your magic spells.

You'll find a Relic Terminal in your Warehouse to allow for upgrading your magic in this way.

Trance(200CP)- The residents of Gaia may draw on their emotions in times of extreme crisis, granting themselves a surge of power. You possess this power of Trance, glowing with energy and being greatly empowered for a short while when you draw on it.

L'Cie(400CP)- Bhunivelze's servants have a method for empowering slaves of their own. Branded by the fal'Cie of Gran Pulse or the Crystals of Orience, you are a L'Cie, granting you great magical powers. In your case, you are a combat focused L'Cie, what would be called a Primus L'Cie on Orience. Choose three of the following Paradigms: Commando (physical attacks), Medic (healing), Ravager (magical attacks), Saboteur (debuffing magic), Sentinel (blocking attacks), or Synergist (buffing magic). You have only one of the three sets of skills at once, but it takes only a moment to Paradigm Shift over to another. When a L'Cie in Gran Pulse falls to despair and wished to escape their cursed fate, the goddess of death Etro sends one of her Eidolons to mercifully kill them. If they prove their desire to live regardless by winning a duel, that Eidolon will instead become their servant and answer their summons. Regardless of where you hail from, you have defeated your Eidolon. Far from Gran Pulse, such as in World B, your Eidolon will not head your summons, but you can call forth its weapon(s) (or a weapon themed after it if it wields none) to aid you in battle.

L'Cie of Gran Pulse have the brand of the Fal'Cie Pulse somewhere on their bodies. They are given a Focus which will trap them in crystal stasis if fulfilled or into a Cieth monstrosity if not. L'Cie of Orience have oddly colored eyes and can call forth the brand of Pulse at will. They eventually lose their

memories and the Crystal that marked them can transform them into a Cieth at will to punish disobedience. You may choose to be either one, but your summoning has blunted the drawbacks of your new state in either case. You will never turn into a Cieth nor have your memories drained from you, and after this jump you may freely toggle the aesthetic changes.

Cosmos Crystal(100CP free Warrior of Cosmos)- The Crystal shines on one with the will to fight. These are the words Cosmos uses to guide her Warriors to the personal revelations which will allow them to crystallize part of her power within themselves. Meanwhile, the Emperor and his faction support Cosmos's Warriors in their own indirect ways... for the Emperor's magic will allow him to copy their crystals so that the Warriors of Chaos too might survive the end of the cycle. Regardless of how you came by it, you're ahead of the curve. You have a fraction of Cosmos's divine energy, just enough to manifest a personalized crystal. This energy allows you to sustain yourself when summoned. You have no need to fear your summoner running out of energy, and even their death will not see you disappear.

The Wild Rose(100CP free Warrior of Cosmos)- The Warriors of Cosmos must discover a reason to fight if they are to find their crystals. This presents a challenge, considering that they are a group of amnesiacs, fighting to defend an uninhabited world from people who mostly don't want to destroy it in the first place. Luckily, you have a knack for inspiring others. Even if all you had to offer was a vague and childish dream of wild roses blooming, you could convince your fellows to keep going and stay motivated towards completing your collective goals.

Crystal Clear(200CP discount Warrior of Cosmos)- A puppet with amnesia? To hell with that. No one can keep your precious memories of your friends from you! You are immune to effects that would corrupt or remove your memories. Even if you have already forgotten something you'd rather remember, or technically never learned it in the first place because you are stuck in a time loop, it won't long until those lost memories come back to you. Equally, you are immune to mind control, and needn't worry about winding up the tool of one of Chaos's Warriors.

Equip(200CP discount Warrior of Cosmos)- Many of Cosmos's Warriors prefer versatility in how they fight. You can somehow banish equipment and sets of clothing or armor, then call them forth or switch between them at a moments notice, fast enough to chain attacks from one to the next. Or if you'd prefer to keep all your weapons strapped to different parts of your body, you're also an incredibly fast draw, able to fight while switching between eight different weapons as easily as another would fight with only a single blade.

Half-Esper(400CP discount Warrior of Cosmos)- Terra's world was once home to three great gods of magic. Those who were caught up in the crossfire of their battles with each other were mutated into magical creatures called Espers. One of these was your parent, gifting you with natural magical abilities. Not only are you a powerful spellcaster in your own right, but you can assume a powerful but temporary form which brings your Esper heritage to the fore, marking you as obviously inhuman but empowers your magic. You have no trouble staying in control in your Esper form and unlike most transformations here, yours can theoretically be extended long enough to last a whole battle with sufficient training.

Para-Magic(400CP discount Warrior of Cosmos)- The humans of Squall's world cannot perform magic except in rare moments of desperation called Limit Breaks. Dr. Odine studied a Sorceress's magic and learned how to allow others to mimic it by drawing out magical energy from monsters or the world itself. Spells in your "inventory" can be cast or they can be Junctioned to your body, enhancing

specific aspects of yourself such as speed or strength. Normally, you would require a Guardian Force to take residence in your brain, but it appears that being summoned has allowed you to do without.

You will find Draw Points around each world you travel to, in great enough quantities to keep yourself well stocked.

Blessed By The Crystals(600CP discount Warrior of Cosmos)- The four elemental crystals from the Onion Knight's world or Bartz's can bless certain individuals, granting them great talent in specific Jobs, allowing them to switch between a great Warrior and powerful Black Mage between battles. You have already mastered two of these Jobs (your choice as to which ones) and will find yourself learning others with astounding quickness (though probably not quickly enough to make a difference to the current spate of battles on World B) as you use them.

If you were chosen by the crystals of the Onion Knight's world, the Jobs available to you are Bard, Black Belt, Black Mage, Dark Knight, Devout, Dragoon, Evoker, Freelancer, Geomancer, Knight, Magus, Monk, Ninja, Onion Knight, Ranger, Red Mage, Sage, Scholar, Summoner, Thief, Viking, Warrior, and White Mage.

If you were chosen by the crystals of Bartz's world, the Jobs available to you are Bard, Beastmaster, Black Mage, Blue Mage, Cannoneer, Chemist, Dancer, Dragoon, Freelancer, Geomancer, Gladiator, Knight, Mime, Monk, Mystic Knight, Necromancer, Ninja, Oracle, Ranger, Red Mage, Samurai, Summoner, Thief, Time Mage, and White Mage.

If you also have Equip, you can change classes even between individual attacks...

...and one more option opens up to you. Though Shinra wouldn't have normally finished his research on Sphere Grids yet, you might have managed to get your hands on one and a complete collection of non-unique Dressspheres. The jobs available to you are Alchemist, Berserker, Black Mage, Dark Knight, Festivalist, Gun Mage, Gunner, Lady Luck, Mascot, Psychic, Samurai, Songstress, Thief, Trainer, Warrior, and White Mage.

You can repurchase this perk, discounted, to pick the other options.

Mistress of Magicks(600CP discount Warrior of Cosmos)- Flinging fireballs is simple enough for a mere brute, but you are blessed with a mind far more astute. Any Black Mage you can match in what spells you throw, but research and experiments are where your talents truly show. Your magickal genius is nearly divine, and Doctor Shantotto is the only equal you will ever find. Worried that this world's cycle of war is your eternal fate? There's naught to fear when you find a weak spot in the plane and learn to tear open a gate. And since being unable to show your wit would be nearly a crime, you'll find it a cinch to constantly speak in rhyme.

Easy Treason(100CP free Warrior of Chaos)- The division between harmony and discord is not as strict as the gods pretend. The Warriors of Cosmos seem quite happy to accept former or even current Warriors of Chaos, even ones who aren't their lovers or family and who don't have the excuse of having been mind controlled. You'll find that your enemies are similarly accepting of your overtures for switching sides, though there is a limit to this if you betray them. Beware your current allies finding out and framing you as a double agent.

Malign Mentor(100CP free Warrior of Chaos)- Do you have a brother or son on the other side, or

perhaps just a friend? Or maybe you care nothing for the Warriors of Cosmos, but have your own selfish reasons for seeing your erstwhile enemies succeed. Motivations aside, you are quite good at helping someone while acting as their enemy. Whether its letting key information “slip” in your monologues or driving someone to find their own inner strength through conflict with you, you know how to subtly guide your foes during your battles against them.

Teleportation(200CP discount Warrior of Chaos)- How do the Warriors of Chaos keep getting away from their defeats? It seems like all of them, even the ones with no magic, can teleport away when they’re done taunting Cosmos’s fools or even after being defeated. Maybe it’s a blessing from Chaos? You too share this power, being able to teleport away from your current location so long as you aren’t too damaged, though it takes a moment for you to totally disincorporate. Waiting for a lull in the conflict where your enemy tries to talk to you would be best.

The Echo(200CP discount Warrior of Chaos)- The peoples of Hydaelyn are the reincarnations of gods, and a few have managed to recover some of their birthright. This Echo allows them to understand others’ souls. This allows them to understand speech even without knowing the speaker’s language and to sometimes see visions from a person’s past. There is much more, such as combining yourself with one of the world’s Primals to control it or merging with another bearer of the Echo (or that one time when Azem’s reincarnation accidentally mind controlled even the great Elidibus from across a continent...), but as you are you only understand enough to stop visions from overwhelming you.

Jenova Cells(400CP discount Warrior of Chaos)- Sephiroth’s world was subjected to an alien fleshwarping plague carried by a meteor thousands of years ago. One survivor of that plague, known as Jenova, survived bound and locked away. Dr. Hojo found her, and infected you with her cells while you were still in the womb. This has made you into a world class fighter, and you have even learned to call upon your Jenova cells to temporarily mutate yourself into a stronger form with a single wing growing from your back. What’s more, Jenova’s cells inherently seek Reunion when separated. By infecting someone else with your cells, you can remotely control them or even form a “clone” of yourself if enough cells are present. You yourself are not subject to these influences from your own cells, though in this world you’ll have to contend with Sephiroth for control of others.

Power of Ruin(400CP discount Warrior of Chaos)- Kefka stood in the center of the petrified forms of his world’s three gods as he disrupted the balance between them, absorbing their power and becoming a god himself. Though apparently he still needs to be in proximity to them to draw on their full power, as here in World B he can only assume his empowered divine form briefly. It seems you were standing beside him as it happened and absorbed your own portion of the god’s powers, for you are an equal to him in magic, having both combat spells, a winged godly form of your own, and the ability to control others’ minds just as Kefka currently controls Terra’s.

Power of the Void(600CP discount Warrior of Chaos)- The mysterious Rift exists between dimensions. Whether you are a native like the Cloud of Darkness or a being who has absorbed its power like Exdeath, you are a powerful fighter with dark magical powers. You are especially adept at spatial distortion: teleportation, banishing useless minions to the Rift, even merging whole worlds together. You could cast a planet into the Void or bury it beneath a Flood of Darkness... if those pesky heroes would just let you sit in your palace performing dark rituals of course, as all but the simplest applications require lengthy rituals.

Sorceress(600CP discount Warrior of Chaos)- Legend tells how in Ultimecia’s world, the god Hyne hid his power in human women to survive his death. Regardless of how it came about, it’s a fact that

certain magical powers exist, passed down from one woman to another with each Sorceress's death. You have become the recipient of a Sorceress's power, even if you are not female. Your magical powers are extreme enough to forge new Guardian Forces or found a continent wide empire, and even if you were trapped and locked in a satellite in orbit, you'd still be able to jam all radio communications on the planet, ensuring that no one will ever forget you. You also have a specialty in which your magic is even stronger, like Ultimecia's control over time or Edea's over ice. Within your specialty, your powers are even more extreme, enough that (with some help, admittedly) you achieve great works like Ultimecia's wish to perform Time Compression and merge past, present, and future into one. Your magic also prevents you from dying until you name a successor, though it's a small mercy since you don't seem capable of stopping yourself from handing them off to another woman at the first opportunity when you are mortally wounded.

Crystallization(100CP free Servant of the Cycle)- Cosmos plans to sacrifice herself to empower her Warriors. You can pursue the same process, carving out a chunk of your power and allowing it to form a crystal for one of your allies if they have the will and drive necessary to summon it. Beware that you are giving away your power, and giving away all of it will kill you, but you can reabsorb a crystal you have helped make to regain your power. Note that this only gives raw spiritual puissance, none of your skills or abilities.

Divine Plan(100CP free Servant of the Cycle)- Cosmos pretends to be a goddess of harmony, but she is more like a goddess of death, manipulating her own Warriors into sacrificing their lives for her benefit. You too are able to perfectly play the part of the wise and benevolent force of goodness, able to trick heroes into quests to "defend the world" or some other noble seeming goal while actually using them as nothing but sacrificial pawns.

Cycle Breaker(200CP discount Servant of the Cycle)- Even as the Warriors of Chaos flood the world with manikins and Cosmos plots to empower her own Warriors to break her deal with him, Shinryu seemed unconcerned and took no steps to stop it. You benefit from a similar kind of apathy, as cosmic beings and supernatural creatures who are more powerful than you simply don't notice when you are plotting to betray or attack them until it's too late.

Memory Transfer(200CP discount Servant of the Cycle)- The Lufenians of World A understood the art of transferring memories. This is how Cosmos received the memories of Cid's wife. You have mastered this science, able to copy the memories of others or transfer your own into other minds. Or perhaps you'd like to be the knowledge of some other esoteric science? You could be a builder of airships and spacecraft, a specialist in extracting electricity and Materia from the Lifestream of Cloud's world, a researcher into Para-magic like Dr. Odine, or some other pursuit not related to the creation of monsters or super soldiers.

You may repurchase this perk, without a discount, to learn new areas of science.

Manikin Maker(400CP discount Servant of the Cycle)- Onrac, a nation on World A, discovered a portal into the Rift and learned to form shapeshifting soldiers from the crystals they found there. You are an expert of manikin science, able to form these creatures who take the forms and powers those around them, though they are inferior copies who cannot hope to bring down the original on their own unless they are used in huge numbers. Your grasp on the science is so great that you could even create masterpieces like Cosmos or the Warrior of Light who are far stronger and more human seeming. Or perhaps you'd like to learn some other method of creating monsters or super soldiers? Robots, both technological and magitech, and genetic engineering are popular. Or you could learn to replicate the

procedure for creating Magitek Knights from Terra's world, the SOLDIER program from Cloud's world, or something similar.

You may repurchase this perk, without a discount, to learn new areas of science.

Summoning(400CP discount Servant of the Cycle)- The entire Cycle hinges on summoning warriors from distant worlds. You may summon beings to your side across the boundaries of dimensions, also optionally removing most of their memories in the process. With just this, you have enough energy to maintain 14 such champions. You do not have any particular control over them, so you'd best find a reason for them to serve you, such as promising to restore their memories and return them home. Your death will also banish them. Perhaps it's wise not to tell them that.

Feral Jumper(600CP discount Servant of the Cycle)- What if Chaos had won a full 18 cycles worth of conflicts and absorbed all the power he was due? Why, he'd be powerful enough to challenge even Shinryu, who himself would be a fitting boss fight for a whole party of experienced Warriors. It seems you possess a similar level of raw strength as this hypothetical Feral Chaos while remaining in control of your mind.

Purification(600CP discount Servant of the Cycle)- There would be no cycle without Shinryu's power to revive fallen warriors. Like the divine dragon, you prepare an area and capture lost souls on the brink of death, allowing them to heal and returning them to the world. During the process, you may divest them of their memories and siphon some of their power, growing stronger yourself by leeching off their own growth.

Items

You get one 100CP item for free and a discount on one item of your choice for each other price tier.

Alternate Outfits(100CP)- You possess twelve outfits in four designs with three "palette swaps" apiece. They can include not just clothes, but wigs and even body paint to totally transform your look. You can put them on over other armor too, allowing yourself to maintain your iconic look whatever you're actually wearing. You may optionally choose to have any of these be based on what Yoshitaka Amano would think you would look like in a hypothetical "concept art" version of yourself.

Mount(100CP)- Wraark! If you're tired of having to talk all across World B, this pet Chocobo will make travel easier. Or perhaps you'd prefer another kind of riding beast, a motorcycle, or even a car?

Potion(100CP)- This bottle contains a magic potion, sufficient to restore even one of the Warriors to top form after a difficult fight with one of their peers. You'll get a new one each day if the current one is lost or used.

Starting Equipment(100CP)- You've got some good quality armor, accessories, and a weapon or two. It's enough to keep up with all the other epic heroes and villains here, at least.

Airship(200CP)- If you really want to travel in style, this giant flying ship can not only ferry you around the planet, but even into outer space.

Home Stage(200CP)- This location from another world in this setting is special to you. It could be a castle, neighborhood, or empty field, but whenever the world would twist to reflect your memories, you can choose to have it take the form of your Home Stage. The real thing will follow you as a Warehouse

attachment too.

Magicite(200CP)- The petrified corpses of Espers from Terra's world, magicite allows its holder to cast certain themed spells and even summon a phantom version of the Esper it was formed from. Carrying it around long enough can permanently grant you the power to use its associated spells, even for people who have no natural ability to use magic. You've got a complete collection of Magicite from Final Fantasy 6.

Materia(200CP)- These small crystal orbs from Cloud's world each have a specific magic power they offer. By slotting them into a weapon or piece of armor, the user finds themselves empowered and/or weakened in slight ways (such as having lower strength but more magical power) and they can be drawn on to perform some kind of new attack or spell, though some materia are support materia, which instead enhance another materia in linked slot. You have a full set of all the "playable" materia from Final Fantasy 7 and its spinoffs, but not unique ones which aren't usable in gameplay such as the White Materia for Holy or the Protomateria that controls Chaos.

Accessories Collection(400CP)- You possess a full collection of accessories from the Dissidia series, various magic rings and necklaces and whatnot which possess minor effects that improve your ability to battle, as well as "booster" accessories that can increase the power of other accessories under certain conditions.

Armor Collection(400CP)- You have a full collection of armors from the Dissidia series, everything from plate mail and gauntlets to "armors" like magic hats.

Labyrinth Mode(400CP)- Don't want to give up on the fighting once everyone returns to their home worlds? This door in your Warehouse will bring you into a "game" of card management, in which your hand contains cards you can play to gain treasures, fight battles against manikins, or apply positive or negative effects to yourself within. There are several levels of difficulty to test yourself against, and as a reward you'll receive golden coins and various random pieces of equipment.

Summonstones(400CP)- The summoned monsters of World B reside in within crystals, seemingly based on creatures from other worlds by Shinryu just as the landscapes within gates are. You may have one summonstone "equipped" at once, providing you with a unique buff. When called forth, they will show up in the flesh to attack physically for a few moments, after which it will disappear but empower your summonstone buff for the rest of the encounter. You have a copy of every summonstone in Dissidia save for Shinryu and Shinryu Versus, who are not real summoned monsters. Your copies do not contain the actual intelligent creature, merely an obedient and mindless phantom.

Manikin Horde(600CP)- Exdeath found Onrac's dumping ground for experimentation into manikins and the Warriors of Chaos reprogrammed them for loyalty to their faction, threatening to forever destroy the world's balance. You have lucked into your own similarly sized cache of mass produced crystalline mimics who are utterly loyal to you.

Throne(600CP)- This tower is a fit residence for a god. At its top is a crystal capable of recording the memories of others and calling forth copies of them under your command. The true purpose of the tower is to collect the "battle energy" released by your allies' conflicts and use it to restore the decaying world around you. By collecting enough battle energy through fierce combat, you can prevent your current dimension from falling apart into the Rift. The battle energy you collect will also be tinged with the memories of those who fought, and with sufficient expenditures of battle energy you will be able to

recreate the landscapes the warriors remembered, creating life out of barren and empty wastelands.

Ultimate Weapons(600CP)- There are some weapons so powerful that merely wielding them alone is enough to put one on par with the various “super modes” many of the Warriors possess. You possess a collection of 15 such amazing weapons of types of your choice. Maybe you can pass them out to your friends, use one in each different Job you know, strap them all over yourself like Firion does with his Blood Weapons, or have them be Armigier weapons like Noctis and Ardyn wield.

World C(600CP)- What a find! It appears that World B wasn't the only lifeless near copy of another world hanging in the Rift. You have your own alternate dimension containing a planet whose landscapes are a near copy of one of Dissidia's worlds. What on Earth do you intend to do with it all?

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

Canon Companion (100CP)- You can choose one person per purchase from Dissidia or one of the worlds it acts as a crossover for (Final Fantasies 1 through 15, Final Fantasy Tactics, and Final Fantasy Type-0) to become your Companion. Uniquely, if you choose someone not caught up in managing World B's cycle (Shinryu, Cid of the Lufaine, Cosmos, Chaos, or any of World B's moogles or summoned monsters) you may turn them into one of the Warriors of Cosmos or Chaos (according to your background) or even add them to your own army (if you are a Servant of the Cycle with the **Summoning** Perk). Yes, even if they're already a Warrior for another side. It's not like they don't switch alignments between Cycles all the time anyway.

Drawbacks

You can take up to +600CP worth of Drawbacks.

Amnesia(+100CP)- Much like a regular Warrior of Cosmos, you have lost nearly all your memories, though it hasn't dulled your skill or affected your personality. As you fight, you'll be able to remember more and more about who you are as normal.

Get Away!(+100CP)- For each of your different attacks, you possess a verbal tic. You always scream this same word or phrase right as you begin the attack, ensuring that your enemies always know what's coming even if you're far away or they're not looking at you.

Redemption of the Warrior(+200CP)- It seems you've already fallen in combat. You are banished to hell, where fallen warriors must fight one another for the honor of being selected by Shinryu for inclusion into another Cycle. You will be forced to fight your way to hell's master, former Warrior of Chaos Gabranth, and defeat him so that you can rejoin World B for the 13th Cycle.

Wanderer of the Rift(+200CP)- Like Gilgamesh, you have been banished to the Rift between worlds. While you can survive just fine here somehow, even without necessities like food, you'll find it hard to affect events. Luckily, by focusing on someone, a rival perhaps, you may force your way into their proximity even in regular worlds. This doesn't last long, enough for a good fight and some conversation before and after it, after which you'll inevitably be drawn back into the Rift to wait until you can emerge again. But at least you'll be able to serve as a recurring boss fight.

Inward Chaos(+300CP)- The Inward Chaos story mode was supposed to be a hypothetical, a look into a world where Chaos grew strong enough to become Shinryu's equal and went mad with power, slaughtering everyone. But you will find yourself in a world where it is very real. All the Warriors are dead, Cosmos is in hiding, and the insane Feral Chaos battles Shinryu across the northern continent. Only you and any Companions will be able to stop this, and you must ensure both Shinryu and Feral Chaos are defeated by the end of your 10 years.

Slave Crown(+300CP)- Like Terra and Cloud, you find yourself mind controlled by a member of whichever faction you'd normally like least. With sufficient willpower, you'll eventually regain your heart and break free, and your master will never simply order you to kill yourself, but until then you may be a devastating weapon for your enemies.

End Choice

Go Home

Stay

Continue Jumping

Notes

A Generic Jump by Generic Anon.

Note that no one ever really dies during the Cycles. Shinryu claimed to Cid of the Lufaine that he could resurrect fallen Warriors, but in truth he is merely saving their lives on the brink of death. Such "deaths" obviously don't end your chain.

Common jobs:

Alchemist: A specialist in using and mixing items like potions and bombs.

Bard/Dancer: Performers who use songs/dances to buff their allies or debuff enemies as they fight.

Beastmaster: A trainer for animals, either their own or taking control of enemy monsters in the middle of combat.

Berserker: Fighters who inflict Rage on themselves to increase their own strength at the expense of strategic thought in combat.

Black Mage: A specialist in damaging magic.

Blue Mage: A mage who learns an array of different spells from monsters.

Dark Knight: A warrior who can sacrifice their own health to perform darkness based attacks and who may have access to magic for absorbing health or debuffing enemy.

Dragoon: A lance wielding warrior who specializes in very high jumps.

Gambler: Users of throwing weapons like cards or dice who have abilities with random effects.

Geomancer: Mages who have access to different spells based on their current surroundings.

Green Mage: Mages who specialize in buffing/debuffing magic.

Gunner: A warrior specialized in the use of guns.

Knight: Specialized in defending their comrades.

Machinist: Engineers who use a variety of different devices in combat.

Mime: Copiers of others' abilities, both allies and enemies.

Monk: An unarmed warrior who normally has some kind of self focused healing.

Mystic Knight: Warriors who cast damaging or debuffing spells on their own swords in order to inflict them on those they stab.

Ninja: A warrior who specializes in dual wielding weapons and either throwing weapons or elemental blasts.

Paladin: A warrior who also knows healing magic.

Pictomancer: Mages who create sketches of other creatures or effects which temporarily come to life to fight for them.

Ranger: A specialist with bows, often inflicting status ailments.

Red Mage: A jack of all trades who has skill with weapons, damaging magic, and healing/buffing magic.

Sage: A mage who uses both healing and harming magic.

Samurai: A warrior who uses katanas and can deal damage by throwing money.

Scholar: Provide buffs and also information about enemies in battle.

Summoner: Mages who summon creatures temporarily in battle.

Thief: Generally specialize in either in either fleeing combat and finding secrets or stealing items in the middle of combat.

Time Mage: Mages who specialize in control of time (increasing or decreasing a target's speed) and space (dealing gravity damage or calling down meteors)

Warrior: A frontline melee fighter who uses weapons.

White Mage: A specialist in healing and buffing magic.

Isn't coming from Hydaelyn either the obviously superior option or a trap?

If your Background has you as a native to Hydaelyn, then you are the version of yourself from the Source, and you have 4/7th of your original soul due to the seven Umbral Calamities. This version of you has the full power of all your Perks just as if it were the only version. You may or may not have any living incarnations of the fragments of your soul on the surviving Reflections, but even if you do, they don't benefit from Perk based enhancements to their bodies, minds, or souls, have the ability to shift alt-forms or open your Warehouse, get any of your memories, etc. You can merge with them like Ardbert does for what is ultimately probably a minor power boost, and they all go away at the end of the jump regardless.

However, the one benefit they do offer is that as long as one of the versions of you from a Reflection is alive, you technically count as alive for the purposes of avoiding chain failure, even if your main body should die.

What the hell was any of that?

Deep FFXIV lore. Feel free to ignore it. It doesn't really matter.