

Tales of Vesperia jump, .02

Welcome to Terca Lumireis, a world that no one knows how far its lands and oceans stretch. For the people are no match for the hordes of monsters that crawl the earth. Barriers protect the cities in which we live, and we are completely dependent upon them for our survival. These barriers are generated by the blastia. Blastia use the primeval power of Aer that fills the world, to provide us with fire, water, and light. They provide use with everything that made the empire prosper. Perhaps one day, we may even forget the vicious monsters laying in wait, just beyond the barriers. The blessings of the blastia will bestow ever more prosperity to the world and peace to its people.

Of course all of that is to say nothing of the great division between the empire and the guilds, the dangers of blastia, the ancient civilization that once covered the world, the Krityan people, the great Entelexeia that watch over this world, or that there is currently an organization traveling the world right now stealing blastia. Speaking of such thefts, you start the night after a certain blastia is stolen from the lower quarter of the Imperial Capital Zaphias.

Backgrounds,

Roll 1d8+13 to determine your age, while keeping your gender. You can pay 100CP to specify either of these.

Drop in, free

No memories that would help you get along in this universe, but also nothing interfering with your personality.

Knight/Former Knight, 100cp

Born relatively poor, but not without talent, you ended up joining the Imperial Knights. Your stay may have been as brief as three months, or you could still be with them today, whichever you prefer. You may also choose to start in Zaphias for free.

Vagrant, 100cp

Rather than staying in one place as most people do in this world filled with monsters, you have traveled far and seen much of what this world has to offer. You may roll for your location a second time if you wish. Vagrant also gains a single discount for any item, skill, or race not already discounted for them.

Researcher, 100cp

You have lived much of your life researching the secrets of Blastia, magic, and the Geraios Civilization. You have a home in Aspicio and may choose to start there for free, and have a job working for the empire.

Noble, 100cp

You are a noble of the empire, and have lived a sheltered life, though you have had access to martial teachers and a great many books. You may choose to start in Zaphias for free.

Race

You may select your race for the duration of the jump, if you pick a race other than human you will obtain that body as an alternate form that may be accessed in future jumps.

Human(free), pretty much like any other human of this world. Free

Krityan, 50cp. You look mostly like a human, with the exception of pointy ears and the head tails, which are antennae of sorts coming from the back of the head, and covered in fluffy hair that is a different color from the rest of the hair on their head. They have a power known as the Nageeg that reveals the stories hidden in objects, though it only works when joined with the proper incantation. Kritya are, as a rule, easygoing unafraid, they are dreamers and optimists for better or worse, and are known for liking to research things. As a Krityan you may choose Myorzo as your starting location for free.

Entelexeia, 600cp. You are a member of a powerful race that absorb Aer, and possess magical abilities. Among your abilities you can perform magic without a Blastia, can transform into a Krityan form, and like every Entelexeia a special area of your brain enables telepathic communication with Krityans. Your body is also large, powerful, and monstrous. As well, regardless of if you have wings, you can likely fly. The form of your body is up to you, you can be anything from a dragon to a whale(though choosing to be a whale does not grant the ability to swim), to a massive turtle, the only restriction is that you have to look like a monster of some sort. Your age roll is now 4d8x10

Dog(+200cp), you are a dog, also your age roll is now 1d8+1. Gain 200cp

Locations, Roll 1d8, or chose your location for 50cp.

- 1) The Imperial Capital Zaphias, as you might expect from the name this is the capital of the empire, the largest city in the world, and the base of the Imperial Knights. It is rather unlikely that you would run into any guilds here though.
- 2) The Den of Guilds Dahngrest, it is the home of the Guild Union, the congregational association which holds together the guilds. It is the second largest city and run entirely by the guilds, it also rains a lot here.
- 3) The City of Blossoms Halure, a relatively small town at the base of an incredibly massive flowering tree that was planted 300 years ago and later fused with the barrier blastia that protects the town, resulting in it growing to its immense size. The town is older than the tree, but has been completely reshaped by its growth.
- 4) The Sealed City of Scholars Aspiao, also known as the city of shade, Aspiao is located in a series of large caves under a mountain. The city is famous as the home of the Imperial Blastia Research Laboratory, and is the leading center of research into blastia and the ancient Geraios Civilization.

- 5) The Home of the Kritya Myorzo, it's a giant jellyfish like Entelexeia that somehow swallowed a city, and is floating in the sky. On the downside it's a giant jellyfish that is floating in the sky, on the upside the people living here probably know a safe way to get down.
- 6) The Coliseum City Nordopolica, once popular among the nobility as a place for pitting criminals against each other in brutal contest Nordopolica is currently run by the guild Palestralle, and has become a city of entertainment.
- 7) The Rising City Heliord, recent construction this city is still being developed, though there are rumors of people disappearing.
- 8) Free Choice, you can start anywhere you like, such as in a field in the middle of nowhere, even Namco Bandai Island, I mean Nam Cobanda Isle, or the spa of Yumanju.

Fighting Style, 100cp each, you may also give up the style you gain free for your background to get a discount on a different style, if you already have a discount, that style becomes free.

Massive Weapon and Bag, you have skill at utilizing a weapon as large as or even larger than yourself, and hitting things with your bag. Despite focusing mostly on large swords, hammers, and axes, this style covers use most anything larger than yourself, but not more than 3 times your size. This style also covers various support skills. Free Drop in

Single Sword and Free Hand, you have skill at utilizing a single handed sword and bare handed strikes. This covers most any bladed weapon that can be wielded in a single hand, and punching things with your free hand. Free Knight/Former Knight

Transforming Bow and Short Blade, you have skill with a bow that can transform into a short sword, and a short blade. While largely focusing on archery it includes skill at close range wielding a short sword and a short blade. Free Vagrant

Scrolls and Books, you have skill at beating people to death utilizing scrolls and books. While quite an unusual style, it includes not just scrolls but whips, whipswords, balls at the end of a rope, and basically anything long and flexible, regardless of if it really should be a weapon or not. As an added benefit you are able to use such weapons to easily draw magic circles speeding up casting some magic. Free Researcher

Sword and Board, you have skill at using the classic combination of a sword and shield. While classically it includes a sword, your training also includes such things as maces, clubs, and magic rods. While you are also skilled at blocking attacks with your shield, you can hit people with it as well. Free Noble

Dagger, you have skill at using a dagger. Not a lot to this fighting style other than fast attacks with a dagger, on the up side, not having a lot else in your way as you fight you could easily make away with

various items previously in the possession of your enemy, even if you for some reason don't have hands and have to wield the dagger with your mouth. Discount Dog

Spear and Boots, you have skill with a spear, or other such pole arms, and kicking things with your boots. Other than striking with a spear or kicking people, this style is particularly fast, and allows for a large amount of aerial skills regardless of any ability to fly. Discount Krityan

Esoteric, you have some other fighting style maybe you dual wield daggers and leap around a lot, maybe you have a pair of Katar and move at incredible speed, maybe you wield a boomerang as large as yourself, maybe you use a scythe and crossbow, or maybe you have some other fighting style in mind. There aren't really any restrictions here and you may purchase esoteric fighting styles as many times as you like for as many different styles as you like.

Skills and Abilities,

Magic, 100cp, two purchases free Researcher

You know magic! Not that this is that special, as almost all magic is done through a blastia in this world, and everyone can learn it fairly easy. With the first purchase you learn some basic spells of one element or another, and gain aptitude to learn more, with a second purchase you may learn either a wide range of magic, or the rather rare skill of healing artes.

Esoteric skills, 100cp, two purchases free Drop in, one free Vagrant

You know how to pick locks, and break into places, where to find what monsters, how to lure monsters to certain areas, the general workings of various businesses, bookkeeping, bookbinding, and a great many other small skills. With your first purchase anyway, with your second purchase you know ever basic skill anyone would teach you by joining a guild, everything from artifact excavation, to chair construction, to the basics of shadowing a person, and while you do know a great many skills, you are only really a master of one, whichever one you want that to be. Additional purchases of 50cp may add mastery of additional singular skills, must be something a guild could conceivably teach.

Captaincy, 100cp, two purchases free Knight/Former Knight, one free Noble

You have an ability, natural aptitude, or training in leading people. At the first level you will have no problem leading a small group of people, or squad, either in combat or in a meeting, provided that they have some reason to follow you. At the second level you are certain to have no difficulty commanding an entire brigade, provided you have some claim to their loyalty.

Encyclopedic Knowledge, 100cp, free Noble, Vagrant

You know things, a lot of things, by either reading about them in a book, or from experiencing the world. You know basically everything that can be learned by spending a decade in a library reading nonstop, and as an added benefit you can either gain the ability to either read quickly and without stopping for

anything but necessities, or the ability to quickly suss out unimportant information from everyone you meet.

Wonder Chef, 100cp, discount Human

You are an excellent chef, and know every recipe of this world, you also hardly ever fail to properly prepare a meal. As well any special effects the food you cook has are enhanced.

Gorgeous You-Know-Whats, 100cp, discount Krityan

You have a very nice body, and you can pick one body part to enhance it above and beyond that, such as your boobs, your legs, or any other body part you like.

Brave Action, 200cp, discount Drop in

You have a great strength within you that can only be tapped by facing your fears and acting bravely. So long as you are acting courageously you are stronger, faster, tougher, and more likely to impress people. Without acting bravely you are still at least five times as strong as an ordinary man, but when acting bravely you are at least as strong as twenty.

Search and Investigation, 200cp, discount Knight/Former Knight

If you need to get into a place to investigate it you are almost certain to find a way in. That way might just be forcing your way through and ignoring protest, it might be by having someone infiltrate the location and cause a commotion, or it might be beating down the guards and then sneaking in. What matters is that if you have real reason to investigate a place, it might take time, and it might take dressing a companion in something pink and frilly, but you will be able to find your way in.

Sneaking Around, 200cp, discount Vagrant

You have a lot of skill at sneaking around, being or getting into places you shouldn't. Even if you have snuck into a mansion where there are guards everywhere, additional people intruding, and a group of knights running in to investigate, you would almost certainly be able to go unnoticed as you go about your own work.

Conductance, 200cp, discount Researcher

Normally everyone has some item that conducts Aer and other similar sources of magic rather well for them, often using such an item in combat due to the beneficial effect of channeling Aer into your attacks. You however find all objects conduct Aer well for you, and you don't even need an item to help manipulate the flow of Aer(though without a blastia or special ability you won't compare to those using such things). While not enough to perform magic without a blastia, you are about half way there and as such can greatly enhance the effects of your magic. Also works to boost your abilities to channel any other forms of energy.

Pleasant, 200cp, discount Noble

You are pleasant to be around, people are more likely to come to like you, and less likely to object to your presence. The more time you spend with people the more likely they are to become your friends, and the less likely they are to hurt your feelings, or at least the more likely they are to apologize if they do.

Pebble Throwing, 200cp

Need a distraction? Or to knock out a guard to get past them? With this skill you can do either, guaranteed to knock out any guard so long as they are not looking at, or for you, so long as you have a pebble or other small object nearby that you can throw. Not actually effective in combat and only able to knock out beings that you would otherwise be beat in combat. Free Knight/Former Knight

Casino Crasher, 300cp

You have an incredible poker face, and your skills at gambling mean you might earn the title legendary gambler. It is certain though that if you put in the effort, maybe cheat a little, and spend time in some Casinos you could cause them to go bankrupt one by one.

Super Brave Man of Action, 400cp, discount Drop in

When a situation looks grim and the odds are against you, and you rise to the challenge, or just tough it out and do your best, your skills, abilities, and even your luck improve. If your weapon is knocked away you may find a new one(better if possible), if you are tossed into the air it'll be the perfect setup for a diving attack, and if you are injured you will be able to push through the pain. As well your strength and skills get enhanced possibly doubling, or if the situation is dire enough and you are trying to save people, they could be enhanced even more.

Innate Aptitude, 400cp, discount Knight/Former Knight

You have an aptitude to quickly learn most skills, such as learning the Fatal Strike, a skill to unbalance a foe and then deal an instantly fatal strike, after hearing the theory and seeing it preformed once. Likewise you are sure to learn most simple skills the same way, to be applicable you just have to be currently capable of performing it, and now there is no physical technique in this world that you are not currently capable of performing. As an added bonus you gain the skill to goad some simple minded enemies into explaining the theory behind their abilities.

Multi-Faction Spy, 400cp, discount Vagrant

You have no problem being a spy for three, or possible more factions at once, maintaining the duties of all required jobs, and can easily change your appearance from that of a shady-looking old misfit to that of a respectable war hero and Knight Captain in moments. You may appear shady, but only when doing so actually suits your cause. As well you can easily play your different employers off one another, and if discovered people are inclined to believe that keeping you around in your current capacity is in their best interest.

Blastia Crafting, 400cp, discount Researcher

You know the formula behind most blastia, and have the skills to craft the body of any blastia you understand. If you have a blastia core you will likely be able to repurpose it to be the core of a different blastia, and if you get your hands on an Apatheia you could likely work out how to form it into blastia cores. That said an Apatheia can likely see better use than as a set of blastia cores, uses that you likely know. Some examples of what blastia you can create are: Fountains, Golems, Magitech Cannons, enhanced but more mundane Cannons, Magitech Cybernetics, Weather Control Systems, Intruder Detection Systems, and other things of a similar tech level.

Getting Your Way, 400cp, discount Noble

You are good at getting your way, so much so that situations and people may bend to support your desires. If you want to continue on a Journey, no matter what complications may arise you will likely be able to convince people to allow you, if it isn't possible to convince them then events may happen that support you getting your way. It isn't a sure thing but people are far more inclined to acquiesce to your desires, and luck is on your side, such that things will happen for you more often than not. On the downside people and the situation bends to your desires, not your intent. As well it doesn't make you more likely to find what you are after.

Weapon Crafting, 400cp

You know the secrets of crafting the finest weapons and sealing within them weapon skills, any weapon skills you learn(or understand in a technical sense) in this world may be sealed into a weapon such that people who use that weapon can learn the skill. As far as other skills, so long as you technically know how it works, and it is a skill that can be used in combat, you can seal it within a weapon as a weapon skill. Normally this process requires a bodhi blastia, strangely this is not the case for weapons you craft yourself, people using these weapons will be able to utilize, and eventually learn the skills sealed within regardless, though many skills will still require a blastia to be preformed.

Not a Failure Anymore, 600cp, discount Drop in

Have you ever failed, like failed so hard that you were kicked out of every organization that might hire you, and continued to fail so hard you are possibly the best known failure in the world? No? Well if you had you could turn it around, and become one of the most respected people in the world and a great leader, by simple merit of not messing up anymore, and acting even slightly respectable. As an added bonus, you generally don't fail if there is a way out or a way to win, you are likely to find the way, have the courage to follow through, and the charisma to make people find you respectable even in compromising situations. You can also yell really loud, like damn, monsters have nothing on you.

In Pursuit of Justice, 600cp, discount Knight/Former Knight

Regardless of if you are working within the law or skipping around outside it, so long as your pursuit is justice or the protection of the people and ideals you hold dear, you are sure to find a way through.

Events will bend themselves to suit your goal, getting side tracked to deliver a message while in pursuit of a dangerous criminal will somehow end up sending you in the right direction to find the criminal. So long as you stay focused on your goal and uphold your ideals, your obstacles shall instead turn into stepping stones. As well when dealing out justice where you have a chance to succeed you are instead almost certain to win, whether through legal means, or a more direct approach. Even a few percent chance becomes an even deal, as where if you are likely to win such a fight it wouldn't even qualify as such.

Putting it All Together, 600cp, discount Researcher

You are able to put together every detail you know, even details you wouldn't think are important, or observations you don't actually remember, and come up with an answer. Even if some of those details are theoretical, or are about the right thing but with a different approach, you will find the right answer if you have most of the relevant information somewhere in your mind. You are also able to apply your knowledge base to other areas to improve how fast you come to understand them, such as understanding of magical levitation could cause you to rapidly develop a mechanical means of personal flight.

Child of the Full Moon, 600cp, discount Noble, locked out for Entelexeia

You are a Child of the Full Moon, this means that you have various powers, and are of Royal blood and thus a possible candidate for the imperial throne. Your powers include, doing magic without a blastia,(does not require purchase of the magic skill) using healing artes,(possibly strong enough to affect a tree the size of a city, and certainly better than anyone can by way of blastia) directly and freely manipulating the flow of aer, and driving Entelexia insane through basically any attempt to use your power on them. At the upper end of skill and power it is also possible to form Apatheia, though it would take a long time and a great deal of study to attempt, longer if you don't intend to give up your own life to form one.

On the downside whatever formula makes the basis of your power happens to be incredibly inefficient causing the world to produce far more Aer in response to your use of your power. And so as a bonus you are given a formula to utilize Mana in place of Aer, which would be running it off of your own lifeforce, and a process to apply the formula to blastia and yourself(as well as others if you wish, though applying it to someone who isn't a Child of the Full Moon would be quite pointless).

Equipment and items

A Weapon, free, dependent upon fighting style

You have a free weapon as is related to your fighting style, if you have multiple fighting styles they you gain a weapon for each. This weapon is useful but is hardly among the best that can be found in this world.

Bodhi Blastia, 1 free, additional 50cp

This is the basis of most magic in this world, or at least the basis of people using it themselves. The Bodhi Blastia allows for a person to utilize Aer to create magical energy and perform magic, they can also acquire weapon skills from weapons that have such skills sealed within with continued use you can learn weapon artes from your Bodhi Blastia. Your Bodhi Blastia may take the form of any jewelry or accessory you wish, you may also combine them with any existing item you own.

25,000 Gald, 50cp

A rather sizeable amount of money, certainly enough to get you some nice equipment, however it is not quite enough for a full set of the nicest equipment.

Sorcerer's Ring, 50cp

This is a rather small blastia core set into a ring, it is primarily used to charge other blastia with Aer, and acts as a kind of key in ancient ruins. They can also be used to stun, or sometimes enrage enemies before combat begins. It reacts to Aer to become stronger, becoming able to push objects or even blow them out of your way if it becomes strong enough.

Bag of Gels, 100cp, discount dog

You have a bag of basic Gels, for whatever reason the contents regenerate a day after they are eaten or lost. These Gels can heal you and help you recover from fatigue.

Aspio-brand Insect Spray, 100cp, discount human

The best to keep bugs away. Just make sure not to spray it near any people, it can sting. Also the can has an endless supply, and can be used as an attack, strangely this attack improves in damage and you become more powerful.

Stuffy-Looking Suit of Armor, 100cp, discount Krityan

It's pretty sturdy, and protects your skin quite nicely, sure to keep your skin beautiful, free of bruises and blemishes. It also covers your body completely and can certainly stop most blows, though the armor itself can still be harmed, it will regenerate. On the downside it's kind of heavy.

Blastia Heart, 100cp(free if you replace your heart with it)

So as things have turned out at some point your heart was replaced with a blastia, or maybe it wasn't and somehow you just have a blastia ready to replace a heart with. This blastia utilizes the Hermes formula, which is a more powerful formula but requires more energy. Normally this can cause an imbalance in the Aer, but this and other Blastia Hearts run off of the life force of the person it is attached to(though it could be set to run off Aer). It's actually more effect than a heart would be, is able to be used in place of a Bodhi Blastia, makes you slightly stronger, able to hold your breath longer, and makes it so that you both bleed less, and have to bleed out more before it's a concern. On the downside, you have to replace your heart with it, it's kind of like jewelry sticking out of your chest, and it may prematurely age you.

Bag of Blastia Cores, 200cp, discount human

Well other than being highly suspicious to carry around, blastia cores are incredibly valuable, and highly useful. Within this bag you have almost a hundred blastia cores, though all of them are pretty small but for a few medium sized ones. You could likely make a lot of blastia with this, or maybe some horrifying combination blastia.

Barrier Blastia, 200cp, discount Krityan

You have a barrier blastia, an incredibly valuable item, almost every city in the world has one of these to protect it from monsters which cannot pass through the barrier, and they can also modify the flow of Aer through the barrier or contain a massive amount of Aer within. This Barrier is strangely compact, about as large as a backpack, but could cover a small town. However it must be stationary to function as a Barrier, though you might find other uses for it.

Evolving Weapon, 300cp

This weapon is of a form relevant to your fighting style, though its exact nature is up to you, if you have multiple styles you may pick which this weapon is related to. This weapon comes equipped with three weapon skills, after learning a skill the weapon will gain a new weapon skill, until you learn all the weapon skills of this world. This weapon is also among the highest quality of weapons in this world, and as such you are unlikely to be able to buy anything better than it. You may also import a weapon of this type to gain the properties of the evolving weapon, though if the weapon is already of a higher quality than can be found and purchased in this world, its quality will not improve.

Apatheia, 400cp

This is a sizeable Apatheia, such as would be obtained by killing a powerful and old Entelexeia. It may be used to make a great many blastia, used as a single large and incredibly powerful blastia, or utilizing a certain Aer to Mana formula, transformed into a spirit. If transformed into a spirit it takes on an elemental property, and becomes a companion.

Artificial Blastia, 200cp

You have an artificial blastia, and the related research materials to reproduce it. It doesn't really work though, as it seems that the research was stopped in the middle. It does however seem to interact with the Aer in some way, so maybe its half way there. Still I would suggest not trying to turn it on unless you can deal with a massive increase in the density of Aer, most of which seems to be coming from nowhere. On the upside if you could complete this you could revolutionize the world by producing blastia that don't require cores.

Rizomata Formula, 500cp

All things exist due to the sublimation, reduction, formation, and dispersion of Aer. The Rizomata Formula defines these interactions and thus can control the Aer(it's basically the grand unified theory of

magic). The formula you get isn't perfect, but it's close, and is applied to an item to give it the property to control the Aer. You may choose any personal or small item(such as a weapon, jewelry or clothing, but not a ship) to have it applied to, either new or an item you already possess, if new it will be an item of the highest quality that can be obtained in this world, if one you already possess and is below that level of quality, it will be improved to that level of quality. You also instantly know and understand the formula, though not necessarily how to apply it to other items. Only restriction is that you may not have it as a perfect copy of Dein Nomos.

Ship, 200cp, Discount Entelexeia

You own a ship, it's a bit beaten up, but it's still in good condition. It has both sails and a blastia to power it along the ocean. Does not come with an Entelexeia to fly it around,(though the rigging could quickly be attached to one,) nor does not come with either a pilot or crew. However it is actually quite easy to navigate.

Companions

Partner, free

You gain a partner, either one free companion, or you can import a companion for free. This companion of yours gains a free Bodhi Blastia, a free origin, and 600cp to spend on the Categories of Race, Fighting Styles, or Skills and Abilities, as well you may spend any additional cp you have on things for this companion. The gender and how close you are with your partner is up to you, they could be anything, such as a subordinate knight, an identical twin sister that has larger/smaller breasts than you, some random jerk you met in jail, or maybe even a princess.

Mass Import, 300cp

You may import 7 companions, each gaining a free origin, and 300cp to spend on the categories of Race, Fighting Styles, or Skills and Abilities.

Guild, 200cp-300cp(additional members 50cp each)

You are the leader, or are just a member of a guild, this places you outside the empire and the protection it provides its citizens. The guild has its own guild laws which are as you define them, and which all members will follow. For 200cp you gain 3 members for the guild, or may choose to be in a larger guild and have only three that are companions, for 300cp you gain 7 members, for more members that are companions you may spend 50cp each. All members gain a free origin and 300cp to spend on the categories of Race, Fighting Styles, or Skills and Abilities. If purchased guild members may be imported companions at no extra cost, as well you may have your Partner be a guild member for no cost.

Drawbacks, You may take as many as you like, gaining up to a total of 600cp

Terrible Cook, 50cp

You are a terrible chef, you fail to cook even sandwiches made from eggs and bread, you may even fail to make toast, or burn a salad. While with enough practice you may improve, it likely isn't worth all the ruined food, and even then you may still fail even your best dishes.

Ghosts, 100cp

You are terribly afraid of ghosts, and any notion that the dead are able to affect the world, any mention of the dead or ghosts leaves you trembling, and actually meeting or fighting any is a horrific experience. You are also certain to refuse to accept that ghosts exist, even when fighting them, which you are certain do multiple times during your stay here.

Sadistic/Masochistic Battle Fanatic, 200cp

You find it exhilarating seeing enemies in pain, and fighting strong enemies and don't think there's much point to a battle if you don't get hurt. If you aren't struggling you aren't having fun, if you aren't fighting you are bored. You are also more inclined to get into nearly impossible fights, thinking that even if you are eaten that you could rip your way out of something's stomach.

Gel Obsessed, 200cp

You can't stop thinking about how good Gels taste, it even makes it so that you can't sleep. If your willpower isn't strong enough you are sure to find yourself eating them regardless of your need for them, and they are pretty expensive. Also your tastes are pretty childish.

New Fangled Whatsamahoozits, 200cp

You are unable to utilize any items in battle but your blastia, your armor, Gels, and your weapon(as is related to your fighting style from this setting).

Cursed, 200cp

You are cursed, trouble with the law, assassins, bandits, bad situations, they all come your way, even assassins not hired to kill you will end you mistaking you for their target. Everywhere you go something is going to happen, and it's going to happen to you. You are certain to be at the centre of many events, and spend a lot of time being put behind bars. On the upside you won't stay behind bars for long, on the downside it's because someone wants you to do their dirty work.

Commandant Alexei, 300cp

The commander of the Knights is after you, and this likely involves kidnapping and brainwashing, and shoving you into some kind of magic sphere from which he can utilize your powers. It should be noted he has spies seemingly everywhere, and a massive city sized mobile fortress named Heracles that can, with its main cannon, shoot blasts large enough to wipe away even the largest cities of this world. The rest of it is just covered in large cannons that might not be quite enough to level houses in a single blast, they do however fire fairly rapidly.

Partnerless, 300cp

Taking this drawback means you forgo the free partner, you are also going to be without any romance for the duration of your stay here, even if you were already in a romantic relationship with a companion. At most you may get someone to flirt with you, however nothing romantic will develop.

Under Limit, 300cp

Many people in this world know a technique called Over Limit, which is charged by both attacking and being attacked. Activating this state they can cause a blast that knocks back their opponents, and sends the user into an empowered state. In this state they can attack without pause, ignoring cool downs on abilities, and casting time on spells, they also gain access to a rather powerful type of attack known as a Burst Arte. This ability has multiple levels, which allow for dealing increased damage, and such things as attacking and casting spells without tiring, access to some of the most powerful attacks known to this world, known as Mystic Arte, and at the very highest end taking little damage, and being immune to staggering. By taking this drawback you lock these abilities out for yourself and your companions.

Insipid Poison, 500cp

It seems that your existence causes a massive distortion in the flows of Aer in this world, expect Entelechia to all consider you a threat to the world, and for Aer levels to become dangerously dense wherever you go. Might be a good idea to keep moving as well, the Aer levels will likely get strong enough to cause problems for your health if you stay somewhere for more than a few days.

Vesperia has Fallen, 600cp

It seems that the brightest star in the sky has fallen, into the ocean. As it turns out it wasn't really a star, but a blastia that was producing a barrier that surrounded the entire planet. The being it was keeping out, the Adephagos is so massive it encircles the globe, and will likely destroy everything unless something is done about it. One of the possible solutions to this problem would be to use a certain weapon to absorb all of the life force of at least one continent, and fire that at the Adephagos to kill it, which may or may not be enough to kill it. Unfortunately that weapon is broken, enjoy. Other things to note, the Adephagos isn't a single being, and it will send down swarms of lesser Adephagos to attack/eat Aer, and that all magic based upon Aer will be useless against them, as they can just eat it.

Notes,

1. The Over Limit, Burst Arte, Mystic Arte, and are all things that can be learned relatively easily, provided you can obtain or learn the prerequisites, as they see widespread use in both the guilds and the imperial knights.
2. Your partner and imported companions may not take drawbacks for additional cp(though they may still take drawbacks if you wish), they may however gain cp from the dog race option. Likewise the cp you gain from the dog race option does not count towards your maximum cp for your drawbacks.

3. If you or your partner are an Entelechia, you or they, may be killed, and turned into an Apatheia, and then into a spirit, so long as this is something you intend to do, and you or your companion spend no more than 36 hours as an Apatheia.
4. Becoming a spirit does not denote a notable increase in power, though you do gain an elemental affinity related to the Aer Krene utilized to transform you, if you did not already possess such an affinity, and you may also become intangible, though changing between tangible and intangible is not a rapid process.
5. Any blastia you possess and take with you from this jump will continue to work regardless of the presence of Aer, they will produce Aer as needed, though they will self balance and not produce an excess of Aer.
6. If you or your companions lose your Bodhi Blastia, they will show up again in your warehouse.
7. As an Entelechia if you absorb too much Aer at once, or are affected by a Child of the Full Moon, causing you to go mad and become an Adephagos, it counts as dying, and you go home.
8. After the jump(or if you paid for it) if you have a blastia heart you will be able to choose if you wish for it to protrude from your chest or not. As well anyone that you replace their heart with a blastia heart will gain the same ability to choose if they wish for it to protrude at any given moment.