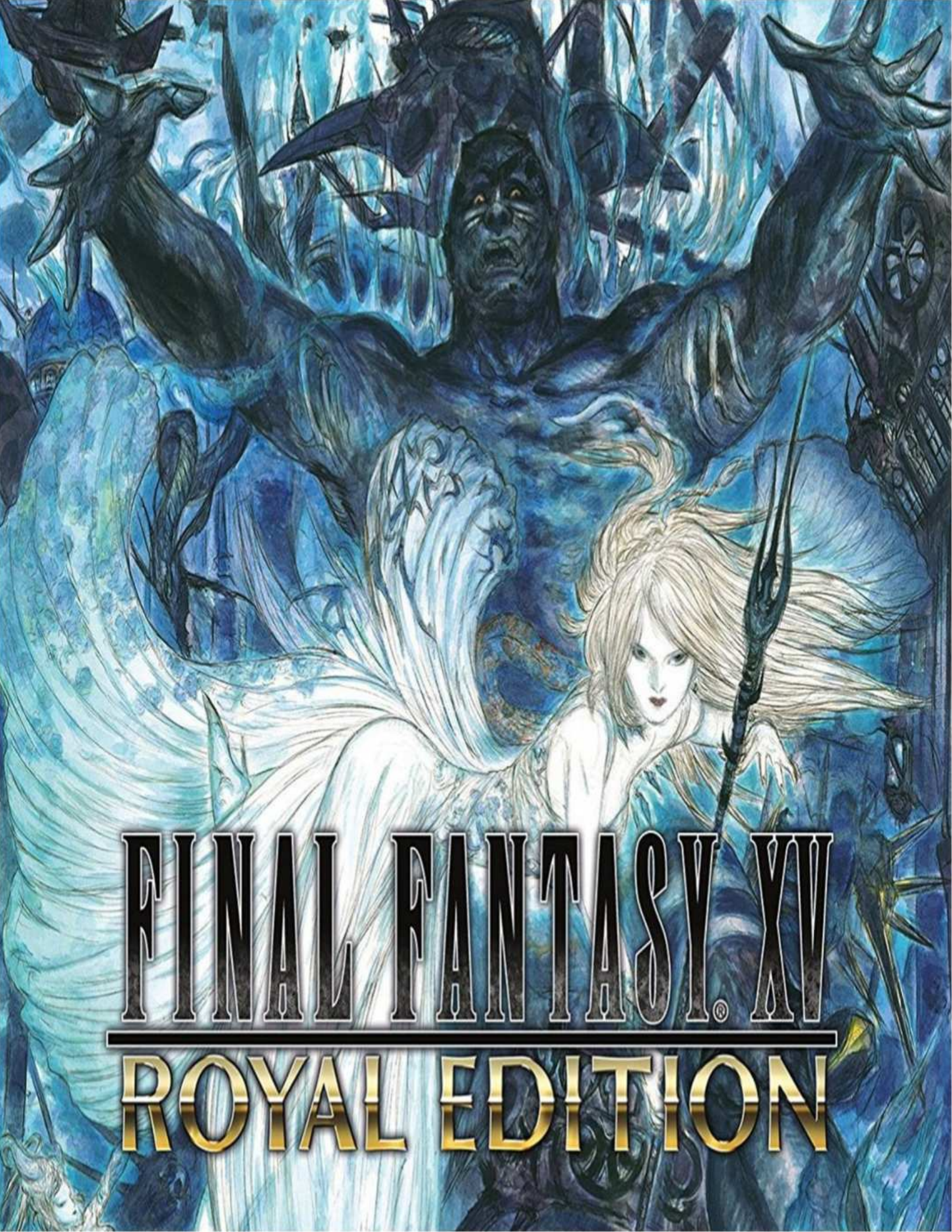




FINAL FANTASY XV

ROYAL EDITION

Hello Jumper, welcome to Eos, a world of sword and magic, a world whose humans and gods once lived in harmony, where humans were once truly capable of threatening the gods, a “star” whose gods nearly destroyed in a war of their own, a land whose plague known as the Starscourge threatens to this day... Too much information? This world really has a lot of history, but most of it happened in time immemorial, in recent times the Empire of Niflheim was at war with the Kingdom of Lucis in the quest to conquer the last free city in the world, Insomnia, and the Crystal, which is the greatest source of magic in the world. Luckily for you, you arrived moments before the imperial chancellor proposed a peace treaty under some clauses, including one that requires Prince Noctis of Lucis to marry Oracle Lunafreya, in other words, in time for a wedding. Certainly the treaty isn't a Niflheim ruse to get into Insomnia, no way.

Now, take those **1000 Crystal Points** and show a new story.



AGE AND GENDER

You can choose any gender and choose to be of any age between 16 and 50 years old.

ORIGINS

Traveler (Drop-In): You're not from here, maybe not even from this world, a wanderer without a home and perhaps without a destination, the world is a bit dangerous these days for people like you, but maybe you're the wildcard that was missing to change this story.

Citizen: You're just an ordinary citizen, a good and honest worker living in this cruel and unfair world, uncertain of its own future thanks to a plague that infects more and more people or maybe you have a secret that can influence the entire story.

Hunter: Maybe you're or was one of the glaives, a mercenary or really just a hunter, either way you are one of the good men and women who fight for something in this world, money, fame, relics, perhaps the protection of something dear, but in the end most people will remember you for your competence in receiving a job and finishing it.

Oracle: The calmer of gods, you have some connection with the oracle, perhaps you are one of the members of her lineage, an assistant, one of the divine messengers or maybe you are the oracle herself, anyway you are in an important position.

Retinue: You are one of the Chosen King's friends, your background is not very relevant to this position, you probably don't know it yet, but your friend will carry a big burden and soon he's going to be dealing with a lot of stress and he's going to need all the support he can get, good thing he and you won't be alone, huh?

Accursed: Oh, one cursed and therefore unworthy, a cruel sentence, isn't it? That was never said but left the impression, maybe you were affected by the Starscourage, or you are someone who went against fate, the world may be against you, but that doesn't mean it can't change or that you can't fight back, it's about time to define your own destiny.

Savior: Maybe you're the king of prophecy, maybe a noble who wants peace, or just someone with good manners, deep down, you are a kind-hearted person who may or may not be destined to carry a great burden.

TIME

It is the morning of the 10th of May of the year M.E. 756, or 6 days to the start of the main plot. You will be here for 10 years and a few months which is how long the main plot lasts.

LOCATIONS

Choose one of the options for your origin, pay 50 cp to choose any one or leave it to luck (Roll D8) and gain 100 cp.

1. **Insomnia:** Also known as Crown City, the capital of Lucis, it is a modern metropolis filled with skyscrapers and lush areas, home to Lucis's seat of power, the Citadel, where the royal family lives and keeps a large crystal within its walls. In six days, the king will give his son his blessing at the Citadel for a safe trip and will prepare for a treaty-signing ceremony that is probably a ruse. (Savior, Retinue and Hunter "Kingsglaive" can start here)
2. **Hammerhead:** A full service station, a workshop with excellent mechanics with the King's seal of guarantee, owned by ever-cheerful Cindy Aurum and Cid Sophia, will be the prince's first stop on his journey (Citizen and Hunter can start here)
3. **Galdin Quay:** Former fishing village turned into a trading post connecting the Lucian mainland with the imperial province of Accordo, at least until Niflheim developed their airships a few years ago, famous for its floating resort and beautiful ocean. (Drop-in can start here)
4. **Lestallum:** A modern and bustling city with a tropical climate. The city's prosperity derives from the energy of meteor fragments harvested from the Meteor of Six. Legend has it that Titan caught the asteroid when it fell and is still holding it in his slumber. (Citizen and Hunter can start here)
5. **Altissia:** The capital of Accordo, while technically under Niflheim's control but retaining its own government, is a region surrounded by water, many locations can only be accessed by gondola. The wedding location and where the Tidemother Leviathan is in her slumber (Drop in and Citizen can start here)
6. **Tenebrae:** Province under Niflheim control, but retains its autonomy thanks to being the homeland of the Oracle, Tenebrae is a lush, green, mountainous area abundant in castle-like structures (Oracle and Citizen can start here)
7. **Gralea:** The capital of the Niflheim Empire, located deep in the imperial heartland, floating above the center of the city is the magitek laboratory Zegnautus Keep, source of almost unrivaled Niflheim's technology. (Accursed can start here)
8. **Your Choice:** Choose any of the above locations or anywhere else except inside a dungeon, but you can right at the entrance, or location that normally couldn't be like the Citadel as a Citizen.

PERKS

General

Able Body [Free]: This world is dangerous, I can't just send you into it without guarantee of a chance to survive, you have an active body comparable to an Olympic athlete, your mind is equally active and you know how to wield common weapons correctly and handled vehicles, with effort you can achieve the great.

A Fantasy [Free]: Based on reality, and let's face it, the fantasy side is evident, everything here is beautiful, the landscape is photogenic, people are realistically better, i mean that kid over there is cute, that gentleman at certainly look elegant, if the person is important they will be objectively more beautiful/handsome and will age like fine wine, and if the guy with the glasses takes off or loses his glasses he will look 1000% more badass. If you want, the same will happen in other worlds. Yes, the same goes for you, you are important for Plot.

This is a Game? [Free]: Yes it's based on a Game but please try to take it seriously, ~~I don't want to lose another Jumper~~, just like in a game you usually have a general idea of where your next objective is; unknown areas are mapped as they are explored, key points are marked too, if you have an area map or something like that, the area will be mapped instantly but key points may be missing depending on the map; Loot is automatic but can be done manually for "bonus". You possess an eidetic memory.

The Power of Kings [Free/100 CP or Capstones (600 CP perks) for keep]: Somehow you have the Power of Kings, maybe you are or was one of the Kingsglaives or not, but somehow you are able to draw magical power from Crystal without pledging allegiance to the King, your abilities are similar to the Glaives, the most notable are: storing a weapon in subspace; Warp by throwing your weapon; you reforge your weapon by summoning it so even if you break it doesn't matter; Elemancy (see more in notes). These skills can grow to the kings' levels however it will be a slow pace compared to the Lucii; during the jump, this power will depend on the existence of the Crystal and can be interrupted.

Havens [Free/200 CP for keep]: A curiosity of this world is that there are places that are great for camping marked with glowing blue runes and are perfectly secure even during the Long Night; spacious enough for a group of peoples to train at ease; strangely comfortable enough to get a good night's sleep and still offer a great view absolutely for free, wouldn't it be a shame to leave that behind? For the low price of 200 CP, we at Jumpchain Inc. will make places like these exist in future Jumps, come on, we know you want it. Just remember to bring your Coleman brand camping gear or any other, no problem.

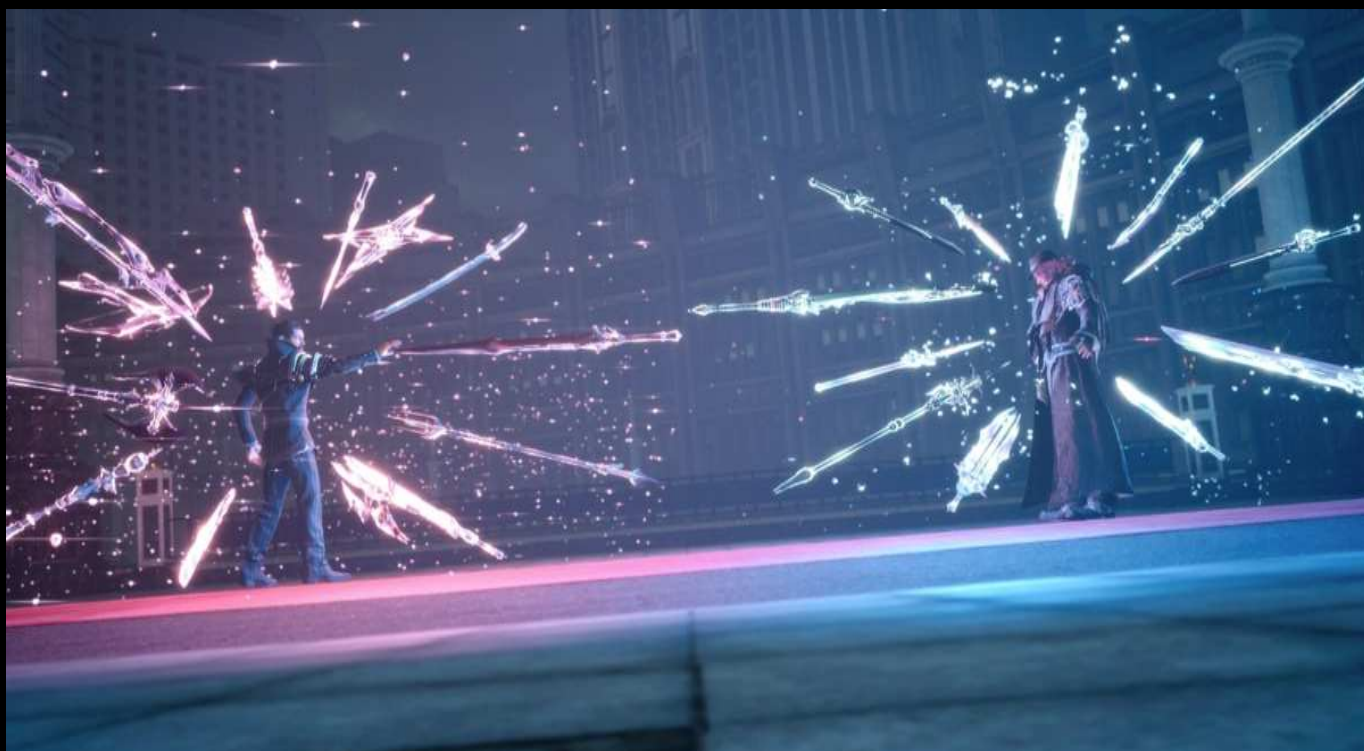
Ascension Grid [Free/400 CP]: A Growth System by Ascension Points (AP), you earn these points by defeating foes with techniques like warp-strikes, ripostes, following friend strategies, camping and performing quests, the amount is based on how dangerous it is to the average person and how rare they are. It is possible to influence the growth and unlock abilities of teammates with this.

You are able to access the grid at will, it has several trees called Astralspheres that divide the types of skills by themes such as combat and magic, where you can spend the accumulated AP on available nodes in the spheres. Some nodes can even elevate mundane abilities to supernatural, others allow new ways to obtain AP and unlock yet unknown or inaccessible abilities, certain nodes can only be obtained through training or self discovery and all nodes can be gained that way. The only limit to how big this grid can be is your own potential.

The free version is limited to your in-setting potential, for 400 CP you're free to use this to its full potential and all nodes to get AP in the main game are unlocked.

Blessing of the Crystal [400 CP]: Whether you are a kin of the Lucis Caelum lineage or a new lineage chosen by the Crystal, you can draw magical power from the Crystal at the same level as the Lucii. You got more abilities like: the ability to store infinite objects in a magic subspace like the Kings; Phase using a short distance warp; proper wield the Royal Arms and Ring of the Lucii; Invoke phantom versions of your weapons for protection; Telekinesis that works on weapons; Use Elemancy (see notes for Elemancy); Turn mundane things like soda and coffee into healing potions and other consumables, with experience you could invoke Armiger, a state that allows you to summon and control several of your weapons at once in addition to enhancing and facilitating the use of magic. The magic of kings may still have secrets that few or no one knows, such as the ability to shape light and make it solid. Your magic amount is even greater than that of the King of Light.

You can share this power in the usual ways. Usually you just share the powers, the magic needed to use it comes from the person, but as a bonus all those who pledge loyalty to you will gain the amount of magic of an average glaive, and you know if this loyalty is genuine and if it changes, you'll know right away. This perk is the **Capstone Booster**.



Drop-In

Stranger's Charisma [100 CP]: You may be a stranger, but you have this friendly aura of someone truly innocent, people pick up on that and tend to open up to you, to treat you like an acquaintance or even a friend, curiously when you wish not to be noticed, they don't really notice or recognize you and even comment on things they normally wouldn't say even in front of strangers.

Wanderer' Will [200 CP]: To be a traveler in these times and those to come, you will need to be adaptable and resilient, that you are, but also much more. You have stamina for days and the longer the journey the greater the danger., the faster you grow and that's long from a normal person's point of view not yours, a journey with some danger can double your growth, one that the slightest carelessness can lead to death is 10 times growth, this same journey, but over a period of 10 whole years it can result in hundreds of times normal speed. You're a tough nut to crack, built differently.

If You Believe [400 CP]: Hey, I know you're stealthy, but you don't need to show off, you've got these eyes sharp like an eagle's, your body is just above peak, with your freerunning skills you usually go from point A to point B faster than anyone, you're abnormally stealthy simply disappearing from the person looking for you, even your items make less noise and you are preternaturally skilled with daggers and other small weapons, you can hide and throw them with immense accuracy and power, you also can lure and assassinate MT humanoids very easily, by the way, what is your creed... hey, not again!

Just Magic [600 CP]: It seems that there is a new source of magic in the world, and if it is not already clear, it is you, your magical power and prowess is even greater than that of the Lucii, your magical knowledge is superior to anyone in this world. Your magic is slightly different from what exists here, more connected to the world and therefore easier to use elemental spells or those that influence the nature of the world, but you have talent for any magical art. You start able to use various elements that Elemancy cannot, generate special effects, healing, you can even bend space-time to teleport yourself and others to a determined location and stop time for a while, you can learn any kind of magic just by looking, sometimes even imagining it you start to unravel the mysteries; your ability to create magic items and the like is excellent, your competence with magic is truly out of this "Star".

SOLDIER First Class (Capstone boosted): Alright, this is ridiculous, I know that Drop-In is a step out of the ordinary, but this is already another universe. SOLDIER is a member of an elite force of superhumans, First Class is the top of this force, members of this class are true one-man armies, their general capabilities, from strength to magic power are unreal, weapon skill follows the same line, the charisma and tactical ability... it's very rare for a First Class not to be a great leader and to make matters worse, given the creation process you are extremely talented with magic and your body, muscles and every interior is filled with magic which makes you resistant to anything that might try to corrupt you, in fact your body is like a Royal Arm, extremely efficient against daemons, benefit much more from magic while being more resistant to hostiles and as long as you are not completely corrupted you can gradually ward off the infection, unfortunately this trait cannot be replicated in others. If you have a good weapon and be careful only the Scourge, True King, Astrals and Superbosses can be threats to you.



Citizen

Trusted Citizen [100 CP]: You're just an ordinary citizen, right? Someone you can trust who won't get you into trouble, someone you don't need to check because they will always tell the truth, as long as you clearly don't betray that trust, no one will bother you because you harbored a group of fugitives in your home, they certainly threatened you.

Honest Worker [200 CP]: Years of hard work have paid off, you have the training and experience of someone who has two decades working in their chosen field, in fact you can get the job done even when distracted, pure reflection of routine, work can be anything you can't whether exclusively military, maybe you're a spa masseuse, cook or day laborer in a hotel, maybe a researcher of something, many jobs can put you under some pressure, usually for results, you've already learned to deal with the pressure.

Hammerhead's Intern [400 CP]: Ah, you were taught by Cid Sophiar? Perhaps his child or grandchild, because you're as good an engineer, if not better than him, no matter what kind of machine you are working on; as long as it's something mechanical and you have the right tools and parts, you can fix and improve this machine or replicate it after using reverse engineering.

Magitek Genius [600 CP]: Are you the finest scientist in Niflheim? Or perhaps you are an unknown savant. You know how to utilize the miasma exuded by the Starscourge and induce it into doing whatever you see fit. All of Niflheim's magitek technology knowledge is now yours, you can create the Troops, Rifles, Aircraft, Wallbreaker Wave, Diamond Weapons and you can go much further. You've already gone further and found a way to control these artificial Daemons, the only tricky thing is getting an alternative to the miasma, but you should be able to.

Mad Genius (Capstone boosted): Maybe you're a Genius scientist from Solheim who was in suspended animation during the events leading up to its destruction and recently awakened, everything Niflheim has ever created doesn't compare to what you know, creating artificial daemons? Piece of cake. Developing an alternate source for miasma? The Crystal already gives you the means for this but even if not, you could develop it. Creating a formula that gives immortality or improving humans to the level of Daemons? Is possible; Developing Omega by yourself, one of Solheim's greatest inventions capable of taking down even the Astrals, will be difficult but it's just a matter of time.



Hunter

Physical Drills [100 CP]: Your profession demands a lot from your body and the training has certainly paid off now you are in the absolute peak of your physical condition, I'm talking about 100% muscle capacity and no side effects, you are proficient with any weapon, which could be anything from firearms to magic to the environment itself, know how to operate any machine you can find, how to manage a crisis, do tactical analysis and has phenomenal throwing ability, really have an amazing throwing arm, the kind that makes improbable throws with extreme accuracy regardless of external factors. Perfect abs is optional but recommended.

Hunter's Knowledge [200 CP]: They say that knowledge is half the battle, for a hunter this is important, but you took it literally and spent a lot of time studying, gathering encyclopedic knowledge about beasts, their variations and all sorts of enemies, and now you immediately identify their strengths, weaknesses, abilities and how to counterattack everything they can throw, your analytical skills have greatly increased, allowing you to identify the weaknesses and behavior of unknown enemies almost immediately, now you just lack the resources to make the most of that knowledge.

Highwind [400 CP]: Aranea, the Dragoon; Cor, the Immortal, are some of the few names you can call peers. You're a combat genius and the battlefield is this playground, your surreal strength, speed, spatial awareness and weapon skill make you a legend capable of holding your own with the Lucii for a considerable time and the only one whose skill surpasses you is Gilgamesh the first Shield of the King, the man who is said to have reached the pinnacle of the martial path.

Marshal [600 CP]: More important than combat skill is the ability to lead, because for any combatant in this world it is almost mandatory to have someone by their side to fight in the most difficult moments and leading such a willing group is perfect, you have this competence to spare and also in the ability to train and command too, everyone you lead or teach develops their skills hundreds of times faster than normal, work as a team in such good sync that they seem to know what others think and are great at following orders, but they won't be fools who only know how to follow orders but individuals who come up with great ideas when necessary. You also benefit from this with companions who save you when you need it, link-strikes with you perfectly and trust for when you are unavailable solving something else, and yes, you naturally have the tactical knowledge, logistical skills, and charisma to bring people together willingly and lead them, you shouldn't have to repeat that.

Commander (Capstone Boosted): Once your companions fought as one, now they surpass the glaives, everything they do together gives results better than the sum of the parts, loyalty to companions takes them to greater levels than normal, they also benefit from your perks, with **Hunter's Knowledge** they discover the enemy's weaknesses and how to exploit them faster, with **Highwind** their combat skill immediately advances to the expert level and finally, you and those you have trained can use a powerful ability for difficult times, this ability turns the own life force to generate power and energy above of your limits as long as your life force lasts you can operate at this new peak and if you stop soon you can recover that life force with time.



Oracle

Calmer of Gods [100 CP]: The Oracle would love to have a talent like yours or at least have you on her side. Honestly, it's something inexplicable, a talent that affects anyone, even godlike beings, the ability to appease both the mind and the soul, thoughts of anger and hatred disappear, the same goes for stress. Is it any wonder you make friends wherever you go?

Gods' Translator [200 CP]: The Astrals speak in another language, known as Hexatheon language, which only a few "touched by the gods" can understand, fortunately you are one of those graced ones, you can also communicate using this language and can even rouse the gods from their slumber. Speaking through the Hexatheon language allows you to convey images and thoughts, but for those who don't understand it, the words will be incomprehensible accompanied by a terrible headache. Post-Jump this ability to understand languages extends beyond the believable and makes you omniglot and even supernatural ones can be understood and spoken even if you lack the means.

Messenger [400 CP]: You are one of the messengers of the gods or somehow have the same ability, when you step out of people's point of view, you can circumvent time-space to instantly travel (teleport) to any place or person with any object you can carry, you can also take other people with you but it will be very exhausting and it will get worse as the number of people "on board", your misdirection ability is exceptional just by talking about or pointing for something everyone will focus on it and in most cases you don't need to do anything. You can teleport with other people watching, but that takes the fun out of it.

Fleuret Lineage [600 CP]: After all you really are the Oracle, unless you are not a woman (It's a female-only position), you naturally have a great power of healing and purification, such that you can even cure those infected with the Starscourage. Unfortunately, you can't cure those who are already Daemons, at least the Long Night will take a while longer to come. A curiosity of this lineage is that its members have "superhuman physique" that makes them stronger and more resistant than is usually possible for other people, and finally you received the same training given to the Oracles and this resulted in mastery of etiquette, dance and polearms; increased your willpower and physical prowess even more; gave you great knowledge about the Astrals, the messengers and previous Oracles. You can temporarily empower others, this will give their existing powers a considerable boost and temporarily unleash their potential, however you need a magical medium like the Trident of the Oracle. Post-Jump, the purification works with any infections.

Miracle (Capstone Boosted): With the blessing of the Crystal your healing power has increased by miles and can now heal multiple infected at the same time, even making them immune to Starscourage in the process (they still need to be infected), unfortunately you are still unable to cure Daemons, but the Long Night may never come if you don't want it and dedicate yourself to this. Similar to what will happen to a certain Deputy High Commander, except for the consequences, the Crystal has increased your strength to totally supernatural levels, the kind that picks up a Royal Arm without being able to brandish it and still manages to hunt Daemons left and right as if it were normal; You no longer need to use any kind of medium to cast any magic, inclusive to empower others, but if you choose to use it, you will find that your magic will be much stronger than it should be, even if you are considering the medium's amplification.



Retinue

Photobomb [100 CP]: Your photography skills are phenomenal, any photo you take looks amazing. The scariest thing is the fact that you can take pictures of acquaintances present without even noticing that they are there and you don't even need a camera to take pictures, how do you do it, Jumper? Forget it, I don't want to know.

That's It! [200 CP]: "I've come up with a new recipe!" When you get your hands on a combination of ingredients, you'll discover any recipe that uses those ingredients; the reverse occurs when tasting an unknown dish, the ingredients needed to replicate the recipe will be revealed. You know the recipe and you know how to make it delicious, your skills as a cook are comparable to the best in a food anime, even a simple piece of toast becomes a unique tasting experience. Eh worried about forgetting? You already have a photographic memory, well, we will give you a perfect memory for guarantee. For some reason you are also an excellent driver, it must be attention to detail.

Niflheim's Child [400 CP]: You're a good boy, right? You may have never met your parents and you have this weird tattoo on your wrist that you can never explain, poor thing let me tell you the truth, you are a clone of a researcher from Niflheim, don't worry it's not a bad thing, neither something that will alter your mind, with this you demonstrate an extraordinary affinity with weapons and technology, especially those of Niflheim, as if you were born to do this, even shooting casually you are immensely accurate, you reload your weapon so quickly it seems like magic, the secrets of Niflheim's tech seem obvious. On one of your wrists is a tattoo that lets you access any locked Niflheim's system. Post-Jump, the tattoo applies to any empire that employs clones or other unethical things.

Powerful Body, Great Heart [600 CP]: Big man! You have muscles, Jumper! And with it comes monstrous strength, of the kind "sword fight with an Iron Giant" strong; stamina to pull off the victory in a last man standing; agility and flexibility of someone much smaller; very keen senses even for animal levels; your mind is equally incredible, intellect unmatched; talent for developing tactics and strategies on the fly, but in the end your greatest quality is your heart, not literally, I mean your willpower you don't know the word surrender, The Six will have to come and it will be a miracle if they manage to make you tremble. But remember that you are still (maybe) just a human, you are not as tough as a Daemon, you must compensate with skill or teammates,

True Shield (Capstone Boosted): What makes a good Shield? No, I'm not referring to the equipment, but the protector's role, more specifically the Shield of the King, this one needs to be strong, impetuous with his duty, you always had this and still continued, after all being stagnant leads to nothing, that's why you sought something beyond, reached and became the pinnacle of the martial path. Your physical power has increased to the point where you can easily overwhelm your former self with a single hand; your skill with weapons has reached a level that only Gilgamesh is your equal; with focus you can create "hardlight" weapons and limbs, in case you have "lost" some; your mighty soul made you ageless.

Once per jump you can launch a challenge, a series of trials in a certain area where you cannot leave. During these trials, while you remain on this ground, you can resurrect once; keep the souls of dead challengers here to raise them to serve you. Whoever wins your trial will receive a copy of your power and skill, how much power it is depends on the difficulty of this test, a trial of willpower can offer a considerable portion, a trial of ability that requires you to be defeated can provide 100% of your power and skill. If no one managed to complete your test (must be possible) your power and competence doubles.



Accursed

New Identity, Same Face [100 CP]: Maybe you're a forgotten immortal, a fugitive, a time traveler or who knows an interdimensional wanderer. Honestly, isn't it annoying to have to forge a new identity every time? Not? Oh, it seems that somehow you're lucky about these things, events unfold in such a way that you're legally given a new identity whenever you need it and without any extra details that force you to do something you don't want to. Something like a leader of a nation or organization found you very interesting to the point of wanting you close to them but only wanting your knowledge.

Intensifying Production [200 CP]: You have a gift for developing means that make mass production of almost anything possible, provided you know how to produce it or have a partner or employee who does, so long as you have a factory or other non-individual means of production to use, expect to produce at least hundreds of times as much as you could produce on your own without loss of quality.

Izunia's Wit [400 CP]: When you challenge your destiny you have to know how read and manipulate the people, the situation, everything around you, you make it look easy, as if you were putting the last piece of the puzzle, when you start not even the gods can stop you, help the fact that you can create very realistic illusions, you can switch places with someone's best friend, fight alongside them and get them to nearly kill their best friend without them realizing they've been tricked until it's too late.

Healer [600 CP]: Ah yes, the other person with that title was a man who was able to cure Starscourge victims by taking it for himself, an ability you now have, unfortunately neither he nor you are really immune to Starscourge, just its symptoms, but that didn't stop you and you absorbed the infection so much that you became the very incarnation of that thing and that had its perks, but first a curiosity about this plague, it is strangely both photophobic and photophilic which gives you an unusual ability, during the night you are at your peak, but during the day you should be at your weakest, however you start to get stronger as long as you receive the light, really unusual; As the embodiment itself, as long as the Starscourge exists, you are completely immortal during your stay in this setting, regenerating extremely quickly allowing you to ignore your aversion to light, you also are immune to pain except for the Oracle's purification and can still be trapped by more powerful beings and killed by the Chosen King with the power of Providence; in case you didn't know Starscourge is what turns people into Daemons, and of course you can do the same almost instantly with your touch whenever you want, some beings can resist and counterattack before done, like those that are very powerful, bound to light and/or stubborn, but with dedication not even the gods manage to escape your touch, you still absorb their memories and acquire their knowledge in the process, and every Daemon are at your command; Your magical ability is immense, surpassed only by the True King, you can use miasma to teleport and fly using it. Post-Jump, you are purified but retain these powers and can absorb other infections in addition to being immune to all.

“True” Founder (Capstone Boosted): I hope that sad story has not repeated itself, the story of the Healer, one relating to the first King of Lucis, his fate was not pretty. Okay, anyone can face and break the fate, but let's help, you can easily go against the plot of the destiny chosen for you because you are the one who chooses your own destiny and can reset all future events that can be taken for granted, I told you that you could infect even the gods with dedication, now that's pretty much a certainty, after all, not only can you bend them to your will, you're also much more effective against them, your acts have little to do with you and your acts affect you a lot, you are a godslayer, you have a superhuman prowess that makes you considered a God in your own right; can temporarily halt time; fire beams of energy from your hands and summon a meteorite barrage; regarding the ability to absorb memories, well, technically you already absorbed a lot of them, so now you're an expert at everything: machines, cooking, war, you're not a master, but good luck finding something you don't know how to do. You already developed and can access a corrupted version of Armiger, including True Armiger, at any time, but it's still tiring.



Savior

King of Fishing [100 CP]: Get out of the way, the king is passing by, king of what? From fishing, of course, your skill with a fishing rod is legendary, you can even make a specific fish bite the lure even when the lure is not ideal, once you hook a fish, the only thing that can stop you from catching it is the fishing line snapping, even loud noises won't scare them away and the line seems to last a lot longer than it should in your hands. Legend has it that you can even fight with your fishing rod.

Gods' Favored [200 CP]: Akin to Chosen King, you can earn the respect of multiples gods, in order to make a Covenant receive their blessing and be able to summon them. The process often requires you to prove yourself to the god through trials, some will be simple, others will be at the opposite extreme. When the Covenant is fulfilled, they may come when you ask and their help is needed, but often they come of their own accord and leave when they think their help has been enough, luckily they come when you really need help and the summon costs nothing. Covenant often results in useful blessings, you've already received increased movement speed and a strong healing ability provided by the Covenant's blessing with two divine messengers: Carbuncle and Garuda.

Chosen of the Gods [400 CP]: You have the charisma of royalty, was created for this, things like calligraphy, composure, dancing, diplomacy, etiquette, negotiations, politics were effectively hammered into your head from birth by the very best there are, in short, you are virtually incapable of acting unbecomingly as a top member of the highest class, the King, in fact you will always be remembered magnificently, stories of your journey will become legends told for millennia; your items will become relics of myth; naturally in life you gather able and trustworthy people like bees to honey; opportunities come out of nowhere; someone truly extraordinary must be pulling some strings out there, these divine-like beings and fate itself really like you.

Chosen King [600 CP]: You're the king of the prophecy, the King of Light. Your competence with weapons is inferior compared to a **Highwind**-level specialist but you make up for it with versatility as a master of multiple weapons, you have honed the throwing technique to perfection, if there is an item or prophecy that has a requirement you are always considered the chosen one regardless of the requirements being worth, gender, fate, age or anything else.

You have the same powers provided by the **Blessing of the Crystal**, you can activate "Armiger" at will, when doing, you will be surrounded by spectral versions of all your stored main weapons and/or Royal Arms, in this state you become an unstoppable force, your strength and speed increase greatly, your warp has no limitations and is instinctive, your telekinesis becomes able to control all your weapons perfectly. The strength and duration of the Armiger increase as you collect the Royal Arms. Once per jump, when you face a much stronger enemy, or at will, after collecting every 13 Royal Arms, you can invoke True Armiger, a very draining variant of Armiger that allows you to face Astrals and subdue them quickly.

And lastly, in-jump you will acquire the Power of Providence, which is considered to be a power even greater than that of the Astrals, it allows you to banish "darkness", to touch and hurt the immaterial, to slay immortals, to come and go from the Beyond. Unlike canon, you will not need to sacrifice yourself, once the ring is ready it can be used, only the Ring of the Lucii and your will will be enough to acquire the power. You are a light so bright that you subdue all darkness and other lights too. (**Episode Jumper** is mandatory with this)

The True Power of Kings (Capstone Boosted): Impressive, this shouldn't even be possible, but you can activate this power even without the Founder King's Sigil and 13 Royal Arms, this power which may very well be the True King's true potential, the Armiger Unleashed. This is a dramatically enhanced version of the regular Armiger that is significantly stronger and more efficient, this power not only invokes your weapons, it also allows you to summon the Ring of the Lucii and this world's thirteen Royal Arms before collecting them, just invoke the Ring is no problem but summoning the Royal Arms without having them will reduce Armiger's duration considerably, if you don't have any and you summon all thirteen, your time will be less than 10 seconds and when the time is up you will be very tired, so much so that you will barely be able to move for at least 5 seconds, having at least one will allow you to move normally and this improves with more, with all thirteen you can keep and disable this Armiger as you wish. With each Royal Arm collected, your power increases and a portion of the knowledge of previous kings is gained including mastery of weapons from previous users and will increase your mastery of that power.

This also increases the True Armiger's power and efficiency.

With The Founder King's Sigil the total strength and efficiency is increased five times.

Furthermore, your own weapon mastery has reached the level of true specialist, although not yet at the level of Gilgamesh, and this increases the effects of the other perks of this origin. (More in notes)



ITEMS

Items may be imported into similar items: weapons to weapons, vehicles to vehicles. If you want these items to appear according to your story, you choose when and how. Every Item is fiat backed, those that are destroyed are respawned by searching for them, vehicles respawn after a day if destroyed. Items are 50% discounted by origin, with 100 CP ones being free. **You get a 500 CP stipend for this section.**

General

Essentials [Free]: Identification documents, 150k Gil, Coleman brand camping gear, flashlights, Daemon bait, a week's worth of supplies, a attire and a very sturdy Crownsguard Smartphone with Wi-Fi and unlimited services from who knows where, and is course, a two basics weapons, a main and other secondary. If something is lost it can be found in your pocket or nearby except money and food that's up to you.

Soundtrack [Free]: You can listen to any of the soundtracks from the Final Fantasy series whenever you want, either through devices like the radio, or coming from absolutely nowhere. Yes you read that correctly, **“series”**.

FFXV Collector's Edition [Optional and Free for Jumper]: Here the game FFXV without bugs or any problems with all the existing DLCs and those that could exist and all the necessary equipment to play in high definition without losing frames. Plus copies of all related content from the movie to books to action figures, everything a collector could have. Post-jump you get your DLC “Episode Jumper” that adds you to the story and basically allows you to play all the possibilities that could have happened with your influence, a new difficulty mode Jumper that adds the Challenges and Drawbacks you faced, and an option to choose which Challenges and Drawbacks remain.

Star of Lucis [Free for Jumper]: Audi R8 Star of Lucis, Prince Noctis's 20th birthday present, honestly he won't use this and in a week no one will know what happened to this, I leave this in your hands Jumper or your warehouse, it's a very fast car with top speed of 330 km/h, the need for fuel has been removed and the bodywork has been strengthened, it's not a Regalia but it's a beautiful car, I will leave a Fiat for dents and scratches in two hours it will be brand new, internal problems will take six hours, one day if it's destroyed but if you just throw it in limbo it only will be restored after a year, be careful with my present Jumper or you will regret it. It only comes in black, handsome black.

Magic Flask [Free/50 CP for more]: Despite the name these are spherical containers that can be filled with refined magic, usually of Elemancy, and when filled act like magic grenades, these vials have small, transparent designs that show the spell housed through a colored glow, can hold up to 99 charges with the strength of the spell being irrelevant and each charge being cast individually, can mix different types of magic to form stronger ones. This particular version can modify the magic already present and use more than one charge up to all the remaining ones at once.

Nissin' Cup Noodles [50 CP]: Partially open the lid, add hot water and wait x minutes... Cup Noodles! I hope you like cup noodles because this product placement right here has just given you a lifetime supplement for your entire journey, cup noodles of every flavor including versions designed by someone named Gladdy, anyway it's a great way to make friends with a certain Amicitia.

Chocobo's Whistle [50 CP]: The mascot of the series, a Chocobo-less Final Fantasy can barely be called Final Fantasy. Before the advent of automobiles, these tall, adorable, friendly avians served as steeds, able to jump high, glide, sprint and swim in weak currents, with this whistle, which must be magic for always knowing the desired amount, you can call up to 8 chocobos, these chocobos in particular are able to sprint at the same speed as conventional vehicles, jump ten feet high, a frightening amount of stamina and they just move away from combat but stay close waiting for an opportunity to help either by attacking the enemy or helping you escape combat, sometimes they even combine attacks with you. Comes in all colors and the color can be customized in the Warehouse.

Franchise Bonus Content [100 CP]: Congratulations, by choosing this option you have gained access to several rip-offs of famous clothes and weapons from the franchise and DLCs such as: the Blazefire Saber, Spira's Summoner, Masamune, Mage Mashers, "Tomb Raider" and many others. Jumpchain Inc. will also offer the reskin service, now you can have all possible strength and style to your liking. The weapons are strong for the beginning but not much, especially during the Long Night.

Motorcycle [200-400 CP]: You might be asking yourself "Why would I want a motorcycle when the Regalia is right down there for the same price?" Well, because this armored beast can reach a top speed of 400 mph in seconds, has traction that lets you climb walls and run across ceilings, handles like a dream, brakes very efficient no matter the terrain, ignore the laws of physics, uses both non-returning throttle and dual throttle system, has hip-based turning system, can accelerate and brake by the pedals, compartment for weapons, has room for other passenger, built-in autopilot and best of all, it comes with the ability to pilot this beast worthy of legend, you can fight while driving without any problems. For an additional 100 CP the armor is reinforced and dual machine guns are added to the front and back capable of taking down an Iron Giant in 6 seconds; for 50 CP more it can function as a snowmobile; for 50 CP there is a sidecar that can be easily attached and removed from the vehicle, may have a built-in machine gun with 100 CP option. The upgrades are independent of each other and still can grow further, no need for fuel.

The Regalia [200-500 CP]: King Regis's car, Quartz Regalia, this is a custom classic convertible that handles well on any terrain a car can go over, but don't expect to go as fast in sand as it does in firmer ground, it's pretty tough and can take a few hits from some Daemons, has built-in autopilot and It is very spacious and can fit 6 people comfortably. For the price of 300 CP you get this car with all the upgrades including the off-roading Type-D and the flying Type-F, you can change between the different types while in the warehouse, also improved to be able to drift without consequences in the internal structure. For a total of 400 CP, repulsors will be added to allow the vehicle to start and remain floating in the air and have more control, plus they can give an emergency boost that provides near-instant acceleration and stealth technology will be added. For 100CP more, regardless of other upgrades, you can take the "Royal Vessel", the royal family's yacht. All options had the need for fuel eradicated, by the power of the Fiat.

Mobile Stores [200-400 CP]: Hey Jumper, do you see that mobile store? Yes it is a shop, and they are very common in Eos, in fact you will find that even your vehicle will have some things to sell you, by purchasing this 200 CP option you will not only take this feature with you on your journey, but every time you buy in one of these stores you will have a permanent 25% discount added on top of any discount, that is, if you have a 50% discount now will be 75%, and you will still be able to find all kinds of items that can be found in other stores, so don't expect to find extremely rare or one-of-a-kind items here.

For 400 CP any item, including one-of-a-kind, purchased here will receive Item-Fiat, even in the Post-Jump, however with a limitation, the item should not be offered in the Jump document, except in cases where said item is common. For example you can buy the Master Emerald in a Sonic Jump or the Golden Sentry Serum in a Marvel Jump while in Jumpdoc there are no options that lead to this, but don't expect to get Iron Armor in Iron Man Jump unless it is already being mass produced.

Just know that the more rare and/or powerful the higher the cost, it will always be an adequate price, that is, even with the discount unique items will be expensive or extremely expensive, don't think that you will buy the Holy Sword Excalibur for a bargain just because it appears to be rusty.

Legionary Suit [600 CP]: Go go Power Rangers... Okay, wrong series, back in focus. This is a special project of Niflheim whose goal was to raise the individual's competence to the level that he alone could rival a battalion of the most powerful "army" in the world, the Kingsglaives. This customizable colored liquid metal forms one of the few and most powerful armors in this world, the combination of magic and technology is impressive enough in itself: instant armor summoning; physical amplifiers; inertial dampening; energy barrier; thrusters that allow you to take off and propel through the air; but what makes it special is the use of Starscourage, with any risk removed by fiat, the benefits have been manifested to the fullest, all features have been enhanced, the armor that was once limited by shape can now be mutated into any other, and has also gained a self-awareness, that allows it to move alone and fight alongside you, in a way the suit acts as symbiote, the synchronicity and loyalty is only matched by strength, it just likes you... too much.

In short, the suit acts like an extension of your body, each function is totally controlled by thought, the suit multiplies the wearer's strength allowing a notable warrior to keep up with the Lucii, a normal person can too but lacks the ability to do so; the barrier can block any attacks that are below the King's level; The suit can craft a weapon from the same material; the color can also be controlled, do you understand why the Power Rangers? Unfortunately, the suit has diminished returns when it reaches the level of the Astrals, only tripling its strength, fortunately the suit is self-evolving and any improvements are easily applied.

Drop-In

House [100 CP]: The other origins already have a life and therefore a house here, but it may not be your case, well now you have your house, it's not much but it's cozy, has the essentials and has lights from Insomnia's tech that are strong enough to ward off Daemons at night, in case you choose not to live near civilization.

Hero's Set [200 CP]: A bracer or gauntlet with Hidden Blades with some upgrades, throwing knives, smoke bombs, and also a pair of Kukris with distinct designs, one was forged in the Crown City, and the other in Galahd, this Kukri has been enchanted such that anyone can use "warp" at virtually no cost, but it doesn't come with a throwing skill. These items are stronger and more effective than normal.

Wall Blueprints [400 CP]: Notes on how to develop structures similar to "Old Wall" and how to attach spirits to these structures, it is known that the legend and fame of these spirits define the strength of these structures, but at the very least they will be stronger than they appear and as fast and skilled as they were in life.

Perfect Weapon [600 CP]: Not exactly invincible-type perfect or anything like that, rather the type that's perfect for your hands and fighting style. It's indestructible and will evolve with you *ad infinitum*. Your fighting style is what defines the it's form, it can be a simple dagger, a gunblade, Cloud's Fusion Sword, shapeshifting weapon or even a microphone if you're confident in the dialogue. It also amplifies your magic, lowers skill costs and has its own growth system that allows you to use some exclusive or more advanced skills and those you can learn but haven't yet, and of course can only be wielded by your hands and no one else's.

Citizen

Simple Car [100 CP]: A simple conventional vehicle with Insomnia-made daemon-staving headlights, a magitek generator that makes fuel usage obsolete, and an unusual feature of making people ignore the car and those inside easily when desired.

Service Station [200 CP]: You own a workplace like Hammerhead and EXINERIS Power Plant, in other words, a famous and/or essential city location, which also means that it generates a lot of profit and still there will be no need for your supervision. As a bonus, if you have **Simple Car** item, you also get a truck with the same headlights.

Resort [400 CP]: One of the few resorts left in the world, and yes obviously it is a five star spa, hotel and restaurant, is it close to or is a tourist spot and with the technology (lights) to ward off Daemons at night it is one of the few places left to forget about the world's troubles, indeed there is an aura of calmness and neutrality here that would allow Lucis and Niflheim to come to an agreement, strange that they didn't choose this place for the Treaty.

Magitek Laboratory [600 CP]: A floating laboratory just like Zegnautus Keep in Gralea, it has several Solheim's blueprints and of multiversal travel; all the equipment and resources you need to do your research and creations, from clones to automata to machines that affect magic; a perpetual power source that can power the entire laboratory. The lab also functions as its own MT factory. Any of the MT is fair game: from axemens to assassins to MA types and Magitek monsters like Diamond Weapon and Immortalis, guaranteed not to go berserk against your will.

Hunter

The Kukri [100 CP]: A pair of weapons, an odd tool used by Kingsglaive's members. It is very efficient in combat and serves as a good chopping tool, despite not being a throwing weapon, in the hands of the glaives its curved shape allows explore angles that almost no other weapon allows, unfortunately it does not come with the throwing ability, train or get a perk helps.

Alleyway Jack [200 CP]: The hunter's rank determines which hunts they can perform, the most difficult ones require high ranks, and everyone starts as an apprentice, you must be an amazing hunter because you've reached the top, the rank " Alleyway Jack", maybe it's an inside joke but the rank is real and they give reward as incentive for promotions, go get them.

Warbuddies [400 CP]: Your own group of mercenaries, naturally you are the leader, with them you demonstrate competence for this and your charisma, planning and leadership capacity are greater when you are with them, there are about 100 members with 5 that stand out, they have the same abilities as the glaives, the origin of that power is you, even if you don't have that ability, but everyone has their own strengths and weaknesses, just remember that although they are loyal, everyone here is an individual and if you push them too hard, they might turn against you.

Inn [600 CP]: Hotel, bar and restaurant in one, and every restaurant in this world seem to be hunting posts, that is, a place to rest, eat, start a conversation and gather information and money, and you are the Owner, thanks to qualified staff, it works great regardless of your supervision, giving you the freedom to work on something else, generate a considerable source of income, but what makes it really special is the tendency to bring together informed or powerful people and willing to hunt and/or work with you, one day the Prince and his retinue may show up here willing to hunt a mountain or some other crazy hunt.

Oracle

Flower Book [100 CP]: A collection of pressed flowers, they look really nice. Post-Jump, it adds other flowers native to the setting. Interestingly there is another red book with a golden floral pattern on the cover and has a single blue flower pressed with a sticker on the first page and a series of stickers available for use, something tells you to pass this on to someone important to you.

Trident of the Oracle [200 CP]: One of the Royal Arms which means it can be used Lucis Caelum's lineage, this one is different from the others as it is linked to Oracle's lineage and works perfectly in your hands, in addition to normal powers like Royal Arm, this also increases the power of capstone and other healing and purification abilities.

Umbra & Pryna [400 CP]: Two messengers, who took the form of a pair of ageless, distinctly colored dogs, they are usually only loyal to the Astrals but they like you enough to be devoted to you. As messengers they can circumvent space-time for instant travel and yes, they can teleport you too and are quite willing to do so, a great way to go out to visit a friend without attracting attention, they also appear when you need to escape somewhere or when you need comfort, they are so cute that they ease any affliction.

Key to Future 600 CP: *Eh, I mean technically, although it might be literal,* once per Jump, the events will unfold in such a way that an item of immense power and/or plot significance will come into your possession, similar to what happens to the Ring of the Lucii that ends up in the hands of Oracle, unfortunately, during the Jump, you will not be able to use said item, except in cases of extreme necessity, as it must be given to someone you deem worthy and as long as this is your goal, you are protected by really strong plot armor until it is handed over, but if you want to keep the item for yourself, the plot armor will disappear and if you still have the item at the end of the jump, it will receive fiat backing and can be used as you wish, without possible consequences, for example you can use full power of MCU Infinity Gem and it won't harm you.

Important detail, this is limited to only one item per Jump, not the whole set, which means that items that come in groups of two or more like Chaos Emeralds, Infinity Gems, Royal Arms and other sets will be limited to just one, one Chaos Emerald, one Infinity Gem, ditto.

Retinue

Leisure Goods [100 CP]: LOKTON LX-X1R, the latest version of the camera most beloved by consummate photographers, comes packed with tons of cool filters, tripod, battery and endless storage, never say you can't take a picture or video with the brothers; Includes kitchen utensil and recipe books to prepare Scientia-approved foods.

Crownsquad Attire [200 CP]: Very stylish outfits that can generate enhancements to the wearer, it can be an increase in vitality, faster recovery and/or reduction of magic costs, sometimes removing the jacket can change the effects. It can be any type of clothing, from the classic suit to dresses and even cosplayers. You get an infinite amount of these outfits and they adjust to fit the wearer as well.

End-game weapons [400 CP]: Copies of weapons earned by completing "Episodes Gladiolus, Ignis and Prompto" and two ultimate weapon-tier like Balmung, Hyperion, Radiant Lance, Black Prince, Death Penalty. They are powerful and will take you far along the journey, maybe to the end, but it won't be very far if you rely on their strength alone, deserve them.

Kingsglaive package [600 CP]: You have an endless supply of the noble and powerful uniform of the Kingsglaive, the work with the inner lining makes this attire the most protective in the kingdom of Lucis, you can take a direct hit from a Red Giant (much stronger variation of the Iron Giant) and will still be in great fighting condition, you can go from the scorching heat released by Ifrit, the Infernian, to the icy cold of Shiva, the Glacian and it will barely bother you, the attire also received magical reinforcement that in addition to increasing its resistance against magic hostiles and considerably increases your overall energy recovery. They adjust to fit the wearer as well and as a bonus you have several other attires variations instead of just the standard uniform.

And of course you can't go face an army of Daemons without... not weapons, silly, but remember to take them, I mean items, they will take you much further than a strong weapon. You have an infinite and renewable supply of "Hi-" and/or "Mega-" versions of various consumable items such as potions, ethers, elixirs, Phoenix down, Stimulants, Remedy (Panacea) and many others. Never underestimate the power of a quick heal in the middle of battle.

Accursed

Silly Collection [100 CP]: Alright, everyone has a hobby, it might not be something interesting, relevant or even useful, but it's necessary to have one, right? Collecting hats should be yours, considering how many you've already collected. Every hat available in Episode Ardyn is now yours to own, and you have what it takes to acquire any other hat, either in cash or a winning ticket. You can always find them when you look for them.

A Classic, is a Classic [200 CP]: Okay, not everyone can have a custom classic like Regalia but this one is also classic. This silver fox never lets you down, she is remarkably fast and much tougher than the Regalia, honestly this car is the closest thing to indestructible non-magic related in this world. If destroyed, you'll get another, and forget about this fuel business.

Rakshasa Blade [400 CP]: Very well, question? How did you get this sword, Jumper? Copy or not, this Crimson Sword is twin to the Blade of the Mystic and personal weapon of the one who should be the True Founder King, just as the Blade of the Mystic has the ability to allow the user to fire three ranged energy beams before warping. Also comes as a collection of other weapons used by Ardyn.

Dominated Summon [600 CP]: A few decades ago, a person of immense power managed to corrupt and control the will of the divine, a feat considered by many to be impossible, but guess what a surprise would be if it were revealed that you replicated such a feat. Granted, multiversal travel is something that can and does happen around here, but you corrupted a deity from an alternate universe, which is even more impressive considering the fact that this god is as powerful as Bahamut and how difficult it is to perform multiversal travel. The corrupted god-like being can be a version of the Astral, messenger or another summon from the franchise, everyone is eligible, including Bahamut, so if you have your eye on a Daemonified Shiva be my guest. It doesn't need to be Daemonified if you don't want to, I never said it was tamed with Starscourge. If killed, they respawn after a year.

Savior

Fishing Equipment [100 CP]: Hohoh, I see you're ready to fish, I was taking this hobby very seriously as you went out buying everything you could need to become king of fishing, who knows you already are? Here there are all types of Rods, reels, lures and lines for days. Hey could I borrow one, fishing is both challenging and relaxing... Hey don't tell me you plan on fighting this? It wasn't made for battle although fishing a daemon looks like fun.

Ultima Blade [200 CP]: A gift from the King to the Prince, which the King himself used, the Engine Blade enhanced with the best that Insomnia's technology can offer, a one-handed one-edged sword designed to absorb the life-force and elemental energy upon defeating the enemy, this is the ultimate sword crafted with Insomnian technology, a truly powerful weapon that will take you far. This has reached the limits of Insomnia's technology, but it's still possible to go beyond that if you know how. In the hands of the **Chosen King** it can become a Royal Arm faster and easier than normal.

Royal Arms [400 CP]: The 13 Royal Weapons, transcendent weapons that possess supernatural powers capable of suppressing even the deadliest of daemons without problems, effective against almost anything and are powerful magic amplifiers, in addition to being always compatible with your current form, if your form is a giant they will be gargantuan and vice versa unless you don't want them to be. Now they are yours and yours alone to brandish, though with your blessing, your allies can momentarily wield them. With **The Power of Kings** (in level of the Lucii), **Blessing of the Crystal** and/or **Chosen King** the power and effectiveness of weapons will double.

Ring of the Lucii [600 CP]: This ring is the greatest heirloom of Caelum lineage and most powerful relic in this setting, for those of the Caelum lineage and yours the Ring will, upon wielding, grants the Ring Magic (about in notes), command the power of the Crystal and serves as an extremely powerful magic amplifier.

It also has a nasty safeguard. Those not of your blood and are unworthy will burst into holy flames. But unlike canon, this version does not have the price of blood for the worthy, nor will negatively affect your life force even if you use it to excess, such as powering a city that encompasses a magical wall for years, for example.

Post-Jump the ring can be strengthened by sacrificing your altforms to it as spirits and/or every decade that it accompanies you. Both will roughly double the ring's power. If lost, it will return to you.

WAREHOUSE ATTACHMENTS

Can be integrated in any plausible location and if you don't want no doors to the warehouse.
Discounted with the Ring of the Lucii.

Royal Tomb [300 CP]: If you want this to be the entrance to your warehouse, you may find it strange, but the pyramids are basically warehouses and they also are tombs, and honestly they are impressive. You have a real tomb with an interesting bonus, once per Jump you can fake your death and here will appear a fake body for your "funeral" that will be indistinguishable from yours, no test, nobody, maybe not even you will recognize this body as fake until it is revealed that you are indeed alive, what you do with it is up to you. You can store items here and these will be treated as Royal Arms preventing unworthy people from stealing and using them.

Citadel [300CP]: The Castle of Lucis, currently more like a skyscraper, is the true crown jewel of the kingdom of Lucis, in addition to the large courtyard and being practically a very luxurious fortress, what is expected of a modern royal castle, the Throne room has a majestic and comfortable throne that dramatically enhances your recovery, awareness and planning; a well-stocked training area; a well-kept garden; a number of remarkably fast and safe elevators; other essentials such as kitchens, bathrooms, rooms for everyone, among others; there are several very loyal guards, servants and other staff who live in the various extra rooms; Hall of History, almost a museum that details the history of the castle, its owners and prophecies; there is an energy source that powers the entire Citadel and surroundings and can support another function present in the Citadel, the ability to generate a Wall around the building as strong as the New Wall of Insomnia which can be strengthened or enlarged if it is sustained with a more powerful source; and as the last line of defense is a smaller version of the Old Wall, 3 statues based on the Lucii that awaken when their protection is needed, the statues are over 7 feet tall with the abilities of the Lucii. Certain points like the Hall of History always update in every new Jump.

The Crystal [400 CP]: This might explain why you have **The Power of Kings** without pledging allegiance to the King, attached to your Warehouse is a chamber that contains a copy of the Crystal, without that and if the original one breaks, you won't be able to use this world's magic without getting infected with the Starscourage or having the blessing of the Astrals. An unparalleled source of magic and holy energy, it burns any unholy or unworthy being that approaches and tries to use its power, it also serves as a memory backup and a direct portal to the local afterlife, only you and those you deem worthy may use it. Crystal is more powerful than the original, connected to other elements than the ones already present, has the ability to be reduced in size for portability purposes or create a reduced size copy to sustain and strengthen your magic to surreal levels, to the point where you go from just healing superficial wounds to saving a dying person from spiritual harm. Your connection to it cannot be interrupted, won't affect your life force in a negative way and this Crystal cannot be broken even by drawback... *maybe*.

COMPANIONS

Import [50 CP]: Import up to 8 companions, they gain an origin of their choice, the freebies and discounts of that origin plus 800 CP to spend.

Canon [Free/50 CP]: A metaphorical ticket for you to potentially convince a canon character to come with you on your journey, as long as they're alive at the end, by 50 CP you're guaranteed to meet this person several times during the Jump and more likely to befriend, and in case if you manage to convince them to accompany you before their death is certain and without warning about it they will be resurrected at the end of the Jump.

A Star of Another Story [50 CP]: A young lady who claims to belong to the Nox Fleuret family, but her name does not appear in any family records. Stella, as she is called, looks a lot like Lady Lunafreya except for her purple eyes and the fact that she lets her hair down; personality wise, she is courteous, but she is also direct and doesn't shy away from her problems; she is evidently wealthy and probably from a merchant family, considering the fact that she always does good business and always seems to have a good amount of money from the setting, how she does this is a mystery, it probably must be fiat. Don't let her delicate appearance fool you, Stella is an expert swordsman, her magic bears great resemblance to the magic of the Kings of Lucis as she can forge her Fleuret via a golden rune, see spirits of the dead, and other hitherto unknown abilities. She also searches for Noctis, the Crown Prince of Lucis, but her memories indicate that it is someone else. Overall, her motivations as well as most of her backstory, remain unknown.

Astral [400 CP]: You? How!? Somehow you have entered a Covenant with one of the Astrals of Eos and they will join you on your Chain as a Companion. You can choose an Astral that you enter into a Covenant with, they will be more friendly than normal, even Ifrit will show the compassion he had when Solheim respected him, they will at least see you as an equal and Post-Jump they will upgrade to have the same power as a God of their element in this setting, but never less than they already have. Yes, Garuda is also available for purchase, indeed any messenger or summon like Odin and Brynhildr, except for Pryna and Umbra, look in the items. This can be chosen multiple times.

DRAWBACKS

Continue [+0 CP]: You can continue where you left off in **Final Fantasy XV - Kingsglaive jump**, you can make some changes, for example your age doesn't have to be the same as where you left off, Drawbacks and scenarios can change or nullify certain events of your former story.

Episode Prologue [+0 CP]: Why not start a little earlier? Okay, you can start from the moment Ardyn was freed from his prison (M.E. 721) until before the marriage proposal and you're here for 10 years or more, but may I remind you that this is a period of war?

Continuity [+0 CP]: The canon of this story is the one that leads to "The Dawn of the Future" but there are other possible ones, such as the ending of the main game and the alternative ending in which Ignis develops a means of fulfilling the prophecy and saving Noctis' life, you can choose which one you like, including fanfic ones.

Episode Jumper [+0/200 CP] (Mandatory with Chosen King/exclusive with other Episodes): Classic Drawback that allows you to insert yourself into a canon character when taken with the appropriate origin, you also gain their powers during Jump. Doing this will prevent you from taking some drawbacks. +200CP with **Chosen King**

A Headache [+200 CP]: Your memories of all game-related content, including the storyline, will be fragmented; you will remember certain events bit by bit, sometimes they won't be useful memories; the problem is that it also takes your focus away from the present, this also comes with a headache and if it happens in the middle of a battle... Good luck. If you don't know anything related, you'll still have visions that can help you, but they'll probably hinder you more than help.

Episode Comrades [+300/600 CP] (Exclusive with Chosen King): M.E. 756, a few days after Noctis enters the Crystal, in other words, welcome to the beginning of the Long Night Jumper, I hope you hate the Sun because you practically won't see it, by fiat the plot cannot be changed and you're attached to it, that's Drawback Fiat, you will only leave after the True King awakens, but if you want you can stay a little longer. +300 CP with **Episode Jumper**, where you will assume the Player Glaive's role.

Bound to the Crystal [+300 CP]: During the jump your OCP powers are linked to the original Crystal. This means that Niflheim's Wallbreaker Wave will block all your OCPs reducing you to just your bodymod and the perks you got in Jump, it also happens if the Crystal is destroyed, which is what happens in Canon.

It's Jumper's Fault [+300]: Jumper knew there are ways to ward off daemons, it's usually used in towns and rest areas, but this doesn't work well for you, what I mean is that your presence causes these tools to malfunction in an area of 100 meters, this is not immediate and it will only occur during the night and a day in the area will not cause any problems but from the second it will start on the fifth it will be a total breakdown within a radius of 1 km, but it goes back to normal after you leave for more than two days, small relief for you Jumper, this will only start in 2 weeks and if the main plot requires you to stay in one place, it will happen at a third of the speed. Funny no one notices your fault.

Harder Enemies [+300 CP]: A classic, enemies are now more powerful and bosses will be more competent, but this can be a good thing, you can grow a lot with this extra challenge.

More Enemies [+300 CP]: The old classic of more enemies, expect to find 4 times more enemies, in boss battles you will find annoying henchmen to slow you down.

A Little Trouble [+400 CP]: Sorry Jumper, somehow the Empire of Niflheim detected your arrival. Well, do you remember that spark that might be inside you *or was it the potential to develop it?* In short, the Niffs want both the Crystal and you Jumper. If they get their hands on you, not only will you lose the chain, but you will release this empire into the multiverse.

Under the Gaze of Bahamut [+600 CP]: Himself, the Greatest Astral, the Bladekeeper, the God of War, Bahamut, the Draconian knows you're here and aren't part of his world, his fate and his plans. He's not exactly evil, but since he considers humans the same way a gardener looks at his flowers, he's not friendly at all, Bahamut currently considers you a potential threat, a wild card in his plan, as a god his power is immense and his will is not easily nor will be bent. He does not accept faults, he will not do anything for the time being, but your actions are under the scrutiny of a god.

Hard Mode [+600 CP]: Welcome to Jumper Must Die, let's cut to the chase, all enemies are more competent, stronger and more numerous and they will always focus on you and if you don't look for them, after a while they will come to you, calm down it gets worse, your items will only help you half as much as they normally do, your allies are less competent, the nights are getting longer faster and soon the daemons started appearing during the day, I would recommend grinding but this is not game Jumper.

Welcome to Hell [+400 CP + Special] (Required Harder Enemies, More Enemies and Hard Mode): I don't know what you were thinking Jumper but I'm enjoying it. Any otherworldly powers you have will have their strength reduced to this setting' levels or will be sealed away, you will be connected to the plot in some relevant way, Starscourage spreads even faster, expect at least ten times more enemies than normal, with their weaknesses reduced or even nullified, for example, Iron Giant which is normally slow will move like a swordmaster, variation of stronger enemies will spawn sooner, bosses will bring another similar one with them and they have a great sync with each other or will be ridiculously strong and skillful, none of them will move in standard way, You'll have to adapt all the time Jumper... What's special? Well nothing much, just that after that everything in the Post Jump everything you take related to this Jump and setting will be significantly stronger and/or more numerous, for example, the summons will have the same strength as when you faced them, in fact everything will be as strong as they were when you faced them or more.

SCENARIOS

A Headache is mandatory; Take as many as you want; OCP powers and items are limited to level of setting or temporarily sealed until the scenarios are complete.

Brother for the King [+500 CP] (Retinue and Drop-in only)

You know Prince Noctis, right? Of course, you're one of his best friends, you probably don't know it yet, but he's the king of prophecy the one able to banish darkness, while that's wonderful there's a catch, there will be a great burden on him, his fate is written there millennia and to fulfill this prophecy he will have to sacrifice himself. Your mission is to save your friend, but first you will go through the events related to the "Episode Gladiolus, Ignis and Prompto" and maybe one related to yourself, and finally you must develop a method that allows the King of Light to fulfill the prophecy and survive, and contrary to what happens in another reality, Ignis will be unable to do it alone, can you Jumper?

Reward: Royal Party

"I... love you guys" - Noctis. He really wanted to live and you allowed that, is there any way to reward that? This group will follow you, Luna will be resurrected will follow Noct, Iris will follow Gladio, people still alive related to the group members will come too. Of course it's not just that, those events weren't for nothing, now you have more strength than Gladio, your Intellect surpasses Ignis and you have the Prompto's ingenuity... just kidding you have his talent and awareness, the boy is great with technology and even shooting casually he has immense accuracy, plus you have their skills combined, if you made your own episode your own skill surpassed Gilgamesh and is virtually unparalleled. Lastly, Noct considers you a brother and, surprisingly, this had a metaphysical influence on you, giving you **Blessing of the Crystal**, you will be refunded if you already have.

A Glaive's Job [+600 CP] (Hunter and Drop-in only)

You are a Glaive and therefore will start in Insomnia, days before the invasion disguised as a peace treaty, your challenge is to protect the King Regis's life for at least a year and, if possible, the capital as well, you can try to warn the king, he already suspects but he can't help it and prepares for the worst, for the record, the king is destined to die in this event and is weak, barely able to walk alone, in case he succumbs to natural death before the one year period, the challenge will be successfully completed, maybe you can deliver one last message from a father to his son.

Reward: Lineage of Lucis

You are now considered one of the heirs of Lucis, gaining the **Blessing of the Crystal**, you will be refunded if you bought it, you can always go to the kingdom of Lucis via an door in your warehouse and now you are the commander of the Glaives and a group of at least a thousand of them will accompany you through of your journey, each of them is at least as skilled and loyal as Nyx Ulric with a few even more exceptional (more in notes).

If you manage to save most of the capital you get the ability to summon and control the Old Wall with the power of the 13 kings and the Ring of the Lucii, if you purchased this, the power of both rings will be combined and then doubled.

New Vision of the Niffs [+600 CP]

The Emperor Iedolas is dead!! Long live the new Emperor Jumper!! Through a series of unrelated and unreasonable events, you'll somehow become the new Emperor of Niflheim in one or two months. You will stay in this world as long as it takes to take over the entirety of Eos, detail: The capital of Niflheim is destined to be destroyed by Daemons in a few months after the Niffs lose control over them, you will have to deal with that and also for the sake of the challenge, and the possible fact that you can be the Crown Prince of Lucis, some places already conquered are planning to rebel and have gathered enough strength for this, and King Regis of Lucis has regained the strength from his peak and will defend his kingdom with all he has, if you are the Crown Prince of Lucis, some other kingdom will acquire a strength comparable to Lucis at its peak.

Reward: The World of Eos

Also known as the world of Final Fantasy XV, is now yours, it will follow you as a Pocket Dimension and/or Warehouse Attachment, and will be restored to a version similar to its heyday when Solheim, the greatest civilization to ever exist on Eos, still existed and except for Omega, you have all the technology of Solheim, whose technology far surpasses that of Niflheim despite the millennia since its destruction. by fiat it cannot be degraded to lower levels except by your own choice and if destroyed it will be restored within a period of 10 years or in the next Jump, whichever is sooner.

Completest [+600 CP]

The thrill of the challenge feeds you, you need to challenge yourself, yeah Jumper you must face all the super bosses in the game, including DLC ones, from Adamantoise to Omega to Ifrit to Bahamut, including Cor, Aranea and Noctis, the catch is that you can't use your out jump powers, if you don't get it in your time you lost everything this jump, at least you don't have to do it alone.

Reward: Boss of Bosses

You can summon all these bosses when you need, including Omega the ancient Magitek Armor that can kill even Gods; the characters and Astrals cannot be summoned, but can be convinced to accompany you on your journey very easily; in addition you will receive a Magitek Exosuit and unlike the version you can get over here, this one doesn't have a damage counter, it takes being stronger than a god to start affecting you wearing this, it also exponentially multiplies the user's physical capabilities to the point where a remarkable warrior can hold his own against Astrals, the magic enhancement is only one hundred times, but it can fly and warp without throwing weapons. The Exosuit will accept any new upgrade very well and can always be imported for free.

Collectathon [+600 CP] (Must have at least 5 Jumps)

Most if not all of your out of jump perks have been turned into Royal Arms and scattered across Eos. You have to find them to be able to use those perks for the duration of the jump. Luckily, those perks have been grouped by the jump they were in. So, depending on how many previous jumps you've had, this is going to take a while. Fortunately you have an instinct where they are, the more Jumps you've gone through, the stronger it will be, unfortunately some adventurers and hunters can find and use these Perks, they didn't know how at first but in time they will learn, near the end a skilled hunter will have gathered several of them and will know how to use them very well to the point that it will be a real challenge for you.

Reward: Jumper Armory

You can retain copies of these "Perk Weapons" doubling the potency of their perks when wielded, these also increase the power of your Armiger, if you have it, just like original Royal Arms do. Also, for anything you get here at Jump you will receive item-fiat.

Final Dawn of the Jumper [+600] (Endjump)

Ah, Jumper, you came at the right time. You see, Ardyn gained more power than Bahamut planned. That's a bad thing since he'll try to purge the world with Teraflare... *Don't even think it's going to be just that, that's the canon of the story and an Endjump will be more complicated than that.* Your mission, should you choose to accept it, is to take and complete every other challenges, this will take place in alternate realities if need be, except that the conquest of Eos can be done later and you don't have to develop a method to save the prince because instead YOU must kill Bahamut (FFXV) and somehow save the world from the Starscourge and save Ardyn's soul as well. This won't be easy, as you must kill Bahamut not only once but on two planes of existence. This is also compounded by the fact this scenario also has the effects of the **Under the Gaze of Bahamut**, except that he will just be attentive and know what your powers can do from the start of the jump and be prepared, if you take the drawback he will be 100% focused on you, so no plan will be safe except in your mind, when you face him Teraflare will be in standby and he can cast it up to 3 times and you can be sure he will cast it at least twice on you, in addition you will have to defeat another 6 Bahamut's before finally facing Bahamut (FFXV) and he will have his own strength combined with the other 6, and you can only face him directly in the last year of the jump. At least Noctis and the others will be here to help no matter what Drawback you get, unless they died during the Jump.

Reward: Draconic Ascension

If you succeed in this endeavor, you will obtain, nay, awaken your birthright, The **Spark**. In addition to that you'll get all the rewards from the other challenges you've completed, duh, including a version of the kingdom of Lucis that has all of Insomnia's technology combined with that of Solheim which will create a technological marvel that this world has never dreamed of seeing; You will receive all 100 lost Royals Arms and will be able to use them in the same way as Lucii; A Covenant with the other 5 Astrals and finally you'll obtain Bahamut's Power, from all Bahamut in the franchise, and everything related to him/them:

1. Your base body will be improved until it has the physical capacity of Titan, the one who has the greatest physical strength among the Astrals, added to your current one and then doubled and like the Astrals you can teleport anywhere without problems, as well as fly freely;

2. Your magic power and holy energies is enhanced to ridiculous degrees to the point you could easily, summon countless skyscraper sized swords, create copies of yourself, resurrect the long deceased, and certainly more, that's assuming you have the magic power of a human without magic;
3. You can assume a form similar to the Astrals, where your strength and powers grow enormously, in terms of strength it's the same difference between a normal human being and the Archaeon;
4. Bahamut is also known as the Dragon King, you also acquired this epithet, all those related to dragons, even if only by title, at the very least will have the respect that is given to a sovereign or superior.
5. You also get the **Chosen King** perk, which will be refunded at the original price if you already have it;
6. Gives you the ability to bestow the **Blessing of the Crystal** on mortals and you can create magical artifacts equivalent to the Crystal;
7. Give the ownership of the Beyond, where part of your soul reside, and you must be killed both here and in the physical world to be killed completely, if one of them survives, it will restore the other in a maximum of one hour;
8. You can summon a "shadow" of Bahamut as strong as the Final Bahamut, under your control to do as you please. *So... Any thoughts about becoming a Dragon Rider?*
9. You'll learn and be able to use Megaflare and all existing variations in the franchise including Teraflare and once by decade you can use a powered up version of Teraflare (Solarflare) that could wipe out all life on the planet and likely beyond. Unlike canon this cannot be blocked, and the strength of this spell will increase exponentially according to yours, you can probably already use this to purge the entire solar system.



END CHOICES

Go Home: Maybe you are homesick, maybe you just got fed up with the Chain. By choosing this option, you return home with everything you acquired in your Chain, except Drawbacks, of course.

Stay: You loved Eos, or not, and want to stay here. By choosing this option, you stay in this Verse along with everything you acquired in your Chain, except Drawbacks.

Continue: You continue your Chain.

NOTES

By **Lendaro** or **ShanicX** in QQ.

Thanks to **Overquartz** for creating the original Jump that served as inspiration.

Thanks to **Nikki Praphan** for fixing numerous typos, **Astral** fluff and name the scenarios rewards.

The options in Jumpdoc were made considering the lore and not just the gameplay

Perks: If a certain perk is capable of doing something in source that is not described here, it is still capable. All perks can grow in “power” through training and experience.

Lore vs. Gameplay: In gameplay, Noctis appears to be equivalent to his entourage, but with more versatility and mobility, in the lore his teammates are “beasts”, really strong, but he’s a phasing monster with hyperspace arsenal and magic, in a moment he’s there, in another he’s falling from a building and in the next he has already knocked down 3 enemies in the time the others are still going to the enemy and this is before activating the armiger.

Power Level: Difficult to define, all FF seems to have a similar level, at the top are the summons that are usually world threat level, the equivalents of this world (Astrals) seem to be even stronger and are not even at full strength, at his peak, Noctis might be stronger than Bahamut and arguably the most powerful FF protagonist to date, even though he couldn't reach his full potential.

Power of Kings: Just to clarify, this magic is a gift from Bahamut, in other words, it's a magic from the gods that was also cultivated by humans, so it's part of both and it's not.

Elemancy: The original name is (魔法, Mahō) and in good English is “magic”, it pretty much works like it does in the main game, Comrades and in Kingsglaive. With **The Power of Kings** you can use your magic or elemental energy directly in spells or put it in a flask using alchemy to give the spells unique effects. It is in the alchemy part that the good part of Elemancy begins, items (ingredients and consumables) are used to give special effects and the rarer the items used, the more powerful the effects become, which can range from poisoning, healing, instant death, among others. Post-Jump the capstone booster and Chosen King gives you a regenerating internal store of the three elements of Fire, Ice and Thunder. You could still absorb sources associated with the elements.

Warp: Warp occurs at the speed of light but is limited by distance; can be done with any weapon wielded that is not machinery, momentum can be negated during Warp, but it can also be exploited to increase attack power, this is known as Warp-strike; Warp can be done without throwing, however it is more difficult. At the beginning of Noctis and Ardyn's final fight in the game both use warp-strike and in the encounter they are pushed against buildings, the interesting thing is that the buildings start to be destroyed after they leave, this could imply that from the user's point of view they are simply flying to the weapon which could explain how they situate their position so well even without, at first, seeing the target or location, they can also adjust during travel as Noctis clearly can adjust his own positioning in the process. Post-Jump warping will always be much faster than you so it remains useful.

Other Magic: There are other spells such as healing that appears in Comrades, "Wall" the protective spell that protected Insomnia and is also used by Glaives; And what I call "Enhancement"(but it's the name of one of the Ignis' techniques) that Noctis seems to use when Titan tries to stomp him but he holds and pushes back and does it when parrying Titan's attacks, seem to make the weapons almost indestructible and always useful or even in [his punch](#) in a Blindside link with Iris.

The Power of Kings and Blessing of the Crystal difference: The former is the level of the glaives, it's a mystery if they can use the alchemy part of Elemancy but let's say yes, it will take you at least 1000 years to reach the level of the kings, that's because this is borrowed power (similar), the strain on the third party (and you) is far greater than the direct path; The **Blessing** throws you at the level of Kings, in short if Regis or Noctis can do it in the game, anime, trailer, movie and etc you can too, except the Power of Providence only the **Chosen King** can have it, at least without other perks.

The Power of Kings: Technically you start with the same skill level as Glaives, but entourage demonstrate different talents despite having the same skill, for example Glaives use warp often and "wall" as magic shield, the retinue only use warp once (Prompto did it again in Ifrit's Unique Link-strike), but Gladiolus seems to be able to summon two different weapons at the same time; Gilgamesh can phasing; Ignis is great with magic and can infusing elements in weapons which seems to be unique to him. You can also choose something you are good at.

Terms: I may have used some terms that might confuse you, **Warp-Strike** should be obvious; **Link-strike** is the co-op attack executed as if they had the same idea all along; **Blindside link** is a strike or Link-strike from behind.

Kingsglaive: Also know as Glaives or Glaives of King, Insomnia's special forces, although it is more like the king's personal guard, with the King's powers are also the most powerful and mobile force in the kingdom, in practice they are strong and skilled, especially in what is useful on the battlefield, but what differentiates them are the powers that the king "borrows" since the magical power is from the Glaives themselves and that is why there are those with more magical prowess (by affinity) and those who are more dedicated to physical combat (by personality/choice). Glaives are, technically, fragments of crystal, their power is greater when they fight as one, their strength becomes greater than the sum of parts, Nyx Ulric is just better than average, but his loyalty is unquestionable.

Just Magic: Well while doing the drop-in perkline I thought of using the next big name in the franchise which was FF7Remake, the perk itself is basically makes you a "Cetra", the capstone boosted is obvious, what is given is the ability to use any magic in the franchise that is not very exclusive like summons or Limit break, at least for now. The other elements are wind, earth, water, light, darkness and any other found in the franchise, you can also summon Meteor and similar but it will drain you to the point of leaving you bedridden, at least in the beginning. It doesn't give it the raw power of the other capstones but more than makes up for it in versatility.

Starscourage: As already stated the Starscourage is photophobic with bright light hurting them at a cellular level, but the defense reaction is the release of the miasma which is light-absorbing and is almost certainly the reason for the longest nights and shortest days on Eos. Little is known about the plague it seems to be transmitted by insects with a mutant strain of *Plasmodium malariae*; it can infect all life, including the land; removes self-sense and dramatically increases the person's aggressiveness to the point of attacking anyone; turns people and animals into miasma and turns them into Daemons. Given how uncommon it is, you're unlikely to get infected, but if you just get infected that's fine, but being turned into a Daemon is a chain failure, unless you take the **Healer** or have another perk that at least protects your mind, in which case your Daemon form becomes an altform post-jump.

Healer and "True" Founder: Using Ardyn titles helped a lot with the fluff, not much to say, Ardyn's immortality is derived from his soul being trapped in the Beyond and not from Starscourage as I let it be understood, I think I did well to simplify instead of making a correlation between Crystal, the Beyond and the relationship with Starscourage that made him inept to ascend, in a text that was already long.

Ardyn's Armiger is on par with Noctis's, but that's thanks to the Starscourage's extra magical power making up the difference. Post-jump you lose the aversion to light. Just for the record unless the True King is targeting you, the death of Ardyn will not affect you.

Lucii: And "Kings of Yore" is another name for King of the Lucis.

Ring of the Lucii: Yes, existed 113 kings including Regis, but technically the other kings were released into the afterlife and only 13 were shown, yet their power remains.

Ring Magic: In addition to allowing command the Old Wall (if it still exists), it has three known spells, very powerful but with a long chant, does not affect allies:

- **Death** - A spell that drains foes' life force to restore your own and ultimately causes them to disintegrate, if the enemy is much inferior it is instantaneous, but it takes time with the stronger ones;
- **Holy** - A counterattack spell that when dodging the enemy, via phasing, smite foes with sacred energy and deals holy damage to nearby enemies, recovering part of the magic power used, before using it, the user enters a state of focus in order to dodge, but reduce the focus time increases the power of the magic and how much you recover, this can also be directly executed for offensive purposes with more power and greater range in area, however it is even more exhausting, although not as much as the next one, and does not recover spent power;
- **Alterna** – A spell that is extremely powerful and exhausting and takes time to use but in short to create a crystalline gate, like black hole, that banishes the enemy into a dimension of nothingness known only as the Void. It's almost inescapable but if it hits the target it's sure oblivion, the largest known size of the gate is literally mountain-sized and this is not the limit.

Royal Arms: The fact that the Royal Arms drain Noctis' life when using them is just a gameplay limitation, only when he is a player character and not scripted scene. With

Blessing of Crystal, Chosen King, and when sufficiently developed, **The Power of Kings** become possible to create Royals arms by developing a special connection with the weapon and channeling your energy for long periods, any energy will do, but life force shows faster results, however the more common the weapon the higher the cost.

Savior Capstone: This represents a fully realized Noctis, which he cannot do because of the leg injury from the incident with Daemon Malekith that still affects him, of course you can do all the stuff with Armiger shown in Final Fantasy Versus XIII and XV trailers, anime, movies and cutscenes. After the 13 Royal Arms, each new one doubles the armiger's power or every 13 if you want less power. Considering the difference in power between Armiger with 4 and 13 Royal Arms, doubling each Royal Arm to be reasonable for lore.

Armiger Unleashed: This power is so great that, in gameplay, the teammates move away so as not to become statistics (and perhaps it could be Noctis' true potential revealed by the Sigil), but let's be objective, you are noticeably faster and stronger than with regular Armiger, your telekinesis allows you to control all weapons at the same time without problems, levitate and move using phasing as if it were warp and not that it is different from regular except for greater power, precision and range, your attacks become warp-strikes, when dodging with perfection (Blink) you automatically activate Holy, you can use the other magics of the ring too, this is without the Royals arms, with them all, and the knowledge of kings beside thine own increasing your own competence allows you to use a series of devastating combos and techniques, your power will be halfway to True Armiger, which is enough to face and have a chance to beat the Astrals, even if small.

True Armiger: It's not unlike Unleashed, except more exhausting and improves much more your overall capabilities to the point where you can take on Astrals and subdue them easily, you can shot your weapons with extreme force and cadence as if you were a walking machine gun, each of your normal attacks are warp-strike that carry the power of several of these shots, you also got true flight and spam warp that releases blasts of holy energy capable of injuring and killing even the strongest daemons. With Armiger Unleashed this becomes much less exhausting and the power level increases enough to face Bahamut and win, with Sigil you can face up to 5 Astrals at once. The power and efficiency increases with each new Royal weapon acquired.

What is the difference between the **Blessing of the Crystal** and **Chosen King**?

In terms of potential nothing, anything one can do the other can too, in practice **Chosen King** represents a fully realized Noctis, something he couldn't achieve because of Daemon's accident at age 8, plus it includes the ability to have the Power of Providence in Jump and the other details, all this led me to force you to the plot; The **Blessing of the Crystal** represents the level of Kings, with the potential to evolve faster, can identify loyalty is genuine and if it has been broken, in addition, provides magical power to those without and increases it to those who have it.

Why the mandatory drawback for **Chosen King**?

Because this exemplifies the fact that Noctis never had a choice, even the alternate endings happen from the choices of others. His fate had already been set long before the First King was born... And because this would be the strongest origin with capstone potentially stronger than other capstones even when boosted.

Episode Jumper: As Noctis, fulfilling the prophecy will serve to complete the jump. You don't need to be Player Glaive with **Comrades** but you won't get the extra 300 CP.

Under the Gaze of Bahamut: No, I didn't exaggerate with "his", Bahamut isn't proud but that suited the character, the gardener part is a reference to "The Dawn of the Future" and alludes to the fact that "if a disease starts to affect the flowers, he will reap from the field flowers among which disease has spread without a second thought so that the field disease does not spread again".

Scenarios: Just to be clear I'm not inhibiting your growth, you can develop your powers, both in and out of setting, to levels beyond this world and one shot Bahamut.

End-jump scenario: The other Bahamut versions can be any Bahamut from the series, it could even be clones of the XV version, and we know it's possible. The scenario was made to be difficult, although it is possible to do in the first jump; with all the Drawbacks it is almost impossible, but it is still possible in the first jump because the difficulty itself will force you and others to be even better to survive, this in gameplay-wise means more experience.

Motorcycle: Some may have already noticed that this is a turbocharged version of Fenrir from "Adventure Children", the upgrades are related to the "Episode Prompto", "Episode Luna" and the armor and armament is me leaving extras.

Star of Another Story: Yes, it's Stella from FF Versus XIII, technically she's a villain, but likely she doesn't know the actual events that lead her to go up against Noctis. It's not me who will define whether she will appear as an enemy or an ally of Noctis, but you. I didn't follow the old trailers, so I didn't know the character and found out thanks to Kingsglaive Jump (It's different but nice, it's well done), my info comes from the wiki, trailers and deductions.

I wrote in some items that they could improve, upgrade and such, this applies to everything in Jump and life itself, the only real limit is the one you set yourself, your true limit is how far you are willing to go, imagine the wonders you can create when you leave these illusory boundaries behind.

Multiverse: Yeah, my dears, there is multiversal travel around here, the famous crossovers, Ardyn and Bahamut appearing in the Egypt of Assassin's Creed, the existence of a famous Assassins-related festival, FF14 Garuda tries to take over Eos, Noctis being summoned to the worlds of Terra Wars and Dissidia (but the latter is common for FF protagonists), the Engine Blade fell in Nier Automata (and it has backstory about the prince and the king that is not told anywhere else) and should I consider the Regalia in Forza Horizon? In short, crossovers are possible, Fanwank.

Timeline: The movie "Kingsglaives" does not serve as a reference for time (but still a good movie), because unless several timeskips are occurring this does not follow the time of the lore, for example, with almost half an hour of the movie, the TV shows that there are 3 days left for the signing of the treaty but in the next scene it is commented that Noctis has already left but this only occurs on May 16th which is the same day as the fall of Insomnia, it was a busy day. Time is not faster than real time, it doesn't take Noctis hours to take down a strong monster at most a few minutes equal to real time. Ardyn proposing the treaty must have been 4 days before the fall but I will say 6 for sure.

Telepathy: It might be a detail, but if the quest for Cindy's photo is anything, Noctis has telepathy, I mean Cindy was right in front of him, she would notice if he spoke. *Not confirmed.*

Balance: I tried to balance somehow but give up after a while, **Drop-in** is strong and talented, but starts alone and obviously without influence; **Citizens** have potential, but are basically NPCs, that is, they have no influence as well as suspicions; **Hunters** are balanced and born leader; **Oracle** has means of combating Starscourge and healing that are uncommon in this world and is one of the most well protected origins; **Retinue** are Hunters with more strength and skill but without the charisma and because they are together with a certain prince they have more challenges; **Accursed** is the same as Drop-in with a lot of influence but it starts with powerful enemies, some may even be Astrals; **Savior** are the strongest but are dealing with the worst this world has to offer and less time to prepare. At least that's the idea for the origins but it's not my story, it's yours.

I love the fact that I offer so much CP (8200-8600 + 500 for items) and you still can't buy all the Perks (9400), the total cost including upgrades is 21350 CP. You can still get around 700 CP of reward for doing the Endjump Scenario.

Colors: The colors in the doc took some inspiration from the Ascension mechanic, **Red** is story related, will influence your story right away or is a result of it, **Blue** are optional benefits, **Purple** is a middle ground, optional that affects story for the worse with some benefits (CP), **Green** means allies, **Gold** is just a personal choice, **Black** background color has become common in Jumpdocs and it is also treated as a special color for Lucians and the main royalty in story, with Royal Edition in the name I think I should leave this color as the background.

Luna: Honestly Luna was an interesting character who seems to have had less screen time than she should have, many don't realize it, but she was shown to be a strong woman with literal super strength (Ravus' strength comes from the Oracle's bloodline and possibly from the Ring of Lucii), who always trusted Noctis' ability, roused the Astrals despite it's making her sick, repelled Leviathan with the Trident's magic, and despite having a mortal wound, she healed Noctis and invoked the kings of Yore to help him and even protected the unconscious Noctis from a wave with her own body. If her DLC had come out she would have been portrayed as a spearwoman with healing powers and the same power of Ardyn over Starscourge, yes in "The Dawn of the Future" it is revealed in is that she was trained with the trident and spear for Oracle's duties and some of the powers she would have in the DLC.

Remember that the story is told in three parts, **The Road Trip** (Ch.1-8), **The Fall** (Ch.9-13) and **The Return of King** (Ch. 14). "The Road Trip" is the fantasy, the time for fun, the open world to explore, collect items and prepare for the rest of the journey. In the "Fall" part it is the reality of the story, in the lore Noctis, who lost almost everything he loves, wants to end it at once and all the problems that were being postponed by others start to appear, in fact the confusion that the player feels is similar to Noctis himself, The Return of King is the conclusion, it should be the easy part to understand, after Noctis has come to terms with his destiny and is ready to fulfill the prophecy.