Bravely Default CYOA (Jumpchain-Compliant)

Welcome, Warrior of Light, to the land of Luxendarc. Here, you will find great kingdoms, wonders of nature, and a tale that runs far deeper than the average mind can comprehend. Surely you can change the world, having known the Celestial Realm for so long. A great danger is coming, though I know not what. In three years' time, the Crystals to which the people cling so dearly as if they were gods will fall into darkness, a rift will open in the land, and strife will beset the world. To guide you through these dark and troubled times, and the ten years you will spend on your quest, take these Celestial Points.

+1000 CP

I am sure you will find a use for these in the days to come. Do not despair, and please. Stay with us until the very end.

Section 1: Location

Where are you now, Warrior of Light? Roll 1d8 for location, or pay 50 CP to determine it for yourself.

1 – Norende – A small, sleepy village of farmers and shepherds, this little town is the idyllic countryside hamlet. Perhaps it's all too good to last...

2 – Caldisla – This grand kingdom and head of the Caldis region is home to a hearty fishing port, and happens to be a trading hub of renown. It's also a good place to get questions answered...

3 – Eternia – A grand continent-spanning empire, this kingdom is the homeland of the legendary Eternian Sky Knights, as well as the seat of the Crystal Orthodoxy.

4 – Ancheim – A city in the Harena region, this arid capital is reliant on the desert winds to draw water from deep beneath the sands with its great windmills.

5 – Florem – The Land of Radiant Flowers is a city utterly devoted to the words of the Crystal Orthodoxy and the Crystalist faith. It is known for the purity of the maidens who live there, and men are not allowed to live there permanently. This, however, has made it a target for those who would seek to end the era of Crystalism.

6 – Hartschild – A flourishing city near the great Mount Karka, a powerful volcano near the Fire Crystal. This city lives in the mountain's shadow without fear, for the Crystals keep the power of the magma chamber in check.

7 – Dungeon – You appear inside a deep cavern, surrounded by monsters. While there might be

equipment and supplies left by unfortunate adventurers around here, there is also only one way out – and that's fighting your way out.

8 – Free Pick – Your luck is legendary! You may choose any of the above options, or any location in Luxendarc, at no cost.

Section 2: Origin

Where do you come from, Warrior of Light? Roll 1d8+10 to determine your age, and let your sex remain the same as it was before you arrived. If you wish, you may pay 50 CP to freely determine both. *Also, yes, you look like a little 3-dimensional chibi here. This becomes an altform once you're done.*

Amnesiac [Free] – You simply appear in town, remembering nothing new in this world. The area assumes you're an amnesiac, and some of them have taken to calling you “Jagyamemri” for some reason. Seriously, it's starting to get annoying.

Farmer [100 CP] – You've worked with crops and herds for years, and are known to be a gentle, simple soul. Perhaps city folk will find your ways quaint, but that is no concern of yours. You do tend to do what you think is right without making note of the consequences, but isn't that what you were always taught?

Warrior [100 CP] – Trained in the arts of war and personal defense, you have fought for your homeland, either as a soldier, mercenary, vigilante, or guard for years. This has come with invaluable experience and a sense of accomplishment. You have a strangely “adorable” way of growling when angered, though.

Vestal [200 CP] – A priestess of the highest importance to the Crystal Orthodoxy, you tend to one of the four Crystals – Water, Earth, Fire, or Wind. However, something happened – all you remember is darkness, a roar, and then awakening here. There are already four active Vestals here, but perhaps you could make a difference, were something to befall one of them. *Yes, you can remain male, but this will be seen as highly unusual. However, choosing this identity lets you freely set your gender to female. Regardless, your last name is Oblige, at least while you're here.*

Section 3: Skills and Perks

Discounted perks are 50% off for the specified Origin.

Default! [Rated Free: For Everyone] – You can take a defensive stance in battle to resist incoming attacks somewhat, and by doing so for long enough, you can...

Brave! [Rated Free: For Everyone, Requires Default] - ...double your movement speed and attack rate for an amount of time equal to the amount of time you spent Defaulting.

Party Chat [Rated Free: For Everyone] – With this, you can formulate plans almost telepathically with any allies you might have – even on the move or during a crisis where it'd be hard to focus! You can also grill yourselves for more information about the world this way.

Miracle Man [Rated Free: For Everyone] – Perhaps you've survived a crisis or two that should have killed you? Or maybe you found the treasure everyone was looking for by just stumbling on it? In any case, your good fortune is well-known, and even if nothing else about you inspires praise, the luckier you are, the more you're admired for it. This doesn't actually make you any luckier – just makes people awestruck instead of jealous.

Freelancer [Rated Free: For Everyone] – So, turns out there's a default Job here – the Freelancer! Using a variety of abilities referred to as Miscellany, Freelancers can work their way through society without much trouble, and pretty much anyone can be one! Do note, however, that this Job's Mimic ability only works on abilities from other Jobs from this world. Heck, why not explain how these Jobs are going to work for you while you're at it? See, you start off at level 1 in any given Job you obtain. With enough battles while having that Job active, you'll obtain enough Job Points to level it up. Don't worry, this is

slightly easier than it sounds.

Sorry, I Forgot [100 CP, free Amnesiac] – You're generally easily forgiven for stepping on cultural or political toes – after all, with everyone assuming you've got amnesia, they figure you'll need some time to re-adjust to the old habits again. Don't expect this to last too long in the same area, but it'll work good as new whenever you go someplace that's different culturally than the area you were in last.

Lay Of The Land [100 CP, free Farmer] – While you don't have much fancy book learning, your experience with the soil allows you to identify the fertility level of the land around you practically on sight. A quick sniff will subsequently reveal hints of the chemical balance in the soil and how clean the local groundwater is.

Slice And Dice [100 CP, free Warrior] – You're pretty handy with a sword or spear, you know. Handy enough to take down, say, 50 untrained fighters on an even playing field, or 25 trained ones.

Voice of the Crystals [100 CP, free Vestal] – You can hear, through the Crystals, a voice that tells you of the state and health of the world. This will be useful, won't it?

Right of Passage [200 CP, free Vestal] – Your status makes you unlikely to be harassed while traveling. Bandits fear the wrath of the Crystals when you pass by, and the guards don't need to see your papers. Furthermore, you find your travels on the beaten path conclude much more quickly.

Casanova [300 CP, discount Amnesiac] – While you've got a thing for wrapping the other sex (or maybe the same, who knows?) around your finger with those roguish good looks and that dry wit of yours, this is more than just that. Anyone you so charm just sort of opens up, you see, letting you get

any information from them that they're capable of giving without compromising their very identity. No taking a demon's true name, but a catacomb location or a secret password? Anything for you, you beguiling rascal.

Shepherd [300 CP, discount Farmer] – You're pretty good at getting animals to behave. While this doesn't necessarily mean you can make a real army out of them, you can get them to stop inconveniencing you. You can even herd cats with little trouble.

Sky Knight [300 CP, discount Warrior] – Whether from training in Eternia's forces or just being that good, you are adept at combat in the sky! Aboard a great airship or other such vehicle, you can maneuver within the close quarters, use handrails and the like as aides towards spinning kicks and flips, and never lose your balance. You also don't lose breath from the thinner air at high altitudes.

Rite Of Awakening [300 CP, discount Vestal] – With a prayer and a short ritual, you may awaken the Crystals in order to fend off the darkness seeping into the world and purify them. In other worlds, you can do this with any of a world's “keystones” - that is, whatever anchors that reality and keeps it in place. Say there was a tower or a stone or a person that was holding up the veil of reality. You could remove corruption from them with this, and maybe make them a bit better at their job in the process. The more corrupted and powerful the thing is, though, the longer the rite will take.

Bravely Second [600 CP, discount Amnesiac] – Have you ever wanted to completely stop time for everything but yourself? Well, now you can! There's a catch, though. See, you have to sleep to do it, and you can only get 2 seconds of timestop for each hour that you sleep in a day – up to 24 hours of sleep, though. Any of those maximum 48 seconds you use cannot be regenerated until you go to sleep again 24 hours later.

Comforts of Home [600 CP, discount Farmer] – Sometimes, you just need to get back to your roots and plant your feet on some familiar soil. Of course, when you do (that is, engage in agricultural activities, which remind you of home), all of that spent fighting spirit and will of yours replenishes so much more quickly! Not only that, but you've got a decent amount of will to fight for what's right now.

Stand And Fight! [600 CP, discount Warrior] – Sometimes, people get silly and scared, and they run away from fights! Luckily for you, not only are you a lot better at keeping your cool well enough to fight on, but so is anyone who's on your side! This helps them against simple shell-shock as well as anything magical that might make them not want to fight on. The catch there is that they have to be loyal to you for this to work!

Vestal Barrier [600 CP, discount Vestal] – You may erect a barrier around an area less than 50 meters in radius. While it does not prevent physical entry, corruptive forces cannot enter it, and it is difficult to detect physically or magically. However, something important to you must be at the center for the barrier to erect itself, and you can only have one up at a time.

Section 4: Items and Gear

Discounts work the same as they do for perks. Surely a Warrior of Light like yourself doesn't want to go into battle unprepared?

Dagger [Free] – A small iron dagger. That's all it is, really.

50,000 Pg [50 CP] – A tidy sum of the local currency, this coin will keep you fed, clothed, and equipped for a while.

Alternate Outfit [50 CP] – From the Onion Shirt to the Bravo Bunny, and the Knight's Garb to the Wakoku Warrior, there's something to be said for having a unique outfit. Whether it's classy, skimpy, or just plain silly, it definitely stands out in the world. *Also, if there's any Final Fantasy character whose outfit you'd love to have? That's covered, too.*

Hi-Potion [100 CP, free Farmer] – This bottle of healing liquid can bring you up close to a quarter of the way from a normally fatal injury if ingested, and refills every week. You can buy more in towns and such, but those don't refill.

Turbo Ether [100 CP, free Vestal] – Running a bit low on magical energy? Not to worry, this bottle of arcane fluid can restore about a quarter of it if ingested, and refills every week. You can buy more around the world, but those don't refill – only ones bought with points here.

Antidote Pack [100 CP, free Amnesiac] – This small, but refilling bag of curative ingredients contains treatments for all sorts of magical ailments – Eye Drops for Blindness, Antidotes for Poison, Echo Herbs for Silence, Wake Up Bells for Sleep, Balsam for Dread, and even a small packet of graham

crackers for Charm. Wait, what? Anyway, these refill every week.

Teleport Stone [100 CP, free Warrior] – Ever just needed to get away from a deep dungeon or cave? Well, now you can! Once a week, you'll receive a Teleport Stone, which when used will take you to the entrance of that dungeon you're in, giving you a chance to rest and recover.

Sky Knight Asterisk Set [200 CP] – These four Asterisks, mystical stones containing knowledge of various adventurous jobs, allow access to the White Mage, Monk, Black Mage, and Knight jobs respectively. White Mages are capable of useful healing magic, as well as defensive wards and holy spells to smite the undead. Monks are capable melee combatants, focusing on unarmed attacks. Black Mages are wielders of the elements, calling down fire, ice, and lightning on their foes. Knights are front line warriors, slaying foes and defending friends with sword and shield in hand. Each comes with an appropriate outfit.

Khamer and Profiteur Asterisk Set [300 CP] – These Asterisks grant access to the Thief, Merchant, Spell Fencer, and Time Mage jobs. Thieves are agile and dextrous, and can steal items from powerful foes, substitute speed for strength when attacking, and even improve the initiative of their allies! Merchants can accumulate wealth quickly, and even wheel and deal during battle to restock depleted supplies! Spell Fencers coat their blades in powerful enchantments, then strike with precision to exploit their enemies' weaknesses! Time Mages can speed or slow the flow of time to aid their allies or hinder their enemies, and can even raise the power of magic attacks by their allies!

Bloodrose Legion Asterisk Set [300 CP] – These Asterisks grant access to the Ranger, Valkyrie, Summoner, and Red Mage jobs. Rangers are agile, strong, skilled hunters and trackers who can deal extra damage with bows to a target based on the family of creatures it belongs to! Valkyries are

heavily-armored, high-jumping spear-wielders with the ability to strike multiple opponents or deal death from above! Summoners call forth powerful creatures into reality from the veil to defeat their enemies! Red Mages are capable of using both White Magic and Black Magic, in addition to practicing skilled swordplay, but don't excel as much in any of these as White Mages, Black Mages, or Swordmasters respectively.

Black Blades Asterisk Set [300 CP] – These Asterisks grant access to the Pirate, Salve-Maker, Performer, Swordmaster, and Ninja jobs! Pirates are axe-wielding swashbucklers whose attacks sap their enemies' attributes while dealing out pain! Salve-Makers extract the maximum effects from the potions and other medical items they use, as well as poisoning their foes! Performers use their stylish songs and dances to grant impressive boosts in power to their allies. Swordmasters need not fear the disabling of their moves after Braving enough times, for aside from their skill with the dagger, sword, and katana, they can also parry enemy attacks with ease, even while exhausted! Ninjas are stealthy, swift evaders and dual-dagger-wielders who can leap in and out of fights with grace and ease.

Second Martial Asterisk Set [300 CP] – This set of Asterisks grants access to the Charioteer, Fencer, Hawkeye*, and Guardian jobs! Charioteers, proficient in every melee weapon under the sun, also excel at retrieving thrown weapons and dealing massive damage with these. Fencers switch between offensive and defensive Swordplay stances, parrying enemy blows and striking at weak points. Hawkeyes use shamanic invocations to wreath their weapons in different elements for different situations, possess near unparalelled accuracy, and specialize in breaking through physical defenses – even while their opponents are Defaulting! Guardians gain soul power from withstanding devastating blows that would leave others reeling, wielding this power to defend their allies.

Second Magical Asterisk Set [300 CP] – This set of Asterisks grants access to the Astrologian, Wizard,

and Bishop jobs. Astrologians lay powerful defensive wards and lucrative combat buffs onto their allies – and using their Prescience abilities, ensure that these boni fall upon their allies *before* their enemies strike. Wizards specialize in Spellcraft, a tool by which they modify their spells toward special effects – expanding a single-target spell to hit multiple foes, altering a spell's nature so that it deals physical damage to an enemy rather than magical damage, or concentrating a spell with a wide blast area onto a single foe, and more! Bishops are much like White Mages in that they specialize in healing, but their prayers of rejuvenation only take greater effect the more they're used!

Glanz Miscellany Asterisk Set [500 CP] – This set of Asterisks contains the Yokai, Exorcist, Patissier, Catmancer, and Kaiser jobs. Yokai are a grim and whimsical counterpart to Summoners, who call forth demons to do their bidding and wield Diabolisms to debilitate their enemies. Exorcists wield Exorcism to undo the changes of the battlefield – negating enemy attacks, negating debuffs on allies, and even turning conditions back to the way they were several turns ago! Patissiers bake special confectioneries and pastries in battle to inflict status ailments on their enemies and whip up a delicious victory! Catmancers train cats to use the special attacks of enemy monsters through rewards of Cat Food, and other sorts of positive reinforcement. Kaisers are masters of the battlefield, using Supremacy abilities to reverse the initiative of battle, concentrate multi-target attacks on a single target (or vice-versa), nullify enemy stat gains, slow their enemies' movement, and even restore themselves after battle to the state they were in before it.

Council of Six Asterisk Set [500 CP] – These Asterisks grant access to the Arcanist, Spiritmaster, Templar, Vampire, Dark Knight, and Conjurer jobs! Arcanists use the power of mathematics to enhance their Black Magic spells and slay enemies affected by status conditions. Spiritmasters boost their allies' speed and recovery rate by their mere presence, as well as immunizing them temporarily to elemental damage and status conditions. Templars are holy warriors of sword, shield, and armor that focus on

defense and dealing critical hits. Vampires drain the lifeblood and mana of their opponents, and can even copy monster abilities by doing this – they can also charm and mesmerize opponents. Dark Knights are offensive and defensive powerhouses, but for every massive strike they make, they give a bit of their own life in return, including taking whole groups of enemies down with them. Conjurers summon spirits to boost their allies' capabilities, and even help their allies move faster.

D's Journal [400 CP, discount Amnesiac] – This dusty leather-bound tome contains notes from a life you don't remember living. Helpful hints, notes to self, and annotated maps of the world, all of these and more can be found. What's more, it seems to "update" every time you go somewhere new.

Lamia Tiara [400 CP, discount Farmer] – Never again need you fear the wiles of your enemies – their charms and seductive sayings fall on deaf ears so long as you wear this headgear.

Cryst-Fairy [400 CP, discount Vestal] – This small fairy is meant to tend the Crystals alongside a Vestal, and will generally provide helpful advice and information about the world around you, wherever you are. You may, instead, receive this Companion for free – however, in that case, the Cryst-Fairy holds secret ill intent, perhaps beyond the decade you spend here, and you are none the wiser...

Night Emperor [400 CP, discount Warrior] – For some reason, anyone cut by this sword finds themselves slightly charmed by you. Seriously, you just don't understand why.

Phoenix Down [800 CP] – This red feather can restore you fully from a mortal wound once before disappearing. Sorry, this one doesn't refill.

Section 5: Drawbacks and Ending

You may obtain up to +600 CP in this section, but you can take additional Drawbacks atop those – they'll add some flavor to your quest.

Unacceptable! [+100 CP] – Choose a single common action, something most people do and enjoy as a part of everyday life, or at least when going on a quest. The very idea of performing this action is now utterly unacceptable to you. You cannot will yourself to do it unless the only alternative is death.

International Release [+100 CP] – Someone decided your little adventure wasn't quite appropriate for children. Outfits have been altered, names have been changed, even your *mind* has been sanitized. Your Companions aren't immune, either, and it looks like *you* got hit with this harder than the world did. Anything that wouldn't fit in an E10+ game just won't be happening – not for you. Keep in mind that this won't prevent you from dying – just don't be surprised when you find yourself referring to your longtime spouse as a "friend" and feeling *only* platonic affection for them.

Pyromaniac [+100 CP] – You like f-f-fire, right? Haha, yes! You r-really like f-f-f-fire, don't you? You want to burn things. Watch it burn! Watch it all burn! Ahahahahaha!

That Person's Name Is [+100 CP] – Every so often, you'll find yourself challenged by random peasants or bandits to a battle. They will always assume your powers come from an Asterisk. For a bonus +100 CP, you may instead find yourself repeatedly challenged by Tiz Arrior, Edea Lee, Ringabel, and Agnes Oblige. If you do so, you may then gain another +100 CP by actually confining all of your powers to Asterisks, which will be taken from you if you lose to them.

A Bough of Holly [+200 CP] – Somehow, you can only take pleasure in the suffering of others. This

might be an issue.

Bear Wrestler [+200 CP] – You believe in exactly two kinds of strategy: frontal assault, and death by frontal assault. You can't even see where this is a problem, can you?

Pretty Pretty [+200 CP] – You need to be beautiful. Yes, you, prettier, now! What better way to be happy? Pretty people are always happy, right? But that one over there... they want to be prettier than you! You can't let that happen. You have to get rid of them somehow. Get rid of them now! ***Do it now before they get rid of you!***

Unorthodox [+300 CP] – Not only do you absolutely refuse to acknowledge the edicts of the Crystal Orthodoxy, but any power linked to the Crystals is lost to you while you are here – and any power born of the four elements of Water, Earth, Fire, and Wind is now linked to the Crystals.

Florie Winged [+300 CP] – All of your darkest desires will come to light, thanks to the Florie blood lathered upon you. Whether you begin to see your friends as “prey” to “hunt,” or fall into a deep, hormonal stupor, or even go utterly mad and try trap the world within some sort of heinous dream, it will be harder and harder to resist doing so as time goes on.

Wicked Thing [+300 CP] – If there's one thing you know, it's that you should always trust a Cryst-Fairy! Even when the Light Warriors are turning against her for some reason or some cataclysm sweeps through the world! There's no way it's really her fault like she's saying – clearly she just doesn't want everyone to feel hopeless to stop it! After all, Airy has always done right by you!

Serpent Eating The Ground [+600 CP] – Normally, the Light Warriors would be destined to save the

world from Ouroboros. Now, however, fate has taken a dark turn. Without your aid, the Warriors of Light will fall and Luxendarc will be utterly consumed – and you along with it. Should he succeed, Ouroboros will move on to his next goal – to destroy the Celestial Realm. You remember how he looked straight up at your screen in that world you've almost forgotten now, don't you? You remember your home, I hope?

Eye of Providence** [+600 CP] – You idiot. You *reek* of the revolting stench of hope. Come, and face me alone if you dare. Your friends. Your minions. The Warriors of Light. The Celestials themselves. None of them can help you now, I assure you. This world will be mine. Your death, and Luxendarc's oblivion, will be my key to your world. I shall smite you, and reduce all you are to zero. I shall deny your great ally the *pet* she so desires. I shall become the god of your world, the master of its new order. And then? Then I shall have *everything.* Can you defeat me, all on your own? Ha! Perish the thought.

When all is said and done at the end of your ten years in Luxendarc, your drawbacks will be revoked and you will face a final choice.

Playing Brage – You've played enough games – it's time to go home and take your gains with you.

Where the Fairy Flies – This is a nice world to settle in, you think, and you can keep everything with you.

For The Sequel – Your adventure isn't done yet! You're taking everything you have and moving on to the next world!

Notes:

* Should you lack the “International Release” Drawback, you will have the choice, upon acquiring the Hawkeye Asterisk, to use the Japanese or International version of the outfit that comes with it.

** While Providence doesn't at all believe you can defeat him, or that anyone can help you... he's partially wrong. Much like Serpent Eating The Ground, you'll need to fight alongside Yew Genelogia and his friends if you want them to win – but the stakes are *far* higher than before. Like Ouroboros, should he overcome you, he will gain access to *your* world. You remember your home, I hope? He does not plan to stop there. See, that little *dealie* he tries to do to the party? Yeah... now, if your journey were a game, I wonder what would happen if someone deleted your save? And if that someone, once you reloaded the game, was right there next to you, before your benefactor found you, and wanted you dead? If that someone was practically a god? Well, you do the math.