Final Fantasy 7: Remake Jumpchain

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Welcome to Gaia; a world of monsters and heroes, where magic and modern technology mix. Your stay here will be marked by corporate domination, fearless rebellions, an ancient legacy, and the dark machinations of the One-Winged Man. This world has plenty of adventure to take part in. The question is, what part will you play?

Take these, you're going to need them.

+1000cp

Time and Location:

Welcome to Midgar, the biggest city in the world. Shaped like two overlapping discs, the vast population of this metropolis is divided between nine districts on the upper "plate," the slums that rest beneath the city, and the secret labyrinth of sewers and tunnels beneath the city known as Deepground. There is something for everyone in this city, and so you may choose to start anywhere. That said, keep in mind that some folks will be more welcome in certain neighborhoods than others. **Shinra Corporation** employees and **Turks** would be welcomed in Shinra's many facilities, while **Resistance Fighters** and **City Residents** may prefer the discretion of the undercity slums. Regardless of your choice, you start your decade-long journey six months before the fateful night that Avalanche and a blonde-haired mercenary attack the mako reactor in Sector 1.

Age and Gender:

Gaia is full of heroes; men and women, young and old. Anyone can achieve greatness in this world. You may choose your gender, as well as any age between 14 and 74.

Alternatively, you can roll for your age and gender to gain **+50cp** each. For age, **roll 4d10+6**. For gender, **roll 1d4**; 1-2 is male, 3-4 is female.

Backgrounds

[Free] Drop-In: This world is not your home. You are a visitor, either from a distant star, a separate timeline, or some place even farther. You have no ties to this world, and no memories of it. You have no friends here, but no enemies either. You are unshackled from fate. Perhaps you could be the deciding factor in the coming events.

[Free] City Resident: Midgar has been home to your family for generations. This two-tiered metropolis is one of the greatest cities on Gaia, and it's where you've made your life. You may work for the Shinra Power Company, run your own business, or just live in the slums. You're not one of the most powerful people to walk these streets, but you're also less likely to be drawn into the action. Enjoy the simple life, while you can.

[Free] Resistance Fighter: Your eyes have been opened! You see the tyranny of Shinra and you have made it your goal to tear them down. Whether you have the planet's interests at heart like Barrett, or are fighting against Shinra for your own reasons, you've joined up with Avalanche, Midgar's local band of freedom fighters. It'll be an uphill fight, but maybe you can root out the corruption in this world.

[Free] Shinra Corporation: You, like many of the millions living in this mega city, work for the Shinra Electric Power Company. You may be an administrator, a researcher, an engineer, or just a lowly pencil pusher. Of course, Shinra has a near-monopoly on advanced technologies. The best and brightest can find some incredible opportunities behind Shinra's secretive walls. Just sign on the dotted line, Jumper.

[Free] Turks: You work for the General Affairs Department, Investigative Sector. As part of Shinra's private spy network, you'll conduct reconnaissance, gather intel, and undertake any black ops Shinra deems necessary to maintain their company's near-global domination. You'll do much of Shinra's dirty work, but will enjoy freedoms few in Midgar would even dream about.

[Free] SOLDIER: Like many of Gaia's youths, you grew up listening to the tales of SOLDIERs. These incredible super soldiers were among the Shinra Company's most elite warriors, and you aspired to join their ranks. Through training and tenacity, you beat the odds and were selected for the SOLDIER program, outshining the vast majority of your fellow applicants. Your body was enhanced with mako, infusing your cells with magic and pushing your physical capabilities well past human limits. Your strength and speed make you one of the few humans capable of fighting the monsters of this world, while your senses and reflexes make fighting an army by yourself a real possibility. You are durable enough to walk off high-speed impacts and ignore terminal-velocity falls, you can continue to function after substantial injuries, and natural diseases have no chance of overcoming your resilient physiology. Even your affinity for magic is boosted by the very energies that transformed you, making materia and other spells easier to use.

Of course, these kinds of augmentations come at a significant cost. Though you won't have to worry about the severe cellular degradation that most SOLDIERs suffer from, your very existence represents many trade secrets and a significant financial investment to Shinra. You'll spend most of your days working for the powerful company, and even those who manage to walk away are carefully monitored. No matter where you go on Gaia, you can expect Shinra to take a keen interest in your activities.

[Free] Cetra: Yours is an ancient bloodline; one that is sought after by many in this world. You are descended from the Cetra, an ancient race who lived in harmony with the planet and tended to its energies. In exchange for their service, they were gifted an affinity for the magics that dwelled within the planet. Then calamity struck, and a terrible plague laid their entire civilization low. Now, only two descendents from this ancient culture remain; Aerith Gainsborough, and you. You have lived a quiet life, always protected and always watched by Shinra's men in black. Whether you trust the Turks or not, they seem very interested in guarding you. Whether you live under Shinra's gaze or try to slip it's shackles is up to you, but coming events will prove your importance. Best find some friends, Jumper.

Perks

Perks that match your origin are discounted to half-price.
Perks that cost 100cp and that match your origin are free.

General

[0] Fighting Skills: Gaia's dangerous, and most people know how to defend themselves to some degree. You are now proficient in one fighting style, whether that be swordfighting, firearms training, or fisticuffs. This isn't mastery by any means, but you can keep a cool head in combat and take care of yourself in a fight. This perk also comes with a certain level of agility, letting you roll across the battlefield and leap great heights to combat the foes of this world.

[0] HD Remake: Give the world the Square Enix treatment! With this perk active, each setting you visit will come alive. Your environments will seem more detailed while light and shadow stand in greater contrast. Even people look better while this perk is toggled. You also gain a glorious soundtrack to accompany you on your adventures, one worthy of Hamauzu himself. You may decide to apply these enhanced aesthetics to future worlds, as well as whether your accompaniment plays out loud or just in your head. Enjoy those next-generation graphics, Jumper!

[100] Love Is Blooming: People are certainly giving you a lot of attention, aren't they? Midgar offers plenty of chances to find romance, but you seem *drawn* to them. Expect the attention and flirtations of many colorful characters. Capitalizing on these opportunities will come easy to you, as your charm and kindness smooth over many of the problems that plague young relationships. If you choose to dedicate yourself to a deeper commitment, you'll bypass your partner's preferences and easily endear yourself to them, but only if you two are genuinely compatible with each other.

[100] Lockhart's Legacy: Beautiful, badass, sexy; you embody it all. You're endowed with many incredible features, from a stunning face to stylish hair to impossible proportions. Such beauty comes effortlessly to you, whether it be on the beach or the battlefield.

Of course, there is more to this perk than simple looks. Like the powerhouse of Avalanche, your stellar looks are matched only by your staggering strength. Both of these traits are now linked, letting you enhance your power or looks by improving on the other. Yet, for all your brawn, you'll never lose your sweet appearance. You needn't carry Barrett's bodybuilder physique to powerfully pummel your foes. Whether by your strikes or by your style, you'll always leave others stunned! See the Notes section for additional details.

[200] Limit Break: Normally a person gets more tired as they fight, losing effectiveness as time goes on. But not the champions of Gaia! The fighters of this world have Limit Breaks; special techniques they can execute after enough successful hits. Now you have one of these devastating techniques. Landing more sequential hits and combos will prepare these techniques faster. Each Limit Break has a special effect, whether it be inflicting extra damage, debuffing an enemy, or buffing your allies. Though you only start with a single basic Limit Break, you can unlock more through combat experience and training.

This perk also serves as a Capstone Booster to all 600cp perks and items, enhancing their rewards. See each description for the specific effects.

Drop-In

[100] Andrea's Touch: True beauty is an expression of the heart, beyond notions of gender. Jenova was referred to as male, female, or neither across history. Perhaps you have their malleable biology. Or perhaps you just use fashion and makeup to maximum effect. Either way, you can change your appearance to look masculine, feminine, or androgenous. You can also apply these makeover skills to others, though without a separate method of physically transforming them, you'll be limited to using more mundane tools to alter their appearance.

[200] Unseen Hand: The Whispers walk among us, slowly guiding the world towards a predetermined outcome. Only a few chosen can see these floating spectres as they nudge people of import towards where they need to be. Now you too can act invisibly. For up to three hours at a time, you can disappear from view. Only those you physically touch, or those that *they* subsequently touch, will be able to see you. This limitation can spread quickly, so be careful who you grant the sight to. This ability refreshes and you regain any spent time at the start of each day. Creatures who can see through your veil will lose the ability to view you after one day passes, though you can refresh this timer by touching them again.

[400] Farsight: The ability to intervene is worthless without the planning and foresight necessary to envision your goals. You have been granted the Whispers' insight, allowing you to identify everything you need to reach a certain objective. If you wanted to dismantle Don Corneo's criminal empire, you could pick out which pieces of his kingdom would need to be destroyed first. If you decided to bring Cloud home to Nibelheim, you would know what events would have to occur to guarantee he arrives. You can still be surprised by a truly unpredictable factor, and this doesn't grant any direct control over the actions of others, but you know better than most how to make your goals a reality.

[600] Harbinger of Fate: Sometimes protecting the timeline involves taking drastic actions. When Sephiroth killed Barrett, the Whispers resurrected him, knowing Avalanche's leader was needed for the One-Winged Man's eventual downfall. You too may resurrect someone who has been killed in the last minute. You may only do this once per day, and only if their survival is essential to your long-term goals, but sometimes a second chance is all you need. You can also resurrect yourself, although you are limited to doing this once per jump.

You can also subtly "nudge" people towards desired outcomes, encouraging small changes in their choices and actions to steer them towards their destiny. You can even send your own spectres to exert minor forces on their environment. With all these minute changes, one might question this power's impact on free will. But when destiny itself is at stake, can you afford to leave things to chance?

[Capstone Boosted] Breaking Destiny: Or perhaps you walk the path of the One-Winged Man, out to shatter the confines of fate. Causality holds little sway over you, making you immune to time-paradoxes and other effects that would overwrite your existence. You are the sole determinant of your life's outcome. Your power to intervene has also greatly expanded. Instead of using unseen spectres to gently push others along, you may summon more tangible aid to reach your goals. You may pull a formerly-dead soldier from a neighboring timeline to fight once more. Or maybe you want to summon future versions of those pesky heroes to stop them from making a mistake they don't even understand. So long as you can find assistance in the myriad of timelines, you can bring them to your world, for a time. See the Notes section for additional details.

City Resident

[100] Night Life: It's rough living in the slums, so Midgar's poorer residents live like every night is their last. You've got the dance skills to work at the Honeybee Inn, suffer no ill effects from alcohol, and can easily ensure you and your compatriots have a relaxing and enjoyable night. You also have a knack for intimate entertainment, letting you charm strangers and soothe their bodies. Massages from you would give even Madam M pause.

[200] Finding Help: There might not be a whole lot you can do to change your circumstance, but that doesn't mean there aren't people who *can* help. This perk has two effects. First, it helps you meet important and influential people in your community. Second, you now have a greater chance of convincing them to assist you. Whether it's a wandering mercenary or a sympathetic Shinra trooper, you have a knack for finding people that can help with your problems.

[400] Collateral Damage: Migard is a dangerous place, what with super soldiers, freedom fighters, and monsters running around. An average Joe like you doesn't want to get caught up in all that, right? With this perk, danger has a way of skirting around you. A crashing car may drive onto the sidewalk, only to swerve away from you. A fight between Avalanche and Shinra's goons would happen far enough down the street to put you well outside the blast zone. You might even feel the need to take a long walk, only to find you narrowly avoided a city plate falling on your district. This won't help if someone starts specifically gunning for you, or if you deliberately place yourself in danger, but you'll never have to worry about collapsing buildings or stray shrapnel.

[600] One Of The People: You are a community leader, like Chocobo Sam or Ms. Folia. Your position offers you plenty of connections with your neighbors, giving you both considerable influence and a number of allies you can call on. You could drastically improve your community by supporting your neighbors and mentoring their children, or you could further your own ends by folding the locals into your own faction. You can't raise an army with this power, but no one will question who is at the center of this community.

[Capstone Boosted] Like The Don: Like Corneo himself, your own influence over the local community rivals that of politicians. The leaders of larger factions would pay handsomely for the knowledge and connections you can facilitate, and those within your domain would recognize your power is absolute. Your impressive charisma would also make you a shoe-in for mayor, if you decided to run. Whether you use this power to spread good will or fill your own pockets, your kingdom is yours to command.

Resistance Fighter

[100] Bartender: You're a great bartender, both in terms of mixing drinks and connecting with people. Your delicious drinks and worldwise demeanor will quickly make your name known amongst your patrons. Whether you use this ability to recruit for your resistance group or make your local pub the talk of the town, you'll fit right in behind the counter.

[200] High Caliber Body: Those who fight for the resistance are NOT your average cityfolk. Whether they look like it or not, these brave men and women can keep up with the best troopers Shinra can field, and most of *them* are cyborgs! Whether you want Barrett's rippling physique or prefer a less obvious look, you have the strength, endurance, and durability to fistfight giant robots. Heck, you could even keep up with a SOLDIER, for a time. There are still some challenges that are beyond you; the monsters of this world can only be matched by SOLDIERs and their enhanced bodies. That said, pushing your physical form to its limits has yielded some incredible results. After all, if your body is your weapon, you might as well have the best available.

[400] Better Part of Valor: When you're on a mission, you can't afford to die in a heroic last stand. This perk amplifies your ability to avoid catastrophe and ultimate destruction. You know when and how to escape trouble should defeat seem certain, and almost always manage to save enough of your allies and resources to rebuild. Only the most complete and total defeats will leave you with nothing.

[600] Avalanche: You've got the logistical skills, tactical knowledge, and charisma to run a full-blown rebellion! You can coordinate a resistance, recruit new members to your cause, and know how to use guerilla tactics to upend a numerically superior foe. Whether it's stealing supplies or marketing your movement, you could be the start of real change.

[Capstone Boosted] Maelstrom: Your plucky resistance group has turned into a worldwide movement. Where once you canvased streets and oversaw back-alley fights, now you lead small armies across a nation. Your ability to coordinate logistics and plan large-scale strategy has improved greatly, letting you turn a scattered collection of cells into a focused fighting force capable of toppling entrenched regimes. They can't stop the storm, Jumper.

Shinra Corporation

[100] White Collar Crime: Leave the burglary and pickpocketing to the chumps. Ruthless businesses make the real money. You now find it easier to commit fraud, embezzlement, money laundering, and all other forms of corporate crime. Your rewards from such endeavors will grow with your position, reflecting both your personal power and the size of your businesses. This won't eliminate all consequences, and evidence of your wrongdoings can still be found if you get sloppy, but it will take the most dogged of investigators to uncover your misdeeds.

[200] World of Robotics: Shinra commands a world of metal and industry, all with the help of engineers like you. Whether your boss calls for a flying drone that can project his holographic face, or razor-covered murder ball to chase his enemies down the highway, you have the know-how to deliver the goods. You might need some help to build something as grand as the mighty Airbuster, but with the right resources you could create some incredible machines.

[400] Executive: You're a leader made perfectly for Shinra. You have the business skills to helm a growing enterprise, and the political instincts to manage backroom deals and bureaucracy alike. At the start of your journey you'd be a fitting department head or chair member, but with time you could match President Shinra himself. You could lead the world's largest mega-corporation, inspire both fear and loyalty in all around you, and crush your opposition under an iron fist. Time to go to work, Jumper.

[600] Superior Biology: You've mastered the biological sciences, allowing you to wield biology, chemistry, and genetics to create customized organic beings. Enhancing the natural abilities of living bodies would be childsplay, and isolating unique abilities from powerful entities would only slightly tax your great intellect. Whether you're cloning super soldiers or deciphering an unknown alien lifeform, Shinra can offer grand opportunities for someone of your talents.

[Capstone Boosted] Pinnacle Research: Dr. Hojo has met his match! Whether you're building magic-reliant technology like mako reactors and materia, designing the next macroscale building project, or delving into Shinra's more eccentric work, you'll be at the cutting edge of research and development. Shinra's infrastructure, from it's superweapons to it's multi-tiered cities, relies on visionaries like you. See the Notes section for additional details.

Turk

[100] Shadow War: A Turk lives in the dark, and thrives on stealth. You can't do your job if you get caught all the time. With this perk, you now have the training you need to slink through shadows and avoid detection. Sneak through the city, tail your targets and observe events without raising the alarm. You can also suddenly appear and startle your opponents, should you have a flair for the dramatic.

[200] On The Hunt: Turks pursue their objectives with dogged determination. They see the mission through, no matter how difficult the task or how gruesome the work. You too now have the steely resolve to accomplish the tasks you set out on, wavering from them only if you choose to. This perk also makes you a pretty decent tracker, and grants a fair bit of acrobatic skill. Jump out of helicopters, leap across rooftops, and do whatever else you need to to pursue your target.

[400] I'm Not Bad: But I sometimes do bad things. A Turk's repertoire is as black as it comes. Assassination, espionage, blackmail, and kidnapping are all in a day's work. As a result, your fieldcraft skills are as sharp as any professional spy. Whether you're digging up rival corporate secrets, putting down workers who have decided to strike, or passing secrets back to base, you have the skillset to get the job done. You also have a velvety-smooth voice; the envy of all who hear it. People *do* love a bad boy.

[600] Late For A Conscience: Turks are tasked with brutal work. Threats to public order are to be "summarily put down." Planning for this, you now have a sixth sense for detecting potential threats and sources of chaos, as well as the ruthless efficiency to quash these risks before they even emerge. Your ability to preemptively intervene and strike first will both ensure the success of your faction's goals and guarantee the safety of those you watch over. This unrivaled security may involve ugly undertakings, but you've never shied away from a little wetwork.

[Capstone Boosted] A Better Way: Perhaps one doesn't have to surrender freedom to ensure safety. Your prediction of threats now borders on the supernatural, and you may use these advanced warnings to explore more moral alternatives. Want to subvert the growing power of a rival faction? You could intervene with a bloody coup or humanitarian assistance and achieve similar results. You don't need to "spare someone a guilty conscience" when you can accomplish the job by other means.

This also works inside your own organization. Tired of being pieces on another player's board? Your effectiveness lets you accomplish your mission, no matter what your superiors say. After all, the current head of the Turks, Tseng, rose to power even after disobeying an order to kill his boss. Perhaps morals *do* have a place in this world of blacks and grays.

SOLDIER

[100] Heavy Weapon Master: Most would say carrying a sword the size of your body into battle isn't a wise move. Most people aren't SOLDIER. Thanks to careful training, you now have the ability to wield absurdly large weapons as if they were normal. Everything from Cloud's buster sword to Sephiroth's odachi would be within your purview, and would require only a little time to acclimate to. So long as a weapon can physically fit on your person, you can wield it without issue.

[200] For The Right Price: It can be tough for a mercenary to find work sometimes. Thankfully, you'll always find enough jobs to support yourself. The work may be dangerous, like fighting monsters, or demeaning, like finding lost cats, but at least you'll have plenty of opportunities to choose from. Just remember that you won't get rich without taking some serious contracts. This might not always give monetary rewards, but you'll always get something worthwhile for your service. Powerful people might trade favors for your time, while that girl with the flowers might pay her bodyguard with a date. Whatever the case, you won't be hurting for work.

[400] Unclouded Will: Cloud Strife didn't have the strength to join SOLDIER at first. But where the body was weak, the mind was strong. Time and again, Cloud proved he could overcome life's obstacles through sheer determination. You too possess his strength of will. Your psyche is resilient, able to work through any trauma given enough time. You have the tenacity to fight through any pain, and could overcome opponents while impaled on their sword. Even psychic domination would find little purchase on your collected spirit. No matter what attacks your mind suffers, your will shall remain unclouded.

[600] First Class: All SOLDIERs are bathed in mako, but you took to it like a fish to water. Your compatibility with your augmentations was matched only by your skill on the battlefield, rapidly propelling you to the top of your class. Before long, you earned your spot in the elite-of-the-elite, and were given the rank of SOLDIER, First Class. Like the fabled red mages, you are a master with both weapons and magic. Using everything from giant swords to materia, you routinely face down Gaia's toughest monsters and take on Shinra's most important assignments. Even an "average" First Class SOLDIER is a one-person army, and your skills will only grow with time. Put in a decade of work, and you might just be a match for Sephiroth. Fight with the best, Jumper.

[Capstone Boosted] G-Type: Your Jenova-cells are unstable, and can both absorb traits and pass them along to others. Thankfully, you won't suffer the degradation that usually comes with these genes. You can absorb biological traits and incorporate them into your form. You can also pass your own traits onto others, either imbuing them with

fractions of your power or creating entire copies of yourself. This transfer is temporary, but you can choose if the target creature simply loses the gifted traits or suffers lethal degradation when the power is spent.

Your ability to absorb and adapt extends beyond innate biological features. Like the Blue Mages of old, you can learn from the spells cast by your enemies, adding them to your own repertoire. You still must survive the effects, and complex spells may require multiple exposures, but eventually you'll turn your enemy's tools against them.

Cetra

[100] Font of Joy: Like a certain red-haired lady, you have a deep well of hope inside you. Approaching each day with an upbeat attitude comes easy to you, and you excel at encouraging everyone; from your teammates to fresh strangers to even yourself. When times are dark, your light burns small but bright.

[200] Child of the Earth: As the guardians of Gaia, the Ancients lived in harmony with nature, carefully tending to the planet's needs. Now you too have their agricultural gifts. You are a skilled gardener, and can help any plant reach its full potential. You can also convey basic emotions and ideas to animals, calming them and assuring them of your friendliness. Best of all, nature's creatures will be friendly towards you so long as you aren't hostile towards them. Live in harmony with nature, Jumper.

[400] Enduring Legacy: The Ancients lived thousands of years ago, and yet their impact can still be felt today. Not only does Ancient culture and scripture survive to the present day, but even buildings and other constructions have stood the test of time. You too can now ensure your legacy lasts for millennia. The things you create, whether they be written works or physical constructs, will last hundreds of times longer than they otherwise would. This effect will improve if you or others actively work to preserve your creations. If the temple you erect goes unattended it could last for thousands of years, while a city that is carefully maintained will survive forever.

[600] Arcane Ancestry: The blood of the Ancients has fully manifested in you! Unlike the vast majority of Gaia's inhabitants, you may use magic without the aid of materia. By drawing mako energy directly from your surroundings, you can cast spells. Like Aerith, your combat spellcasting mostly focuses on enhancing your allies, hampering your enemies, and healing the wounded, though you could learn new spells with time and effort.

With training, Cetra can also tap into the lifeforce of the planet to communicate with the spirits of the dead, gaining access to their knowledge and memories. One must approach this technique with caution, however, since the channeler also experiences the

emotions of the spirits they call on. Good-natured Cetra can even help troubled spirits find peace, destroying them through redemption.

[Capstone Boosted] Mako Magnified: If Aerith's abilities are anything to compare to, you must be a full-blooded Cetra! Both your innate power and precision as a spellcaster has been greatly enhanced, and will only grow with practice and experience. Training will lead to slow and steady growth, while an adventure to save the planet would see you grow much faster. By the end of your journey, you'll be able to match the greatest feats of the last Cetra. If you tapped into the energy of the planet itself, you could create spell effects that span continents.

Items

General:

[50] Strife-Brand Conditioner: Do you desire full and silky locks? Do you seek a hairstyle that stands at oblique angles? Then buy Strife-brand hair conditioner! Lock in moisture for hours while guaranteeing your style stays in place, even if the world is ending around you! Comes with a selection of materia-shaped bath bombs that are sure to leave your skin flawless. Supplies are limited, order now!

[50] Lifestream: The master brewers at the Seventh Heaven Distillery proudly present their newest creation! This vibrant green liquor is of exceptional quality, and while a glass packs enough punch to floor lesser folk, the taste is nothing but flavorful and refreshing! Pick up a bottle today in the subsection of District 7.

[100] Materia Set: Though SOLDIER gets access to the finest materia, thousands of Gaia's citizens take advantage of the convenient mako crystals every day. Everyone from Shinra's grunts to the freedom fighters of Avalanche rely on materia to stand a chance in this dangerous world. You've now acquired a set of materia orbs to give yourself an edge, and may choose three known materia to add to your arsenal. The orbs you select will change size to fit your given equipment. Only exceptionally powerful materia, like those of Holy and Meteor, cannot be purchased here.

Drop-In:

[100] Fancy Costume: An exceptional individual deserves an exceptional wardrobe! This collection of garments can be a stunning dress, a fitted suit, or even a themed club outfit. This outfit will make you look stylish no matter your body type, and will clean and repair itself overnight. Should you wish to change the outfit's look, simply leave it out for

a few hours and imagine your desired alterations. Adventure in everything from flowing robes to a bee costume.

[200] Guide Book: This book contains maps of another world! This tome offers readers details about the geography, politics, and culture of each world they visit. The book changes to suit the current setting on arrival, and contains plenty of space to take personal notes. Should you find yourself in an alternate timeline or mirrored version of a familiar world, the book will detail the differences between the prime setting and any divergent timelines. Wherever you wander, you'll always be informed!

[400] Dreamweaver's Vault: What are you doing, Jumper?! This armored capsule contains a small chunk of Jenova's remains. Currently suspended in a holding base and sealed within the capsule, this biomass is extremely aggressive. You could craft a civilization-killing plague from these cells, or engineer the next breed of super soldiers. Near-limitless control over the biological form is within your reach...behind a foot of containment glass. You could even incorporate it into your own body to gain its properties, but this would be extremely risky. Without the titanic willpower to overcome Jenova herself, you would be a slave to her will and another instrument in her plans. Is it worth the risk?

[600] Highwind: Your adventure will take you to the far corners of Gaia. Now you can travel in style! This sturdy airship is kept aloft by powerful propellers, allowing you to traverse the globe at almost 200 knots! At a length of 240 meters, this airship has plenty of space for onboard accommodations, a stable for your animals, a machine shop, and an underslung bridge with a panorama viewport. You can also land this vessel if you'd like to disembark and explore on foot. While this airship lacks onboard weapons, few methods of travel offer freedom like this.

[Capstone Boosted] Gulfstream: Looks like you found a real Cid Highwind special! This airship has been carefully upgraded to push it's abilities far beyond factory specifications. A more robust engine array gives this vessel a new top speed of 400 knots, as well as the strength to carry improved armor and weaponry. Several cannon emplacements give you a ranged option when fighting a battle from the air, and small salvo of missiles can be called to your location during ground engagements. Despite carrying the armament of a warship, this vessel's living quarters have been upgraded to provide luxury comfort on extended voyages. Fully recuperate from your adventures as you sail the skies in splendor. Soar in style, Jumper!

City Resident

[100] Furry Friend: Who's this cutie? Maybe this is the family dog, a stray cat you've adopted, or even a sturdy chocobo. This animal is loyal, friendly, and sure to cheer you

up on dreary days. This purchase comes with food, care instructions, and anything else you need to give it a good home.

[200] Shinra Travel Pass: There's a great wide world out there, and even Midgar is big enough to explore. To that end, you've purchased a special edition Shinra Travel Pass! This laminated ticket grants you free passage on public transit like buses and subways, and can be redeemed for one ticket on any boat, train, or plane. If spent, a replacement voucher will appear in your pocket the following day. This even works in future worlds. Finally see the sights like you've always wanted to!

[400] House: Midgar life is hard for most residents, but at least you have a place to come home to at the end of your long days. This dwelling is comfortable, out of the way, and all yours. The structure's layout is relatively customizable, but it's cozy interior is just large enough for you and your loved ones. You'll always find peace and quiet here. So long as you don't actively bring trouble to this place, even your enemies will give you some breathing room and avoid knocking down your front door. In future worlds, you may import this home to a location of your choice.

[600] Storefront: Many in Midgar dream of opening a shop. You've escaped your poverty and built a business that can take care of you and your loved ones for generations to come. You can choose the nature of this business, whether you want an inn, tailor shop, gym, or something else, but it will provide enough income to live comfortably off of. Should you choose, your purchase can also include enough followers to run your establishment and free up your schedule for more adventurous activities. In future worlds, you may import this business to a location of your choice.

[Capstone Boosted] Don Father: Now you're a true mogul. Your business becomes larger and wider reaching, and draws far more patrons than before. A simple movie-theater could become a fighting colosseum, while a small inn would be transformed into a gigantic mansion of luxury and decadence. Maybe your humble family restaurant has become a Midgar-wide chain with franchises in every district. Followers now include both staff and security, protecting your business interests against everyone from ruffians to rivals. They'd also probably make a great network of eyes and ears, should you take the time to train them. At long last, your financial future is secure. This enterprise will ensure you are one of the wealthiest people in the city.

Resistance Fighter

[100] Firepower: Not everyone has the mako-charged muscles to bring a sword to a gunfight. The rest of us have to defend themselves the modern way. You receive a firearm customized to your preferences. You can choose anything between Jesse's zippy submachine gun or Biggs' rugged revolver, all the way up to Barrett's rotary

cannon. Of course, the larger and more powerful your chosen weapon is, the harder it'll be to conceal. You are a guerilla fighter, after all. Comes with plenty of ammunition, which restocks weekly. You also get your choice of a sleek combat knife or a sturdy set of knuckle dusters for those up-close encounters. Gotta keep life interesting, Jumper.

[200] Care Package: This armload of plastic explosive is bundled into an easy-to-carry size and rigged with an electronic detonator. The detonator can be easily programmed for either a timed explosion or a remote detonation. You could destroy a small building with this device, or take down a much larger facility if you left it somewhere sensitive. Say, in the reactor control room, perhaps? You'll find a new explosive in your possession one week after you use the first. Keep up the good fight!

[400] Superstar Belt: A hero's quest requires a Girdle of Giant's Strength! Okay, this isn't *quite* that, but this belt will still prove very useful for a fledgling freedom fighter. While the slight boosts to your strength and health are appreciated, the real benefit of this belt is how it allows you to avoid incapacitation. Once per battle, you may resist an effect that would take you out of the fight. Whether you are knocked out by an enemy attack, paralyzed by fear, or weakened by poison, you can instead choose to stand up with enough stamina to finish the job. This won't protect you if you're already at death's door, or if an attack has the power to kill you at peak health. Still, this is great for giving you a second chance in combat, and when you're a resistance fighter, you need as many second chances as you can get.

[600] Slice of Heaven: This small establishment is off the grid, provides income, and gives you and your allies a place to strategize and regroup. By default, this comfy bar has great food and drinks, endearing it to the locals. No one would suspect there's a resistance cell in the basement when they're busy listening to tunes on the jukebox. The secret accommodations will be just as comfortable and calming as the restaurant upstairs, soothing jittery nerves and preparing brave rebels for what needs to be done.

Should you prefer a different kind of business, you can adjust the front establishment as you wish, though you will retain the local support and friendly atmosphere. This location comes with fiat-backed protection against discovery, meaning the only way your enemies will find this place is if you or another freedom fighter willingly gives away the information. In future worlds, you may import this establishment to a location of your choice.

[Capstone Boosted] Grassroot Revolution: Instead of one home base, you now have several safehouses scattered across your territory. Giant cities like Midgar might have a safehouse in every district, complete with escape tunnels and communication networks. A remote village, meanwhile, would only have a single bolthole with meager resources. These respites aren't everywhere, but so long as your faction has a foothold in the area, you'll have at least a modest base to operate out of.

Shinra Corporation

[100] Office: At the end of the day, Shinra is a company, and with companies come lots of paperwork. This orderly office is perfect for checking all those corporate boxes and filing all those forms. This space will scale to your personal power, so while a fresh jumper might only have an (admittedly nice) cubicle, a jumper with more experience might enjoy an office that rivals President Shinra himself. Whatever your office's shape and size, you'll find your concentration improving while you work inside it. Any work accomplished here will enjoy accelerated progress. In future jumps, you may import this office into your Warehouse or any property you own.

[200] Benefits Package: Every job at Shinra comes with some risk. Whether you're fighting with their security forces, researching lifeforms in their labs, or even just working at their power plants, danger is all around you. To incentivize their employees, Shinra has beefed up their benefits package. You've got great health coverage, even dental, which will get you treatment for any ailment or injury so long as you can get to a hospital. You'll also get enough monetary compensation to support you and your loved ones while you recover. Should the worst happen and you die in the line of duty, Shinra will ensure your family is set for life. Because Shinra is a global power unto themselves, this plan will work anywhere on Gaia, and even in the future worlds you visit. See the Notes section for additional details.

[400] Guard Dog: Shinra has decided to protect their investment...by giving you one of their advanced attack robots! You can model your mechanical minion after any of Shinra's creations, such as the Scorpion Sentinel, the high-speed MotorBall, or even the titanic Airbuster. All robots are formidable weapons platforms, but you can choose to trade heavy armor for enhanced mobility and visa-versa. Perfect for protecting one of Shinra's top assets; you!

Alternatively, you might want a more organic guardian. Maybe Rufus bred two war hounds, or perhaps Dr. Hojo cooked up something else for you. Either way, your new animal friend has been enhanced by either cybernetics, magic, or both. Whether you want a Darkstar with a Materia collar, a rocket-powered Chocobo, or something else entirely, your loyal companion will serve as a potent protector.

[600] Personal Workspace: What good is a scientist without a lab? This facility comes furnished with equipment for any scientific discipline you're knowledgeable in. Raw supplies will be provided to you by local vendors, while a standing contract with your Benefactor will keep rarer ingredients in stock. This lab is sizable, can be personalized, and is a match for any university laboratory or corporate research facility in the world.

Now it's time for science! In future jumps, you may import this labspace into your Warehouse, or attach it to any property you own.

[Capstone Boosted] Hojo's Playground: Forget a match, your lab is now far and away the most advanced place of science in the world. Your benefactor has rewarded your genius with an extended line of credit, increasing the amount of resources you can procure tenfold. They'll even provide you with a small army of followers, should you need lab assistants or… test subjects. You also gain a powerful computer database, preloaded with the collective scientific knowledge of every world you visit. With the knowledge and resources now at your disposal, you could lead the world into a golden age of discovery!

Turk

[100] Shades and Gloves: You couldn't do your job if you could be easily tracked. To fix this, the Turks have outfitted you with some standard equipment. While you wear these sleek leather gloves, any evidence you leave behind is greatly reduced. No need to worry about fingerprints, DNA traces, or even footprints. You also receive a pair of sunglasses in a style of your choice. While worn, these dark shades will make you unrecognizable to all but your closest friends and colleagues. Accessorize, Jumper.

[200] Black Tie: Despite their appearances, the Turks employ substantial defenses. This tailored suit is both fashionable and functional. You may have these garments shaped to any style you wish, so long as they are dress clothes. Laden with enchantments, this formal wear can defend against both physical weapons and magical attacks. It doesn't matter if your work takes you to a pockmarked desert or a corporate battleground, you'll always look stylish.

[400] Gunship: Shinra's black ops teams need to move fast and hit hard. To that end, they've been equipped with Shinra's most advanced aircraft. This helicopter comes armed with a chin-mounted autocannon and eight guided missiles for ground attack. There are enough seats in the troop compartment to carry a full squad of soldiers, and the aircraft itself is strong enough to carry even the massive Airbuster into battle. This helicopter has an operational range to match Shinra's expanding reach, and any spent

ammunition or fuel will be replenished between missions. With this gunship on your side, you'll never have to worry about air support!

[600] Headquarters: What good is an intelligence agency with no home? With its location known to only a trusted few, this "accounting" office will make the perfect base of operations. Inside this unassuming office you'll find every amenity necessary for both your field operations and more mundane daily tasks. Private offices, a stocked gym and armory, a teleconference room, and a communication hub give you the tools you need to plan and execute your missions. There's even an in-house tailor to keep your fine black threads looking fresh! Best of all, this complex's secrecy is guaranteed, even against the inhabitants of the building itself. Just like the Turk's home office, your intelligence hub will be ignored by any other coworkers or residents who don't already know the specifics of your job.

[Capstone Boosted] Auditing Department: Shinra is a global corporation, and so they need an intelligence agency with global reach. Now, your headquarters has been upgraded to facilitate this ever-expanding territory. Your office space now extends to several floors of your host building, with a proportional increase in followers to help you run day-to-day operations. Additionally, your taps into local surveillance systems now extend to any friendly facilities or allied installations around the planet. You can keep tabs on distant company branches or oversee military operations on the other side of the world, all from the air-conditioned comfort of your own office. Your gaze is limited by the size of your domain, but when you have a conglomerate like Shinra at your back there are few places beyond your sight.

SOLDIER

[100] Buster Blade: There are many things that set SOLDIERs apart, but the most obvious is their choice of weaponry. Many SOLDIERs, from Sephiroth to Zack Fair wield impossibly large blades as if they were lighter than a kitchen knife. Now you have an equally distinct blade. You may choose any style of sword that you wish, from a 7-foot katana to the classic chisel-shaped buster sword, and your blade will have three in-built slots for materia enhancements. If you're going to bring a sword to a gunfight, you might as well make it big.

[200] Flat: Finding a place to live in Midgar is difficult, especially if you're new in town. Thankfully you did some work for a kind old lady, and she's given you a small apartment in exchange. The place is small, with only a single bathroom and bedroom, and the interior could do with a little sprucing up, but at least it's all yours. Rent and utilities are

included, and any changes you make to the interior will be kept throughout your travels. Should you move on to other cities or future worlds, circumstances will place a similar landlord in debt to you, giving you a new place to lay your sword down at night.

[400] Hardy-Daytona: Every knight needs a loyal steed. This custom-designed motorcycle is durable enough to shrug off small-arms fire, fast enough to outrun killer robots, and maneuverable enough to turn on a dime. You may control this cycle like an extension of your own body, and combat undertaken while riding this magnificent bike will not hinder you in the slightest. It's powerful engine is fueled by a mako fuel cell, ensuring you'll never run out of gas. Your balance, perception, and reaction time will all be in sync with this motorcycle, no matter what your enemies throw at you. Ride hard!

[600] Materia Collection: Though many use the crystalline magic known as materia, SOLDIERS are best known for augmenting their arsenal with the stuff. You receive a sturdy briefcase containing a wide array of these small spheres of mako. You can use blue materia to imbue your attacks with elemental effects and increase the range of your magic. Or perhaps you'd prefer to use purple and green materia to enhance your attributes or grant you new spells to use in combat? Yellow Materia can be used to augment your own powers and grant new combat abilities. Most powerful of all, you could use rare red materia to summon powerful creatures to fight at your side. Your equipment can only hold a few materia at a time, and not every materia is suited to every situation, but you have a wide enough assortment that you could equip an entire fighting party and still have versatility to spare.

[Capstone Boosted] Rare Stock: With this upgrade comes both power and variety. Not only do you have triple the materia at your disposal, but the individual quality of each crystal has increased dramatically. Purple materia that once doubled your health will now triple it. Red materia that once called on Ifrit and Shiva for help now summon the mighty Leviathan and Bahamut. Alone, this effect would be impressive. However, you also receive a second benefit.

Now included in your carrying case is a device SOLDIERs used to fuse materia together. By melding two kinds of materia together, you can create synergistic combos, power boosts, and even brand new effects. Combine two Cure materia to double the healing effect. Fuse a Poison and Power Attack materia to create a unique Poison Slice ability. Post-jump, you may use this device to fuse other kinds of magical artifacts together. So long as a magical effect is contained in a physical vessel, such as a scroll or potion, you can mix it with other magics to create complementary combinations.

Cetra

[100] Garden: The Cetra people loved to tend to the earth, and you are no exception. You may import this small grove into any property you own. About the size of a small backyard, this fertile land will support any kind of greenery you decide to plant here. You can always find serenity and seclusion in this garden, no matter the troubles you face. The world may look bleak outside, but you'll always have a little slice of nature nearby.

[200] Spectral Cogwheel: Magic is a demanding discipline, draining your strength as surely as any physical forms of combat. To counteract this, cunning mages use this artifact to build up additional reserves of energy. While you have this item equipped, casting spells will grow the energy you have available for other special attacks. If you have the **Limit Break** perk, this artifact will charge your Limit Breaks. You can instead choose for your physical stamina or other reserves of energy to be charged by your spellcasting. With an artifact like this you can constantly alternate abilities, never giving your opponents any room to breath.

[400] Arcane Scepter: Crafted to fit your custom look, this magical focus would be the envy of any spellcaster. When used to channel magic, this staff increases elemental damage, extends your spells' durations, and reduces the energy cost of casting offensive magic. Should you already have a magical focus, you may import it and grant it these effects. Every mage needs a stave, and you'll find few that can perform better.

[600] Temple: Hidden in a secluded jungle, this stone ziggurat was built on a Lifestream nexus. By performing your spells on this hallowed ground, you can amplify your magical workings and draw from the deep well of energy beneath this place. The walls of this temple also house great knowledge, telling the history of the Ancients and preserving some of their oldest spells. A careful eye would be needed to fully decipher this trove of information, but few among Gaia's citizens are more worthy of inheriting it. This temple starts hidden somewhere on Gaia, though you can instantly locate it with a moment's concentration. In future worlds, you may import this structure into a location of your choice.

[Capstone Boosted] Promised Land: This is no simple temple, this is a legend manifested! You have made it to the Promised Land, the heart of the Lifestream on Gaia. The potential magical energy you could draw from this place is practically infinite, though you will be limited by the amount of mako you can siphon at one time. Nowhere will you find a place more in tune with the planet's magic, and nowhere will your skills have greater strength than at the center of the planet's power.

Companions

[100] Custom Companion: With each purchase of this option, you may create or import a companion. They receive a free background and 500cp to spend on perks and items. Imported companions will appear with you at your starting location. Companions you create will encounter you naturally a short time after your arrival.

[100] Canon Companion: Perhaps you want to take a remarkable individual from Gaia with you on future adventures. You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

Drawbacks

[0] Four Stars: Around here, the jokes fly faster than bullets. Welcome to *Final Fantasy 7: Machinabridged*, where Tifa's a tough girl, Aerith's a flower child, and Barret won't stop talking about Bahamut. While the crew at TeamFourStar might have tweaked some personalities here and there, you can expect to find the same great story with a lot more laughs.

[0] Another Time, Another Place: Perhaps another story has grabbed your attention? Instead of arriving six months before the start of *Final Fantasy 7: Remake*, you may instead choose to start a chosen amount of time before the start of the original *Final Fantasy 7, Crisis Core, Before Crisis, Dirge of Cerberus*, or the events of *Advent Children*. Alternatively, you may be *only* interested in the events of your chosen game. Should you choose, you can end your jump one month after the concluding events of your selected installment in the franchise.

[+100] Naive: You didn't get out much as a kid, did you? You're quick to trust, and have little experience outside your sheltered upbringing. You were surrounded by people who took special care to keep you safe, and as such you aren't emotionally prepared for how tough life can be. The world is a dangerous place, and coming events will quickly throw you into the deep end of things. Hope you have some friends to help you.

[+200] Guardian: You have a charge to protect. This could be your innocent daughter, a new friend, or an assigned HVT, but you'll be compelled to protect this person from danger. Several of Midgar's factions have taken an interest in your partner, and while they might not *necessarily* want to hurt them, your ward is going to be a lot closer to the action than you'd like.

[+200/+300] Do Me A Solid: They say the only reward for good work is the addition of more work. Now everyone around you feels the same way. Some days you'll be running from one task to the other, and you can forget about taking a vacation for more than a week. You'll still be compensated for your work, and sometimes having so many favors owed to you will be useful, but finding some time for yourself is going to be difficult. For **300 CP**, it becomes really difficult to collect on those favors. Payment will rarely be in full, and often come in installments. Important allies might forget the favors they owe or take you for granted. Have patience, Jumper. They'll have to pay you some time, right?

[+200/+400] Shackled By The Lifestream: The planet has detected your alien nature, and now works to bind your otherworldly effects. Any supernatural abilities or powers you carry are now locked away for the duration of your time on Gaia. You must rely on your base form, as well as any perks and items purchased here, to make your way in the world. For a total of +400cp, the planet has also cut you off from any objects you've brought with you. Your items, vehicles, and properties from beyond this world are similarly locked away, and you are unable to access the Cosmic Warehouse during your stay here. You must live amongst the people of this planet if you want to change their fate.

[+300] Mako Poisoning: Hey Jumper, can you hear me? Listen, there was an accident. You were exposed to a truly frightening amount of mako. The physical symptoms will fade quickly, but there was also some mental trauma. Exposure to the Lifestream has damaged your sense of identity and left large holes in your memory. You're not going to remember your Jumping escapades, or really anything from your life before you arrived on Gaia. Friends will be hard to recognize, if you can find them at all. You may even have some enemies out there that you can't remember pissing off. Look, I'm sure these effects will fade with time, and the stout-minded will recover even faster, but the first several years of your stay here is going to be rougher than usual. Just remember, recovery is a journey, not a milestone.

[+300] Can't Run From Destiny: Your presence has created a ripple effect. The original continuity would've seen Sephiroth defeated, but somehow he has tampered with history, or perhaps escaped to an alternate timeline altogether. Nothing you do can stop him from putting his plan in motion and escaping his initial defeat in the original *Final Fantasy 7*. Now, in this new continuity, you will need to take an active role in stopping Sephiroth from completing his plan. Failure to do so will mean the planet's destruction and the end of your Chain. It's going to be a rough road, Jumper. Thankfully, there might be some folks in Sector 7 that can help you out.

[+600] Puppet: Oh dear, it looks like Hojo found you before I did. The good doctor has done what he's always done, and injected you with Jenova's cells. Unfortunately, his experiments haven't had beneficial effects, like the SOLDIER augmentations. Jenova's genetic material is aggressive, and opens you up to her psychic influence. Any mental or biological defenses you might have had can be entirely bypassed by the Dreamweaver, and she can alter the alien cells in your body to fit her plans and purposes. Thankfully, this process is slow. This might only manifest as pale hair or cat-like eyes at first. However, as the cells duplicate and begin to overtake your body, she will be able to shape more of you. Once she has enough of a foothold, she will use you to assist Sephiroth in his plans, or perhaps take your place in the Jumpchain. Either way, she will attain the godhood she has long desired, and your story will end for good. For the sake of the multiverse, DO NOT LET HER SUCCEED.

Author's Notes:

Limit Break: You can customize your limit breaks, but most follow a general set of restrictions. Your first Limit Break will likely only do triple the damage of your normal attacks. Later powers might degrade an enemy through a status effect (like paralysis) or other debuff (like draining all their MP), or enhance your allies (like healing the party or temporarily increasing their attack speed). In general, your Limit Breaks should reflect both your role in a typical "party" (support, damage dealer, etc.) and your chosen style of combat (melee, ranged, magic, etc.). Fanwank responsibly!

Lockhart's Legacy: Inspired by the "Boobs of Steel" trope, this perk is designed to link your physical strength with your physical attractiveness. Despite the name of this perk, you may choose to manifest the increase to your Jumper's attractiveness in ways beyond a large chest. This perk may also apply to male Jumpers, enhancing their physique in your own preferred way. Whatever you choose, Jumper will never suffer negative consequences from their enhanced anatomy. You may also choose to toggle this effect off at the start of each jump, should your Jumper desire a more modest figure.

Please note that the increases to strength and appearance are not self-perpetuating, and cannot be used to create an infinite feedback loop. If Jumper improves their strength through training and receives a beauty enhancement through this perk, that enhancement **does not** enhance their strength. You cannot use this perk to cheese ungodly power, and repeated beauty or strength perks will only yield diminishing returns. Jumpchain is full of ways to acquire unfathomable attractiveness *and* power, you can't use this perk as a shortcut.

Still, it's pretty great for living up to the trope. Shout out to u/Timber-Faolan for requesting this one. Hope you enjoy!

Andrea's Touch: You can choose whether this perk manifests as genuine shapeshifting or more mundane skills with fashion and makeup. If you choose the former, it can only be used to assume a basic masculine, feminine, or androgenous appearance. You can't cheese this to get full-shapeshifting, just a set of Alt-forms based on your body's regular appearance.

Harbinger of Fate/Breaking Destiny: "Subtle changes" may include small effects on a person's emotions, getting them to consider an idea they wouldn't have thought of, or exerting minor physical forces on their environment. With the Capstone booster, you can pull people from parallel timelines of your current setting, but you can't guarantee their loyalty to you. Sure, both you and Zack might have Cloud's best interests at heart, but you'll still need to convince him to work with you directly. You are limited to summoning aid from alternate versions of your Jumper's current setting. You couldn't get Superman to help you defeat Sephiroth, but you could recruit an older Avalanche gang that's already done it before. Whoever you choose to summon will remain in your timeline for as long as they have work to do. When your goal is achieved and they have fulfilled their purpose, they may freely return to their original timeline.

High Caliber Body: This perk enhances your physical attributes to peak potential given your jumper's current species. For unaugmented humans like Tifa and Barrett, that meant the strength and durability to briefly fight alongside a SOLDIER like Cloud. As a side benefit of this perk, you can toggle whether your aesthetic appearance represents your physical strength. You can be a wall of muscle or a cute waif, but you'll still hit just as hard as your training allows.

If you have SOLDIER augmentations or the **First Class** perk, your physical abilities will stack with your enhancements. This will put you well above the "average" of the super soldiers in your class, though your peak skill and strength will still have to be earned through experience.

First Class: While all SOLDIERs are augmented with mako, the First Class perk represents the full realization of a SOLDIER's power, on par with Cloud, Zack, Genesis, and eventually Sephiroth. Should origins other than SOLDIER purchase this perk, they may also imbue themselves with the mako and Jenova-cells necessary to join SOLDIERs elite. How this is explained (or not) in your Jumper's story is up to you, but the boosts to physical and magical capabilities will stack with your other origin. For example, a SOLDIER's boosted affinity for magic would compound with a Cetra's natural spellcasting ability, making you one of the strongest (if not *the strongest)* magic users in the world. It will be expensive, CP-wise, but the payoff could be huge.

Pinnacle Research: While this perk mainly focuses on the macroengineering abilities of the Shinra Corporation, it also allows you to create technological replications of magical effects. Creating an electric generator fueled by magic or crafting a handheld, premade spell effect like materia is also within your capabilities. Modernize magic like never before!

Guard Dog: Yes, you can choose to have the Hell House as your robotic warrior. This does not cost extra CP, but does come with the additional emotional baggage of knowing you have unleashed this monstrosity onto the multiverse. May the gods forgive you, Jumper.

Benefits Package: Jumper “deaths” can be tricky, between regeneration powers and fiat-backed 1-ups. However, since Shinra has no experience with such things, their actuaries will overlook them and still pay out handsomely. Even if you have more mundane ways of committing insurance fraud, you can exploit their payouts. Just don’t try to do it twice per jump. You *do NOT* want to see how many lawyers Shinra keeps on payroll.

Strife-Brand Conditioner: Disclaimer: Bath bombs are not actual materia. The Shinra Electric Power Company is not responsible or liable for the misuse or ill-effects of any of its products. Should you suffer itchiness, skin irritation, flaking, or a desire to reunify with the being known as Jenova, please contact your doctor right away.

Lifestream: Warning: Alcohol should not be consumed in excess. Lifestream should not be consumed by pregnant women, the immunocompromised, or Shinra pigs. Your purchase is non-refundable, and will be spent tearing down the oppressive establishment of Shinra. Should you exhaust your bottle of Lifestream, refills will be provided immediately.

Changelog

V0.9 - Beta release, plaintext without formatting, color, or polish.
V1.0 - Public release, added Materia to General Items, reworded several perks.