

Xenoblade Chronicles X Jump
By BLADE

A little over two years ago, the Earth was destroyed in a clash between the Ganglion and the Ghost. Whether they were coming for humanity is unknown, but after the ark ships made their escape, the Ganglion began to hunt them down. One ship, the White Whale, containing the city of New Los Angeles, crash landed after an attack.

The planet showed up out of nowhere. It wasn't on any sensors, it wasn't within visible range. One minute it wasn't there, and the next the White Whale was crashing into it.

Welcome to the planet Mira.

Afterwards, the humans began to rebuild. But, somehow the Ganglion arrived first?

Regardless of time/space shenanigans, take these to help you get started.

+1000 cp

Origins

Go ahead and pick one, they're all free.

Drop In

Somewhat literally, what with falling out of the sky. This origin belongs to the humans, through whether you've been here all along, or got pulled out of a pod is up to you.

Native

Slightly misleading, but this origin belongs to the Nopon, the Manon, the Qlurians, and the Gaur. I suppose, rather than 'Natives', this origin consists of the races who refused to side with the Ganglion

Renegades

Compared to Natives, this one is completely literal. The Orpheans, the Delfinians, the Prone, the Wrothians, and the Zaruboggans, all the races that once sided with the ganglion, but will soon change their minds.

Ganglion

Evil is relative, but this origin consists of the Ganglion, and the handful of races that still remained loyal to them. Specifically, the Ganglion themselves, the Marnuck, and the Milsaadi.

Races

Pick one of these too. Preferably one matching your origin, but it doesn't have to.

Drop In races

-Human
The original flavor, Humanity. May or may not be descended from the Samaar.

-Mimeosome
The robotic generation, Mimeosomes are one of the inventions made with Elma's help.

Native Races

-Nopon
Small potato people who are extremely capatalistic. Large ears, funny ears, and a silly voice.

-Manon
The most technologically advanced race around, they're short and sound like chipmunks.

-Qlurian
And endangered species of space elves, the Qlurian are all but wiped out, courtesy of the Ganglion.

-Gaur
The space orc counterpart to the Qlurians, these guys may not be endangered yet, but thanks to the Ganglion, they're close.

Renegade Races

-Orpheans
Insectoid super scientists, and the first race to betray the Ganglion. Have an odd habit of being beside themselves with worry.

-Delfinian
Yet another servitor race to the Ganglion, these girls are ruled by an AI named 'Fortun'.

-Prone
When gods descend from the sky, cavemen take sides. Sadly, they choose Ganglion. Fortunately, they changed their minds.

-Wrothian
A proud and honorable race… prior to the destruction of their homeworld at the hands of the Ganglion. Now mercenaries, they sell their samurai swords to the Ganglion.

-Zaruboggans
Created by the Samaarians as walking waste processing plants, these guys eat toxic waste like humans breathe air.

Ganglion Races

-Marnuck

A highly militaristic society, and one of the few races to willingly work for the Ganglion.

-Ganglion

The Ganglion themselves, a former servitor race to the Samaar. Also the space mafia.

-Milsaadi

A race of silicon lifeforms, they form the Ganglions top assassins - even beating out the Delfinians.

Racial Perks

If your race matches your origin, then these are free. If they don't match, they're 50% off.

Drop In Racial Perks

Drop In - Human

200 cp - Welcome To BLADE

Fighting is an art, and you're no amateur at it. When you swing or fire your gun, you've got got a couple of secret techniques you can use to kick things up a notch. Whether it's setting your sword on fire, becoming invisible for a few seconds, or successfully imitating a helicopter rotor is up to you, but you only get two. I suggest looking at the 'secret' techniques know by pretty much everyone for examples.

200 cp - Divided We Stand

Stranded on an alien world with no backup, no plan, and no clue whats going on? Teamwork is the name of the game here. No matter what subdivision you belong to, they all belong to the same organization, which is what matters in the end. While in combat, you and your allies can put aside all personal differences and fight as though you've been working together for years, even if you only just met today.

Drop In - Mimeosome

200 cp - The Fall Won't Kill You

You are a robot, and as such are ridiculously sturdy as compared to the other races. This world has cliffs and mountains aplenty, but falling off them won't even scratch you. A fall off a ten story building would only phase you for a few seconds, though the pause will scale to the height jumped. Mind you, there are a few weather effects to look out for.

200 cp - Nanite Repair

You are a robot. You have a nanite driven self repair system. Seems simple enough. You take damage, and then once you've cooled off enough from the fighting, the nanites kick in and start repairing you. Mind you, this is mostly just loose wires, dents, and scratches. A lost arm is still a lost arm - fortunately, you have spare parts. It takes ten minutes of inactivity to start, and takes around half an hour to repair you, assuming no major damage was taken.

Native Racial Perks
Native - Nopon
200 cp - Nopon Are Peaceful People
When the going gets tough, you get going - in the other direction. Fighting is no place for an honest merchant like you! Whether it's inside a shipping crate, or under a tree root, you always find the perfect place to sit tight until the fighting ends. This isn't infallible though. If there's nowhere to hide, there's nowhere to hide.

Native - Ma-non
200 cp - I'm In Charge, You Know?
Manon society has no real leaders or ranks, so all of their decisions are made via a sort of community council… Whose members were chosen randomly. Fortunately, one of them was willing to step down for you. As long as you can prove yourself to be at least halfway competent at whichever job you're trying to take, its previous owner will just let you have it.

Native - Qlurian
200 cp - Bank Space Echo
The Qlurians are a weird bunch, and no one knows much about them. Mostly because they were wiped out by the Ganglion for refusing to join them. However, they have one of the strangest ability, mimicry. The Qlurian Celcia, one of the handful of survivors of the Ganglion attacks, has successfully used the BLADE overdrive technique. That technique is wholey dependant upon being a robot, something Celcia is not. One per jump, you may 'echo' a single perk from one of your companions. This is not permanent, and if you change the echoed perk, you will lose the first one. Must be 400 cp or less after discounts.

Native - Gaur
200 cp - Big And Strong, And Did I Mention Big?
The gaur are really really big compared to most other races, and they have the strength to match. The average Gaur is on par with a weak skell - no wonder the Ganglion wanted them as a servitor race. Simply put, you are stronger than your frame would suggest - whatever the maximum is supposed to be, you are at least twice that.

Renegade Racial Perks
Renegade - Orpheans
200 cp - Probability Of Survival
The Orpheans are masters of logical prediction. Given even bare scraps of evidence, they can model an equation to predict an the result of a war between two races. Or, on a more personal scale, they can dodge the hell out of Indigen attacks by predicting their next move. Granted, Orpheans don't have the physical capabilities to actually do that.

Renegade - Definians
200 cp - Non Tactile Shapeshifting
The Definian race is almost entirely employed as spies, due to their unique power. Specifically, their ability to alter the visual input of nearby individuals. Seventy year old man? Easy. Six year old girl? Also easy. Their power only has one flaw. If they touch you, or you touch them, the illusion shorts out. Bit of a weak point for a race of spies.

Renegade - Prone
200 cp - Local Lore
The Prone are a proud warrior race, albeit one currently ungainfully employed by the Ganglion. Their race may not be particularly old or advanced, but they are knowledgeable in the things they know. Many of them could scavenge up the parts of local flora to make a form of bug spray - if bug spray was meant to make giant apes go away. You know have a large knowledge base about the local flora and fauna, enough to make giant ape spray for yourself, amongst other things.

Renegade - Wrothians
200 cp - Samurai? Don't You Mean Ninja?
When in combat, the Wrothians are FAST. For a race of space samurai, they have a surprising amount of ninja in them. As a result, they have two primary fighting styles, slow heavy attacks, and fast light ones. Once you get moving fast enough, your natural instincts might not be able to keep up, leading to an accidental injury. Fortunately, they scale slightly. The faster you move, the faster you can react.

Renegade - Zaruboggans
200 cp - What A Lovely Day For A Glass Of Toxic Waste
Chemical Dumps? Landfills? Nuclear Leakage? Delicious is what those things are. You can eat these things with no adverse side effects, hell, you could eat any number of pure poisons and walk away completely fine.

Ganglion Racial Perks
Ganglion - Milsaadi
200 cp - Skillful Silicon Slayers
Unlike the other races present on Mira, with the exception of Mimeosomes, the Milsaadi are not a carbon based lifeform. Instead, their biology is based on silicon, making them more machine like than what would normally be considered ‘alive’. This allows them to shut off their emotions, usually their fear of death. Suicidal, yes. Effective, very much so.

Ganglion - Marnuck
200 cp - Military Accomplishment
The Marnuck view combat skill as a person’s most important skill, due to their highly combat oriented culture. Heck, in order to determine their social class they fight a ceremonial duel. Beyond that, instinct without skill is useless - but so is skill without instinct. For every weapon you lay hands on, you are given the knowledge of whatever may qualify as ‘basic training’ for said weapon. Nothing fancy, but you’ll never need to worry about shooting yourself in the foot.

Ganglion - Ganglion
200 cp - All Earth Aliens Must Die
Inside the genetic code of Humanity, lies a virus capable of wiping out the Ganglion race. It was put there by the Samaar, the progenitor race who created both Humanity and the Ganglion. It is for this reason that the Ganglion have been attempting to wipe out Humanity. As a Ganglion, you now posses the power of fanatic racism - once per jump, you may choose one racial group to vendetta against. When it comes to killing this race, every action you take is twice as likely to succeed. You cannot choose your own in jump race.

Origin Perks
100 cp is free, everything else is 50% off.

Drop In Perks
100 cp - Heads Up Display
Due to the whole robot thing, the Mimeosomes are capable of inputting a HUD directly into their vision, without the need for an actual piece of headgear. This HUD tracks your health, your squadmates health, and if you have an active skell, it's health as well. Also tracks how long until you can use Overdrive, if you have that.

100 cp - Fast Study
When all you have is a hammer, build some screwdrivers. Here on Mira you really can't afford to be the slow type. A nice simple doubling of your learning speed should be enough to let you keep up with all those 'best of the best' types that the government tried to hoard onto the White Whale.

200 cp - Quick Swap
The soldiers of BLADE switch between utilizing swords and guns on a regular basis - and by that, I mean a dozen times over the course of a single battle. That said, you have taken this one step farther. Your two weapons, your entire armor set, and even the art data you have loaded into them, you can switch back and forth between two entire sets in the span of a few seconds. The second set is stored in a form of subspace, just waiting for you to use it.

400 cp - Soul Voice
A Soul Voice probably isn't what you think it is. During a battle, squadmates will shout advice to each other, and fine tune the energy distribution of the Mimeosome as they do. If a squadmate says that the Indigen they're fighting is weak to fire based attacks, you can siphon off energy from your other one's to make the fire attack more powerful. Regardless of robot-ness however, by advising others on their opponent, you can cause the recommended technique to become 30% more powerful, at the cost of reducing everything else by 10%.

600 cp - Overdrive
The overdrive technique is one of BLADE's greatest weapons against the Indigens of planet Mira, and against the Ganglion. By holding back from using any special techniques - their 'arts' - their robotic bodies can store fuel and coolant. Once a certain surplus has been reached, they can overclock their bodies, temporarily removing many safety limits. Their arts will recharge faster, and their bodies and minds will move quicker. At twice as fast, they get ten minutes of Overdrive - you can go faster, but it drops the time limit rather quickly. I have no idea how this works if you aren't a robot.

Native Perks

100 cp - Too Many Heads Are Better Than None

People here on Mira can be a little bit jumpy. It comes from living on a veritable battlefield. That said, you have an air about you that makes you seem trustworthy, likable, and will make people tell you their problems. So if you want to try and sell them the solution to their problems, or drag them off on a quest for it, you can.

100 cp - Something About This Planet

English is the universal language, don't you know? Except, not really. Everyone here is speaking their own language, but you still all understand each other. Not really sure why, but at least you don't have to worry about translation issues.

200 cp - Lay Of The Underland

The native races of Mira tend to live out in the open, but when necessary they will hop into the nearest cave system and hide there. Because of this, you now have a sixth sense that will drag you towards the nearest cave, and a near complete mental map of the cave once you go inside of it. Does not come with little yellow boxes to denote treasure, you have to find them the old fashioned way.

400 cp - Incomprehensible Language

The language spoken by professor B can only loosely be called english. Mostly because he's from the future, and humanity is more evolved there. How that translates to literally not being able to comprehend some of his words, I don't know. That said, you can speak it. Or take notes in it I guess. This language runs on concepts that don't exist, so anything less than a precursor type race won't be able to comprehend you unless you dumb it down. Or the Ganglion after months of study, given that their specialty is dissecting precursor tech.

600 cp - Four Man Band

When fighting in a group, you should have all your bases covered. If you actually manage to do so, then good for you. Even if you have a crippling specialization in one thing, as long as your other group members can cover for you, you can at least pull your weight. Its not enhanced learning, it's more like monkey see monkey do. But even if you are supposed to be incapable of it, as long as someone knows how - and can - you can too, if poorly. Or for another use, if there was a bonus to wearing a set of armor, as long as the whole set was being worn across the party, everyone would get a slightly weakened bonus.

Renegade Perks

100 cp - The Short End of The Stick

You have instinctive knowledge on the outcomes of your choices. If you have a moment to sit down and think, you might discover that going on a mission will result in a perfect outcome, but that not going, and letting someone else go in your stead would result in 100% casualties. What you do from there, such as who might go in your stead, is up to you. Or the focus of even more thinking.

100 cp - Xeno BLADE

BLADE is NLA's primary fighting force, working to get the city back on it's feet. Xeno means alien. Together, they mean an alien member of BLADE! Or, in other word, despite being in a city half full of xenophobes, they'll still trust you enough for you to put your foot in the door. Maybe one day you might end up in a position of actual power?

200 cp - Tragic Backstory Detector

Honestly, the real reason the majority of the renegade races went, well, renegade, is because the Ganglion are horrible bosses. Either obey immediately, or suffer the consequences. And don't even think about failing. Because of that, the renegade races all have a - not exactly 'tragic' - but a backstory that was horrible enough to get some sympathy from the humans. This is somewhat increased for you. People will be more likely to be sympathetic to you and your cause, and those that already were will go farther to help you. This also gives you a small amount of insight into when said backstory is a load of bull.

400 cp - Tyrant Tamer

The Tyrants of Mira are creatures of unusual power. Bigger and stronger than the others of their kind, and probably smarter as well. Basically, they're the elders of their race, and they've spent their life coming up with 'arts' of their own to fight with. Unfortunately, they are less stubborn than you, which is why they are going to shortly become your pet. Will take time - anywhere from days to months - of continuous effort, but as long as you A) can kill it, and B) don't kill it, it will figure out who's boss soon enough.

600 cp - Arm Yourselves As You See Fit

For you, dying to anything but combat would be a poor death. And now, that's the only way you will be killed. Captured, stripped of weapons, to be executed for treason? You get one last chance to make a break for it, because they're going to let you die with a sword in your hand, against an opponent you aren't *supposed* to be able to beat. Of course, just because you aren't supposed to be able to win, doesn't mean you can't. You just have to leverage your strengths just right. Mind you, this is only for you. If they want to kill you and your entire city, they won't hold of the orbital bombardment to let you fight.

Ganglion Perks

100 cp - Advanced Knowledge

For whatever reason, the space mafia - Er, I mean the ganglion, are slightly obsessed with advanced technology. Even their grunts qualify as technological geniuses by the standards of lesser races. No matter how advanced the mechanics behind the technology, you now have the ability to use Ganglion tech easily. You might not understand anything about it, but you can use it.

100 cp - Walk Softly

And carry a big stick is a phrase the Ganglion have probably never heard of, and have therefore only master half of. Specifically, they're not so good at the 'walk softly' part. They're stronger than you, they're better equipped than you, and you should just shut up and do what you're told. Or, in other words, you can heap the verbal abuse onto those less fortunate with next to no downsides.

200 cp - Mechanical Slaves

The Ganglion race has been recently facing some issues with the loyalty of their minions, so they've put some effort into creating mechanical slaves to do the jobs of the traitorous races. The Puge, an all purpose combat robot, the Puglith, a giant ostrich thing that the Puge can ride, and the Quo, which is basically a missile laugher crossed with a robot. All of these are formidable opponents, and all of them are now under your control. Or, at least the one's you built.

400 cp - Megastructure Architect

Across the vast majority of Caldros, the Ganglion have built a single huge base. Parts of it even float. And parts of it are giant robots. Like, giant giant robots. For all intents and purposes, no matter how complicated a thing you are trying to build, you will find it easy to keep track of every little detail during the building process, and keep it maintained afterwards. The effect is lessened in complexes you didn't help design or build, but still there.

600 cp - Forgotten Technology

God knows who built these things, but on the planet Mira, there are a number of robotic designs just buried in the ground, waiting to be uncovered. The Ganglion have been digging them up for a while now, and while they have utterly failed to understand how they actually were built, they have managed - and rather successfully, too - to reprogram them as servitors of the Ganglion. This does not allow you to reverse engineer technology, but it does allow you to steal and reprogram it with ease. Attempts to copy it will probably fail, but if all you do it patch it up and use it for yourself, nothing is beyond your grasp.

Items

There aren't any discounts, so take an extra 300 cp to use here.

General

50 cp - Collectopedia

A list of all the various flora, fauna, and other things to be found scattered around the landscape. Actually finding all of them will reward you with a decent weapon or a piece of armor. I suppose it's more valuable knowing what there is to collect than anything else.

50 cp - Fashion Gear

Armor is all well and good, but you don't really want to walk around in it all day. At the same time, getting in and out is probably a hassle. That's what Fashion gear is for. You can overlap whatever you happen to be wearing with the defensive properties of your actual armor, which can lead to some amusing situations, such as the worlds most defensive pair of swim trunks.

50 cp - Display Models

A trio of holographic projectors that will display pretty much anything. Take down an alien Skell? Get a display model of it. Tyrant indigen? Display model. So on and so forth, from creatures, to memorable moments, to the armor you're currently wearing.

50 cp - Scenic Overlook

A small warehouse addition in the form a massive bay of windows, looking out somewhere on the planet Mira. You can change where it's looking out at too, if you ever get bored of the current breathtaking sights.

50 cp - The Game

Why, the titular Xenoblade Chronicles X, and related memorabilia! Because I'm sure nobody will freak out when they see you playing as them in a game. Comes with a nice big flatscreen and a Wii U to play it on.

50 cp - Soundtrack

No, not the disks, those came with The Game. I mean more along the ability to play any song from the game at any time. People commenting on the background music is optional, though probably amusing.

Bases

100 cp - BLADE Barracks

Pick a city somewhere on the planet - cough, NLA, cough - or maybe a spaceship or something along those lines. There's a small door inside of it leading to your barracks. It's sparsely decorated, and more function than form, but there's space for every companion, and a hanger for Skells and the like.

200 cp - Base Camp

A small collection of vehicles and trailers, located somewhere on Mira. Being vehicles, you can obviously move them around. Either way, despite being rough accommodations only to be used in an emergency, they still manage to be comfortable. In addition, they are always fully stocked with a hot meal and enough ammunition for whatever weapons you happen to be carrying.

300 cp - Hidden Valley Base

More militarized than the Base Camp, this one is more along the lines of an actual camp, with defensive lines and turrets. Strictly speaking, it's something that should belong to the Ganglion, what with it being defended by Puges and Quo, but it's yours now. Every so often it will generate a small amount of rare materials that you can experiment with.

400 cp - Arms Manufacturer

An R&D company, much like the ones already in NLA. It starts out small, but the more Miranium and other materials you give them, the more upgrades they'll make for you to use. In addition to that, you can also earn research points by just using the stuff they give you, though that's much slower. Mind you, they aren't miracle workers. Unless you give them something from another jump, don't expect anything flat out amazing from them.

500 cp - New Los Angeles

The… Entire city of NLA. Not exactly space worthy anymore, but for some reason you want it anyways. Well, for now I guess you can just be the king of the castle, after the jump is over you can have the actual White Whale to go with it. Comes with a veritable army of skells and a ton of production capability.

Travel

100 cp - Follow Ball

A small red ball that a nopon gave you in order to help you help him. When you have a specific destination in mind, activating it will cause it to emit a faint red line that you can follow until you reach your destination.

200 cp - Inventory Overflow

You see the people here, all they seem to be carrying is the weapons on their back. And yet, at the same time, they have 50 bear asses, or bug wings, or something along those lines. That's their inventory. It's got five sections, weapons, armor, monster parts, smell weapons, and skell armor. Each one can hold 999 items, but after that it starts selling stuff off.

300 cp - Flight Pack

The sad fact of the matter is that Skells can't fly. They can hover slightly, which has let them maneuver in space, but they can't actually fly more than a few feet off the ground. Well, thanks to a young engineer, the flight pack was - or maybe will be? - designed, so that you can actually fly. Of course, if you don't want to waste the cp, you can just wait, but then you couldn't make all your mecha fly.

400 cp - Frontier Nav

A massive collection of probes all hooked up together into a world wide information gathering web. In addition, certain kinds of probes can double as drills in order to locate rare materials, or as repairmen to other probes, letting them go into overdrive. Most of the things gained here are set up to sell to NLA, so if you want you can just settle for massive amounts of money.

500 cp - Skell Insurance

When your smell gets wrecked, you need a replacement, that's just common sense. But at the same time, neither NLA nor the BLADE's have the resources to buy a new one every time. That's why the Skell Insurance exists. The first three times a skell gets wrecked, you get either a replacement of a repair job for free. After that, you're on your own. This applies to everything mecha related that you own.

Technology

100 cp - Skell License

What's the first thing you need to pilot a giant robot? Permission. Not way you were expecting, I take it? Anyways, the Skell License allows you to buy, sell, and obviously to use Skells. Nothing too complicated. And gives you basic proficiency in their usage as well, because that's the second thing you need.

200 cp - Character Recreation Pod

A heavily modified status pod, this one allows you to modify nearby technology. Though, only on the outside. Want to change your Mimeosomes hair and skin to bright blue? Go for it. Gender? Go for it. Want to make your skell look like a gundam? Go for it.

300 cp - Spare Mimeosome

The robotic race of NLA that you probably saw mentioned a few times already. Or, more accurately, a deactivated spare one. The alien races might consider it cowardice and cheating, but anything that lets you die for your country without actually dying is a good thing, right? Hook yourself up to this and you'll wake up in a stasis pod in the warehouse if it goes kaboom.

400 cp - Weapon Augments

The weapons here are so-so, but they really start to shine once you customize them. The weapon augments are all designed for different things. Some make you do extra damage against machines or animals, others make you more likely to find usable parts on defeated corpses. They also come in different levels of effectiveness. This item isn't so much the augments themselves, though you do get a handful of the basic 'extra damage against X' types, as it is the ability to put one or two on every piece of weaponry or armor that you own.

500 cp - Lv60 Skell

Not so much an actual skell as the blueprints to a really, really, really good one. Or ones, in this case. 12 different skells and 14 'superweapons' to put on them. Building them will probably be a pain in the ass though, what with needing all the rare parts, so I will actually give you a Lv60 skell and a superweapon to start you off.

Companions

100 cp - Canon Companion
Did you have your eye on someone here? Maybe as a lover, or just to pull them away from a death they don't deserve? Well, if you so desire, you can take them with you.

200 cp - Player Characters
Wherever you go, the always seems to be at least one person lounging about on the way there. Just… Standing around doing nothing. But, they're almost always up to help you out with whatever you're doing. Mind you, they range from batshit insane and hilariously incompetent, to ludicrously overpowered… but still batshit insane. Also, nobody seems to know who they are, and they vanish after helping you.

300 cp - Jumper Division
I do believe that I stated that teamwork was critical earlier, so let me expound on it once again. If, for some reason, you don't think you can get along with the people here, I invite you to bring your own. Eight of them, to be precise. Each one receives 500 cp to buy perks and items with, as well and an item stipend of 200 cp.

Drawbacks
Max of +600 cp.

+100 cp - Upstaged
So theres this chick, and she's like, way better than you. No matter where you go, or what you do, she's already there and handling it better than you. Like some sort of Mini Mary Sue. She's not perfect by any means, she just seems to always be slightly better than you. She's also unbearably nice about it, which is gonna get old fast.

+100 cp - Low On Bear Asses
Everybody, and I do mean everybody, seems to want to study some local animal parts or some plants. And everybody, and I do mean everybody, is going to nag you until you go get those parts for them. Expect to not get to where you're actually going as you take lots of detours for these side quests.

+100 cp - And Your Reward Is Clothes
And when you do eventually get your quests done, money will not be your primary reward. No, instead it will be the beginnings of rainbow pimp gear. Gone are the days of getting a decent weapon as a reward, instead you'll be getting Tshirts and tuxedos. At least you'll look fabulous?

+100 cp - In Setting Amnesia
Now, all of the perks and gear and skills and the like that you've picked up thus far would normally be part of your backstory. There's just one problem, you've forgotten your backstory. Out of jump things aren't affected, but everything here is brand spanking new and will confuse the shit out of you.

+200 cp - Rusty Gear
Maybe you don't take care of it, maybe it's just damaged and needs replacing. Maybe it's fiat. Whatever it is, any equipment that you use is going to get dinged and scratched quite rapidly, to the point of becoming weaker and maybe blowing up in your face within a few days.

+200 cp - Macguyver Everything
Simply put, there aren't enough parts. If something breaks, you don't have the spares necessary to replace it on hand, you either have to make one yourself, or try and fake it with scraps and spare parts.

+200 cp - Inverted Toxicity
For whatever reason - like being a Zaruboggan - your body treat the clean fresh air like it's absolutely toxic. Which is why you need to wear this special suit in order to not die of… normality poisoning? Either way, it's big, bulky, and kinda fragile. Enjoy!

+400 cp - Kill On Sight
Dunno what you did, but the wildlife here hates your fucking guts. Even the weak animals who wouldn't normally attack you will do so immediately. Enjoy having an entire herd of not!dinosaurs chasing you down. And don't even think of going anywhere near Telithia.

+400 cp - Ultrafauna Clash
Ultrafauna are massive organisms that slowly suck the Ether - a kinda sorta magic that the Arts run off of - out of a planets atmosphere until it withers away. Then it explodes and they fly off into space till they find a new planet to suck on. Bad news, thanks to Mira's nature as some sort of cosmic dumping ground, it has two, which is capslock BAD. Even worse, they are now awake and trying to kill each other. And they seem to be registering you as a third Ultrafauna.

Ending

Stay
Stay here with your new friends and live life on Mira.

Move On
Head off to the next jump and leave Mira behind.

Go Home
End your chain and head back to your original Earth.

https://docs.google.com/document/d/1U9zwU_eDv5xeIVGW8yFt3zZBoWpGK0fbqzApHg5gtA8/edit#