DISSIDIA JUMP (V.01)

"Look into the Void…and you'll find that the world is more connected than you might think… The gathering of heroes and villains is at hand – where will you land?"

"Not much time. Not much time at all…ah, there you are. We'll have to make this short and sweet unfortunately, no time for pleasantries." An old man, a young man, neither of them seem too concerned about introducing themselves, and given how much of a hurry they seem to be in, there's probably good reason for that.

"We were in such a rush after we assessed the nature of this world that we haven't even had time to take tea. And normally that's the first thing we do. But you're here because you want to know what's going on, no?" Well, you might not be here for that reason, but there's no sense in rejecting an explanation when there is one.

"Ah, take this first, you'll know to do with it later."

The old man hands you 1000 CP

"If we had known the Lady would make this such a rush job we'd have arrived earlier to prepare. This is…a strange world, to say the least. Relatively uninhabited, but essentially a battlefield between two major factions – one under the banner of a Goddess, Cosmos, the other under the banner of…well, he calls himself Chaos."

"They're pitting soldiers – they call them Warriors, at each other in a steady duel to the death – it seems that when every one of these Warriors falls, the whole process is reset and everyone fights again. But…you're going to be a bit of an anomaly here – hence why we're in such a rush to make preparations."

"**Your stay here may well not last an entire decade as you expect** – if the process ends with your death…well there's no safety net waiting for you. But if you happen to remain as the last man standing…it's very likely that either Chaos or Cosmos will make a move to tilt the balance in their favour."

"This realm is…remarkably fragile, if one of them was to fall, the realm will collapse – and we'll extract you immediately. That being said, if you prolong the conflict…it could very well last for ten years – and naturally we'll extract you then."

"You don't necessarily need to pick a side – but you do need to figure out where your piece of the puzzle fits in the grand scheme of things. So…I've rambled on for a while, now it's your turn to tell us about yourself."

[Who are You?]

Well, keeping your appearance and your age won't be an issue. If such things are of concern to you…well, we can tune your age to a **1d8+13 roll**. Naturally, your appearance is going to be adjusted slightly to fit your age…

But how you'll fit into the world requires a bit more consideration. You may choose a background at will, yes, but be wary that each comes with their own stipulations. Take a look and see what suits you.

Background	Notable Details
Wanderer of Cycles	*An unaffiliated member to all of this, you'll be free to operate as you wish, without any interference from either Chaos or Cosmos – unless you draw their ire. *However, you will have no allies among the Warriors to begin with, unless your companions make a different choice from you. *You might be free to do as you wish, but with no support from either Cosmos or Chaos you should find a secure place to hide out as soon as possible. *As an active participant, you gain a pool of energy called Bravery – though you'll figure out more about this later.
Warrior of Cosmos	*A warrior serving the Goddess Cosmos, it seems that her only directive to you is that you ensure the Warriors of Cosmos survives, and hopefully, you triumph over the Warriors of Chaos. *The aid of Cosmos ensures you'll never be without food or shelter while you're here. *Naturally, the Warriors of Chaos won't look kindly upon you, though you may have friends among them in your companions. *The Warriors of Cosmos are a relatively cohesive group (compared to the Warriors of Chaos anyways), and accordingly, you can make some fast friends so long as you don't aggravate them. *As an active participant, you gain a pool of energy called Bravery – though you'll figure out more about this later.
Warrior of Chaos	*A warrior serving Chaos – you're not quite sure what he is exactly, but you do know that he has quite a substantial level of power – not somebody you want to

	mess with on day one. *That being said, the Warriors of Cosmos will hold your station against you, and your objective is of course, to subdue each and every one of them. *Unfortunately…you've got quite a number of wild cards among your "comrades", it might not be wise to trust in them too heavily, without some adequate safety measures in place… *At least Chaos is willing to look after you, so you won't go without food or shelter – but he expects results in return! *As an active participant, you gain a pool of energy called Bravery – though you'll figure out more about this later.
Observer of Eternity	*With special stipulations as we don't want to draw too much attention from the Wyrm, Shinryu, between you and your companions, there can only be **2** Observers. *However, as an Observer, if you directly intervene at any given time, be wary that Shinryu will intervene – and if he does…well things can get very chaotic…very quickly. *You'll be able to move about and observe the world and the unfolding situation of course – and Shinryu will ensure you are attended to, but you can't intervene in the fights between Warriors. *Being able to see the world at large…maybe you can figure out a proper way out of this mess… *As an Observer, you won't possess a pool of Bravery, but this is the only background to inherently gain access to the Crystal's Blessing.

Before we let you go and make your own preparations – well, we need to figure out where we're going to put you when you first enter the world. Hopefully somewhere safe, but who knows where luck will have you end up?

You've been handed a dice, **1d8 for location. (You can change this with 50 CP)**

Your Roll	Arrival Point	Points to Note
1	Order's Sanctuary	*A safe haven for any Warriors of Cosmos, and generally a safe haven for people in general – unless you're in Chaos' faction. *A relatively bland location as far as places in this World goes, but it is nice and calm – as the Warriors of Chaos rarely approach. *The massive Tower here is a bit of an anomaly…but

		entering it seems to require Cosmos' permission – likely it's her personal fortress.
2	Citadel of Trials	*The ruins of an ancient testing ground, judging from the landscape it seems that there was strong magic at work here once. *There are signs that there were teleport pads existing here, though none of them are functional now – perhaps this means there are more locales that are now out of reach. *While there aren't many supplies here, there is an active teleport stone, with which you can start wandering the world at large.
3	Mirage Sandsea	*A literal desert, without much to see…unfortunately it makes it very easy for Warriors and monsters to spot you – though this goes both ways of course. *Dinosaurs and sand worms wander this place frequently, and you should be very careful not to engage too many of them – it'll just attract more attention. *Your best bet really is to find a way out as soon as possible, it might be expansive, but you'll find a way out if you head in one direction consistently.
4	Castle Cornelia	*A castle, fully intact, though still strangely devoid of people. From time to time, the Warriors of Cosmos and Chaos seem to like using the grounds as a place to fight. *Naturally, if you start off here…well you should get used to hiding if you don't want to engage in combat. *Still, it's a fortified castle with plenty of supplies, so even if you were to just stay here, you could last quite a while.
5	Crescent Lake	*The ruins of an ancient town, there likely used to be life here, but now there are simply monsters roaming about. There…is a volcano nearby though – not related to the lake of course. *There's a gateway here, if you had the magic to activate it, you could likely travel to any other gateway you can find. *That being said, the lake does make for a good place to make camp, with animals and monsters nearby and a source of fresh water…it's somewhat hospitable.
6	Pravoka	*The ruins of an ancient coastal city, surprisingly, there are still storehouses here – with supplies as well.

		*It would lead one to suspect that these ruins…aren't exactly as they seem. From time to time though, you'll find that Moogles will set up shop here. *There's another gateway here, in the event that you can activate it with magic – you could use this to travel the world.
7	Old Chaos Shrine	*A dangerous place for anyone other than the Warriors of Chaos, this is the resting place of Chaos, and those who trespass without care may find themselves forcibly ejected to somewhere…less appealing. *Granted, if you're looking for a fight, this is probably the best place to go, especially if you're aligned with Cosmos – just be wary of ambushes everywhere. *Alternatively, as a Warrior of Chaos, this is a natural safe haven, without any significant threat to speak of. From time to time you'll find your counterparts here.
8	The Void	*Arriving inside the Void isn't necessarily the worst thing that could happen, and for a short while, you'll be safe without having to worry about anything. *However, the World will draw you in, and very quickly, you should choose between one of the locales above and find the right portal to get out – before the Void spits you out randomly.

Best make your preparations carefully, it'll be a while until we see each other again. If abilities interest you, we do have a small array of them, similarly for items, or perhaps you have allies to consider for…plenty of things to take into consideration.

A companion of ours happens to be researching into the Void…if you're willing to help him he might make it worth your while… He's foreseen some potential complications…but there's something slightly bigger that he's working on as well.

{PERKS}

You have to have abilities right? Look around, and see what's to your fancy. Skills associated to a background are naturally easier to attain for those within the same background – and the first ability is free for those within the same background – all others have a 50% discount.

The Crystal's magic takes up different forms for the Wanderer and Warriors versus the Observer…but it doesn't mean that they're exclusive to one another – with the help of the Moogles, you might find the way to transcend those barriers. Make your choices with careful consideration of who you want to become.

STANDARD PERKS

WANDERER OF CYCLES

Not a bystander, but not quite a Warrior either, your existence in this world is somewhat of an anomaly. On one hand, it does give you the benefit of having no obligation to participate, but on the other hand, it also means you'll likely be mistaken for a Manikin and face assaults from both factions. It's probably best that you find some skills to help you survive as you go about doing your own thing.

Recognition of Repetition 100

From what you understood, this world goes through "cycles", phases of combat between the two factions. When all the warriors have fallen in combat, the cycle ends and begins anew. With the information at hand, studying the cycle will reveal patterns that seem to repeat themselves without end. Sworn enemies that always fight one another, one side always ending victorious, and the constant appearance of a wyrm…

All this research has helped your memory and mental flexibility at least – and as you venture into the world, you'll realize that you catch on very quickly to the recurring themes and events that seem bound to occur. Whether it is a simple puzzle or an intricate lock, the patterns necessary to solve it seem to leap out at you a little quicker.

The Chaser 200

Fighting is not necessarily to your advantage – accelerating the war and shortening the cycle will only cut your time short. However, you also don't want to let people intrude on your affairs without a proper response. If you want to

work undisturbed, you're going to need to silence those who might reveal your presence.

In a fight, you can't let your opponents get away. Should they find that they're at a disadvantage and begin to flee; you can immediately capitalize on that and launch into pursuit. You'll find that so long as you are pursuing an enemy, you seem to move quicker, and your abilities also seem to pick up a bit – as if your body instinctively realizes the advantage at hand.

Crystals of Power 400

This world is connected to many others through the Void, and within the Void, Crystals run rampant – sometimes flowing into worlds such as this one. The existence of Crystals seems to be inherently tied to memories and experiences – a phenomenon you'll see from fallen warriors, as the victors seem to gather these crystals as spoils.

In your time here, you'll come to understand the way crystals and experiences are linked together – almost like a record keeper's bookmarks, the Crystals ensure that they aren't simply lost. You can crystallize the experience that you would gain from a battle, and as you come to survive more and more battles, your collection of crystals will grow. The experience retained is not related to skills or abilities, but rather your inherent qualities – growth to your strength and so forth – so you won't lose out on skill growth due to this.

But bookmarks are meant to be placeholders – something you return to after some time. Should you find the need, you can take a shard of your Crystal and "return" it to yourself. This results in a temporary surge of power as the experience stored returns to you. Alternatively…you can also give it to someone else. The experience that goes into making the Crystals will mean that you'll lose a bit of the experience you would normally gain after a fight – but a minor fragment of what is in the Crystal will be returned to the user.

Inspiring Bravery 600

Bravery is a very strange concept – but it would seem that both manikins and warriors alike seem to use it as a sort of energy, almost like how you or I would consider mana as a source of energy. But unlike traditional mana which is dedicated for the purposes of magic, Bravery seems to act like a shield as well.

The pool of Bravery that you have to work with will be retained even after you leave this world, and so long as it persists, it'll act like a shield, reducing the damage you might take from an attack as it drains away. With enough time and effort, you can instil within others a similar pool – but the amount that they'll begin with is paltry in comparison to yours, not that you have that much either.

Bravery grows with experience, and as one sees to the end of conflicts and survives countless trials, the pool available to them will slowly grow in response. When the pool grows to a sufficient level, you could use it to fuel spells, but this will cost more than normal. At the very least, it might be an acceptable last resort measure.

WARRIOR OF COSMOS

You know the array of foes lined up against you, you know the odds, but your duty would have you fight in the face of those odds against the tide. History would leave you without much consolation; clearly the circumstances do not favour you. But as a Warrior of Cosmos, this is a part of your existence that you'll have to accept – when the circumstances fail you, you cannot fail yourself.

Distant Glory 100

Discerning the motivations of your enemies is absolutely crucial in this world – there are the fights that are unavoidable, and then there are the ones that you must avoid at all costs. By figuring out your enemies' motivations, you can determine if a fight is really necessary.

Though you won't become a master planner overnight, with this, your ability to decipher the thoughts and plans of others improves, allowing you to avoid nasty scenarios like falling into another's plot, and sudden changes to circumstances. With practice, your ability to react quickly under pressure will improve as well.

Against the Odds 200

Make no mistake – the odds are definitely stacked against you in this world. From the plots that Chaos' servants will employ, to the countless manikins that look to take you down, this is a hostile world where you'll have to fight tooth and nail to come out on top. Lesser warriors would balk at this and turn away, looking for solace elsewhere – but you aren't one of them.

In the face of overwhelming odds, you'll rise to the challenge, and your body responds in kind. When forced into a disadvantageous situation, your body's limitations are pushed beyond their normal benchmarks, and so long as your mind can keep steady on the task, you'll fight as far as your limiters can go. For as long as this state endures, your own endurance improves slightly.

Let as many of them come as they want – they'll break against your body.

Light to All 400

Cast alongside the servants of Chaos, you will undoubtedly appear to be a light to their darkness. Granted, the analogy might seem a bit overblown, but frankly, the large majority of Chaos' servants seem to fit the bill without much deviation. If they're content to sow chaos as befitting their title, then to stand against them, you'll establish order.

So long as you possess this will, your body will be surrounded by a brilliant aura, enough to shed light upon the environment around you. As the intensity of the light reflects your willpower, by concentrating, you could increase that intensity enough to blind those who would stand against you.

Having become a literal beacon, in the struggle ahead, you'll undoubtedly become one of the pillars for your allies to depend on, and so long as the aura is maintained you'll inspire all those around you. That being said, you should be glad to know that you can disable this in the event that becoming a literal lighthouse proves to be counterproductive.

An End to Fantasy 600

Cosmos, an entity created to control Chaos, yet failed due to an inherent lack of willpower. Such is the nature of a Manikin, even one designed to be a Goddess. But as the Cycles have come and gone, she has been accumulating the strength and resolve needed to overturn this system.

You will become her instrument to make this happen.

Magic, Crystals, Wyrms, Gods, the power bestowed upon you will be the final means to put an end to this wretched struggle.

No result comes without sacrifice – if you are willing to sacrifice the power within you, then you'll see the full effects of Cosmos' blessing. Just as she would be willing to give up her life entirely, if you drain every single pool of energy you have aside from your health, that massive sacrifice will affect all those around you for quite a range. The resulting surge of energy is enough to strip off magical effects like mind control or mental suggestion, even enough to stun all those nearby for some time so long as they don't have the willpower to resist.

For as long as your magical miasma lingers, the effects of any spell, any attack, any form of aggression be it from man or inanimate object will be substantially weakened – but this goes for you and your allies just as much as it affects your enemies. The fight **will** end one way or another.

For as long as you actively seal off the regeneration of every energy pool, this effect will linger and the range will creep out away from you. Let it be known that the Will of Cosmos will not tolerate another Cycle of meaningless bloodshed.

WARRIOR OF CHAOS

A path fraught with combat and destruction, there is no doubt that you'll need every bit of your strength and wits about you to stay alive. Based on the history, it would seem that your "side" has consistently won the previous cycles…but if that's the case – why is the fight still continuing? Well…you might come to understand the situation a little better with time, but for now you need to prioritize your own survival above all else.

Shade Impulse 100

Accepting that fighting is inevitable is one thing, but that doesn't mean you can't fight smart. There's no sense in fighting an opponent that's strong enough to put up heavy resistance in a fight like this, so you'll attune yourself to hunt down the weakest link with greater efficiency.

Identifying the weaknesses of those standing against you becomes easier, and naturally, by preying upon those weaknesses, your ability to harass your enemies has improved as well. It doesn't necessarily have to be physical of course…sometimes mental harassment is far more effective.

Banish Trap 200

There is no question that the Warriors of Cosmos are formidable fighters. If they weren't, this would be a slaughter rather than a war. Facing off against such opponents, there should be no reason that you'll rely on your skills alone. Everything on the battlefield should be a tool to use against them, and your skills in manipulating the terrain and environment have improved to permit that.

They say that a foe backed into a corner fights with unparalleled ferocity – but you have a way to counter that. Backed into a corner, your foes will begin to realize the futility of their circumstances, and the longer they remain in this disadvantageous situation, the more their fighting resolve saps away.

Treachery of the Gods 400

When it comes to dealing with the Warriors of Cosmos, brute force may suffice, but your own accomplices will need a bit more finesse to ensure they don't end up stabbing you in the back. A certain measure of stealth, a certain measure of

cunning, and a serpent's tongue will all go a long way to ensuring you remain on top. Play your cards right, and you might not even need to fight.

To suit your purposes, your skills in negotiation and persuasion will both see an improvement. However, as part of the masquerade, you'll need to learn how to properly craft diversions. In the process of such an endeavour, your ability to resist probing questions and mental invasions will increase – all the while moving the spotlight from you to somebody convenient.

The process of implicating someone like this has dramatic results, and you'll find that you'll shake the faith of others in your victim by quite a bit. All the better to divert attention away from your own machinations.

That Way Lies Pandemonium 600

The spirit of your liege, Chaos, would see the Cycles end with the destruction of this entire world. Then, as everything comes down in flames, with the power of the dead in hand, he can finally open the gateway back home, and lay waste to all those who wronged him.

Become his key with this, and let him channel that destructive impulse to all those around you.

As the spirit of the destroyer enters you, you'll come to understand that you are attuned for a single purpose. As such, all of your abilities are dramatically weakened, along with your physical capability to a lesser degree. Allowing utter chaos to channel through you, you'll find that all around you, those who are weak of mind will immediately succumb into a feral state. Their strength may increase dramatically, but with no thought or consideration for restraint, the more they use their abilities, the more they will damage their mind – a price that unfortunately will take quite some time to pay back…if they can pay it back at all.

Against those with strong willpower, do not be surprised that they may resist the negative effects somewhat – they may eventually fall, but it will be after a long struggle. As they will grow stronger regardless, be wary that should you die; the effect will naturally be cancelled. As you have no control over the affected, you should take heed of where, when, and against whom you use this.

Should you use any other ability at all, the effect is instantly cancelled, and the minds of those who were affected will slowly begin to mend themselves back to their original extent, though naturally some will take longer than others.

As the Observer, always keep in mind that fighting should not be your priority. To avoid drawing the attention of Cosmos, Chaos, or Shinryu, you should keep to the sidelines and keep your intervention efforts as well hidden as possible. Not that it'll be easy – but this was never an option for those looking for an easy way out.

Innocent Bystander 100

As the Observer, the most critical aspect is ensuring that you strictly observe until the timing is absolutely perfect. No disturbances, no interruptions, no unnecessary conflicts – everything will be smooth sailing for as long as you can remain in the background.

Your ability to blend in does improve somewhat, but more importantly, so long as you haven't engaged in combat, you can make it such that people will see you as nobody important, and overlook your presence.

Transparency 200

When fading into the background isn't enough, and you've already caught the attention of far too many, perhaps it's time to exit the scene entirely. By expending magic, you can turn yourself invisible and mask your presence such that only direct contact will reveal you.

With extra effort however, you can make yourself entirely incorporeal – though in doing so, you'll sacrifice all of your abilities for as long as you remain in such a state. Just be wary that if your foe happens to possess magic that can affect space and dimensions, you'll still feel the consequences.

Manikin Maker 400

Manikins…no doubt you'll come across them when you finally make your debut in the world. They look every bit like a human and yet at the same time, they're lacking something – enough for you to realize that they certainly aren't who they might claim to be.

The creation of manikins is a matter of body and spirit. Crafting the body only requires the presence of crystals – and with an appropriate amount of crystals you can create as large of a body as you want. However, to power that body, you'll need an equivalent amount of spiritual energy – perhaps souls or wandering spirits. When this is done, your brand new automaton will come alive.

In pursuit of the perfect manikin, there are those who believe that like forging a sword, it is a process that requires fine craftsmanship and careful polishing. Perhaps there is a bit of truth to these words – though don't expect to see your

manikins behave as humans do until you've dedicated an centuries of research into the process.

Will of the Overseer 600

There will come a time when your intervention will become necessary. Whether you decide to tip the scales in one direction or remove them entirely is up to you, but if you act too soon, you'll only reveal your hand – and the whole table might turn against you before you have a chance.

It doesn't mean you can't set up the playing field properly, but you should do it through more covert means – why not use a proxy instead? On all of your companions and allies, you may mark them to make them an acting proxy of yours. For each mark you make however, you'll have to dedicate aside a small pool of magic. So long as that mark remains on them, you can keep in touch with them via long range telepathy.

But you should probably take care of your proxies – make sure that they don't happen to land in any more trouble than necessary. If they do happen to find themselves in a pinch, you can still lend a bit of aid. In a manner of equivalent exchange, you can drain power out of one marked ally and bestow it upon another. Alternatively…you could also drain energy out of yourself to aid an ally, but that would be a bit of a desperate measure, no?

MISCELLANEA

A set of skills that don't quite belong under any umbrella, you might find some of these useful under specific conditions.

Freerunning 200

Though seemingly a rather basic skill to have, you'll find in a world where people are capable of dashing through the air and running alongside walls, having such a skill might be useful – especially if your foe is especially mobile as well. In addition to improving your general mobility in navigating through obstacles and traversing through difficult terrain, you'll also be able to perform a second jump off the air with magic alone.

The Assist 200

There aren't many Warriors in this war, and with the stakes being so high, you shouldn't expect a fair fight from any of them. Act on your expectations – and should you ever come into a pinch, call upon the assistance of an ally or companion. So long as your intended target is aware of you and vice versa, you

may warp an ally within sight to any other location within sight – and conversely, you may warp yourself to an ally's side should the need arise.

The Enigma 200

With the number of Warriors being so limited, and most of the Warriors possessing intimate knowledge on one another, maintaining your anonymity can make the difference between victory and defeat. For as long as you can sustain it with magic, you can temporarily mask the identity of all those around you – be aware of the fact that not every person will identify another by sight alone however, so you should cover your bases as far as the other senses are concerned.

Memory of Light and Waves 500

Amongst the rituals passed down in ancient Lufaine, the one with most renown is their ability to manipulate memories from the living and the dead. Though from accounts of a researcher this was largely used for the sake of creating Manikins, those same notes would indicate that such is not necessarily the best use of such a talent.

This technique can be used to extract memories from both the living and the dead, though the latter will require timely intervention before the memories fade into the Void. Should you bear no empty shell to hold these memories, you may instead insert them into a crystal, or an alternative magic catalyst.

But the act of giving up memories is inherently sacrificial, and those who would give up their memories will lose these memories permanently as part of the process. There may well be a reason that this technique was only ever used on Manikins – as more memories accumulate, the harder it becomes to regulate all of them. Should you find yourself with too many memories, you may soon realize that you will lose fragments here and there.

After all, people don't have perfect memories, and those who do would not be keen to give them up.

Moogle Seal 500

As the Observer Cid would say, you should always expect that there are going to be people who get in your way. Whether inadvertently or intentionally people always find a way to intrude upon the plans of others, but that doesn't mean you have to accept it at that. If they're going to get in the way, seal their powers temporarily by turning them into a Moogle!

Well…at least that was the intention. In practice, there's a very high likelihood that they'll resist this entirely – and should it work, you should hope that your opponent does not possess any magical aptitude. You see…Moogles are inherently magical creatures – and while sealing an individual as a Moogle may decrease their physical abilities slight, it enhances their magical capabilities dramatically, even bestowing basic spells upon those who would not have any.

The seal will remain for as long as you have magic to burn.

Spirit Purification 800

At the end of every cycle, the wyrm descends, and with a wide sweep of magic, gathers up the souls of the fallen to cleanse them. Though this magic does wipe the fallen warriors clean of their memories and experiences, it also allows them to fight in the next cycle with no lingering sentiments from the last. As a consequence of this, the wyrm grows stronger as it amasses more experience from the fallen.

You're certainly not Shinryu, and mimicking his abilities will only go so far. However, with a bit of magic, you can also purge the spirits of the dead that you have accumulated through personally killing things. This accounts for beings both sapient and not, though the worth of a sapient spirit is evidently more than a sentient spirit.

Do with the spirits as you will – perhaps you merely wish to retain and discard them so they can move on in a better place. Just be wary that spirits you retain in this specific fashion are beyond the realm of magic – use it, or let them be on their way. Just be wary that you may not be well suited to retain too many souls for too long…if you aren't already accustomed to retaining souls, over time you might find yourself losing some of the older ones.

So long as the quality of the amassed souls is above your accumulated strength, when you choose to purge these spirits all of your abilities will be enhanced to a small degree. As such, you'll find yourself needing more and more souls as time passes, and the demand for quality will also increase.

If the total quality happens to be weaker than you when you perform the purge however, the improvement will only be a temporary one, quickly fading away as the soul is consumed. When used on the living however, your magic will act to purge the negative sentiments within others, removing the burdens and shackles they may have placed on their own mind.

However, you might not be able to mimic Shinryu completely, but there is one critical point regarding this ability that you should take into consideration. **You may pick only one of the following options.**

Disassociation Syndrome

Memories and spirits that wander in the Void eventually find a resting place within Crystals – such behaviour is acknowledged in the simple fact that Manikins can exist. Though the men of Onrac needed experiment to figure it out, denizens of the Void know very well that one shard of Crystal can hold the spirits of many, and the versatility of spirits and the Manikins that utilize them is not to be doubted.

Affecting the souls that you purge, this modification makes it such that while the value of each soul is reduced, you can reuse a small portion of the energy within that soul as catalysts for spells and crafting after you purge it.

Cursed Mockery

The creation of Manikins was born of both desperation and curiosity, but what could have been a thing of beauty was fashioned for the purposes of war and with such a twisted purpose, the Manikins proved to be an object of shame rather than pride, a tool of misery rather than joy.

Affecting the nature of the souls you collect, this makes it such that the stronger the last emotions of the deceased were, the more of an increase you'll see to the quality of the soul – which directly affects the effects of purging them.

Sentiment of Antiquity

Many of the Manikins seem to possess…sentiments of a former life – and it becomes questionable whether this was the work of a memory technique, or if the Void still has more secrets yet to be revealed. For certain however, though a Manikin may be doomed to oblivion, for a brief time, it may well pass as a living being like you and I.

Affecting the nature of the souls you collect, this retains the very last emotion that the deceased felt. When the purge is conducted, even if it is only of one individual soul, you can release that emotion, affecting people within the nearby vicinity. By amassing a large amount of souls, this range increases slightly, but the effect becomes more pronounced, so long as the sentiments collected do not clash with one another.

Great Will

The Great Will, otherwise known as the Cycle, a plan wrought by Void wyrm and Lufenian alike, executed by the hands of two Manikins. A twisted cycle, an unyielding cycle, and yet more than one of its key participants has already come

to realize its destructive nature – for something proposed for the sake of self-benefit alone could never have the grand outcome that was desired.

Affecting the living that you choose to purge, reducing the small sum of magic required to normally purge down to negligible levels, as you remove their burdens from their minds, so too goes their ignorance. By attuning their eyes to the world around them, you'll allow them to see the state of the world they live in. What they choose to do with this knowledge is up to them, but from that point on, they'll have lost the innocence that ignorance once blessed them with.

The Confessional

In the end, the Great Will forced its participants to act, and in an act of rebellion, the bodiless Observer came to craft a masterpiece, one who would become a true Warrior of Light. A masterpiece, but like all Manikins, born with a flaw which even the Creator could not rectify. Yet he was introduced into the system anyways, and with his inclusion came the first step to undermining the Great Will.

As you purge individual souls, with a greater dedication of magic, you can temporarily bring forth that soul as a spectral entity. Though the time they will linger in the world is limited, for a short time they will retain the mind and memories they had prior to their deaths. They can interact with tangible objects, but this cuts their timer short.

To do this with a large amount of souls may create an abomination however, as multiple memories, multiple minds merge with one another. The resulting spectral beast may linger longer, but any sense of sanity it would have had will be long gone. The entity, and the souls that comprise of it, will be lost to the world once its time is up.

EX-FORM

The Crystal's blessing upon Wanderers and Warriors alike, the EX-form is about as close to a final form as the Crystal can afford to extend as aid for your survival in the World. It however, is not within a cost – for though you'll see an explosive growth in strength, this is a form that needs to be maintained with your own energy. To improve this, you should focus on developing your own potential.

You have a total of 20 KP (EX) to choose modifications with. If you require more…well, we could probably accommodate to that if you can afford it.

EX-FORM 0 (COSTS 3 FOR OBSERVER)

Unleashing the EX-form is a matter of choice once you've unlocked the blessing. By default, the increased energy output from the EX-form lingers around you like a fierce aura, and as long as you can continue to maintain the cost of the form, the aura will persist. With it, all of your abilities will be enhanced significantly – though using any ability during this form will consume more energy.

Magic isn't the pool that your EX-form can drain from, so be wary that it doesn't eat into your health. While the aura will attempt to help you recover from what wounds you take, the moment it starts eating into your health pool this recovery will be negated entirely.

POWER SURGE 1

You can't possibly be satisfied simply with an enhanced form, right? With a bit of dedication, you can enhance your own parameters a bit, to increase things such as your strength, durability, speed, or magical prowess and so forth. Naturally, you can purchase this as many times as you want – it can also be used to enhance a technique in your possession.

AURA BURST 2

While your aura normally surrounds you like a cloak of energy, you can choose to release this in explosive fashion away from you. The burst is strong enough to damage the environment and push enemies away, but that's generally all it does. You can however, enchant this with any element you have in your possession to enhance it.

AURA COUNTER 2

With all the energy of your EX aura at your disposal, you can use it to engulf an attack, and reflect it away at an enemy. However, this only works so long as the enemy attack would not overwhelm you to begin with. If the enemy attack is inherently too strong for you to defend against, you won't be able to repel it, but you can burn magic in order to mitigate a portion of it.

BRAVERY EATER 2

There are those who say in the face of great adversity, those who stand up to face the challenge are true warriors. Clearly, your EX-form can pose as a great challenge to any enemy you face – but that's no reason to let them stand up. For any enemies who may possess a pool of Bravery, your attacks sap away at that, and weaken their mental resolve. For all other foes, your attacks do weaken them mentally, but not to the same extent. Being struck by a blow of yours will sap away at their resolve.

FORM & FUNCTION 2

Tired of having just a normal human body? Maybe you saw some of the dossiers on the other warriors, and now you want a lone wing for yourself? There are plenty of creatures within the Void who have additional appendages, or special additions to their bodies, and the Crystal can make it so that you can have them as well.

Though whatever you choose to add on is strictly part of your EX-form, adding wings, extra limbs, extra eyes and such are all well within the realm of possibility. For each time you take this, you can slot in an additional body part.

EX-HYBRID 5

As an expression of yourself, your EX-form reflects a bit about who you are. But while the Crystal will recognize your basic human form, it cannot comprehend things from beyond the Void, elements such as alternate forms are likely to be too far out of its reach.

However…we can change things around a bit. If you happen to have an alternate form that you'd like to adopt as your EX-form, that's well within our means. For each time you take this, you can add in an additional alternate form as well, hybridizing them as you see fit.

EX-AMPLIFY 5

Having a bit of a size issue with your form, or perhaps even your spells? That's something that we could tweak for you at a cost. In the event that you find things just aren't big enough to suit you, for each purchase you make of this, you can increase the size of either your form, or your spell by a quarter of its current size. Just be wary that you're not going to defy logic here – for a larger spell, you're going to need more energy to sustain it.

NATURAL PROFICIENCY 5

The Crystal might be able to peer deep into the Void, but it is not without its limitations. By default for possessing an EX-form, you'll attain the ability to release all of your energy in a massive burst – the EX-Burst technique. However, that likely isn't accurate to reflect who you are, and ultimately, your EX-form should be an extension of yourself.

With a dedicated amount of resources, you can select a technique of your choice to replace your generic EX-Burst technique. Be wary however, that this is a last resort option, and once you expend such a massive amount of energy, though the chosen technique will be greatly enhanced, you'll also be forcibly knocked out of your EX-form.

EXTENSION OF THE SELF 5

There are some Warriors for whom the weapon is such a fundamental part of their identity that weapon and user might as well be one. Perhaps you also possess such a weapon, one that would define you in some respects. For an item so inherently important to you that it has become part of who you are, while you are in EX-form, this weapon is equally enhanced as you are.

As long as you remain in EX-form, your weapon will remain indestructible, and all of its abilities are enhanced substantially. Similarly, any modifications to your EX-form will equally affect that given weapon.

FINAL CYCLE 10 (WANDERER ONLY)

As a Wanderer, you are set apart from your Warrior compatriots. Whereas the Warriors are brought back into existence by their patron after they expend themselves, for you, this fight is a struggle over life and death and the price of defeat is not something you can whimsically accept.

For every fight you find yourself drawn into, you'll have to fight with every last bit of energy you can muster. Even after consuming your energy through the EX-Burst, you'll still have to push harder, but in doing so; you can remain within your EX-form even after using your strongest technique. The cost for remaining in this state increases substantially for as long as you continue to maintain the form.

As long as you stay in this massive energy consumption state, you can burn off even more energy on top of that, and with this expulsion of energy, you'll be able to warp through space to a small degree.

ORDER'S SANCTUARY 10 (WARRIORS OF COSMOS ONLY)

A Warrior of Cosmos, one who fights for righteousness – or so you'd hope. Cosmos doesn't seem to have many demands for you, save to bring down the Warriors of Chaos who would see this land destroyed. It's a sensible request, but the Warriors of Chaos are no pushovers. Many of them possessing a dangerous lust for battle; you'll find that like fighting enraged beasts, the best solution is to find a way to strip their bloodlust away from them.

Should the power of your EX-Burst be insufficient in disabling your foes, the aegis of Cosmos will protect you for a short period afterwards. During this time, both your health and your defensive capacity will regenerate and increase. But more importantly, a wave of calming energy will stifle the bloodlust of all foes nearby, enough to shake their fighting resolve.

EDGE OF MADNESS 10 (WARRIORS OF CHAOS ONLY)

As a Warrior of Chaos, it's been made very clear to you that there are two sides to this conflict, and though you're still not entirely sure why this conflict exists, you know that you've been tasked to fight with the Warriors of the other side. You could probably assume that there are as many Warriors on the other side as there are on yours, but there's no guarantee that they won't rely on underhanded methods. All is fair in war after all.

An enemy who manages to survive your strongest attack may prove to be somebody that you should run away from. To aid you in this, the machinations of Chaos will protect you in the way it knows best. As soon as you consume your EX-Burst, illusionary clones of everyone in sight will appear as distractions and fittingly stir up chaos by attacking whatever is in sight. For a period of time, you'll remain invisible; the choice to stay or flee is yours.

MIMICRY 10

They say imitation is the most sincere form of flattery – so should you be so keen on imitating the EX-Burst of another warrior here in the World, there's no reason to hesitate. Well…more accurately, there aren't many reasons, but the reasons do exist. For one thing, you might be able to mimic the overall result to some degree, but your proficiency and the extent of the effect is reduced by a small amount. Granted, the EX-Bursts of the various warriors already don't seem to be as potent as you may have remembered them to be…

With time there's no reason why you can't use the mimicked technique as a foundation for your own techniques.

CRYSTAL'S BLESSING

As one who should not personally interfere regardless of circumstance, the Observer acts by proxy. In turn, the Crystal gives the observer the necessary power to call forth these proxies. For your sake as an Observer, you should take the time to prepare your own crystal, and determine the proxies through which you'll act upon the world.

You have a total of 20 KP (CB) to choose modifications with. If you require more…well, we could probably accommodate to that if you can afford it.

PAWNS 0 (COSTS 3 FOR NON-OBSERVERS)

With your own Crystal, you can call forth Pawns – materialized as faceless soldiers who will follow your every directive to the utmost of their ability. To maintain their presence, you need to dedicate a constant amount of magic towards their sustenance – but in the event that a pawn collapses under battle the Crystal will reform them in a slow process with your magic as a catalyst.

MORE PAWNS 1

The Crystal takes power, and it gives power out in return. For each fragment of power you're willing to contribute, the Crystal will create a single pawn in return. Be wary – pawns may be pawns, but as they gather experience, they'll grow and become more complex. It may well be better to focus on a dedicated set of pawns rather than to spread the Crystal's power thin.

CRYSTAL GIVES SHAPE 2

The Crystal will attempt to accommodate to your whims and desires in forging acceptable pawns for your use. To begin with, you may decide whether your pawns fit the shape of a standard human male or a standard human female. But the Crystal is yours, and therefore with your will and your magic you can bend the pawns to a fashion of your preference.

Should you mould your pawns to a form that is not a human, you'll find that they'll behave according to their form. With each fragment of energy you dedicate to this, the Crystal will reinforce the integrity of your pawns and make them more resilient under pressure. However, this does not lead to any increases in size – and accordingly, even when you mould them, you'll still have a limited amount of physical material to work with.

UNIFYING ORDER 2

One team, one goal – namely your team, your goal. Your pawns will always work best following single orders, but the Crystal can weave a bit of complexity into them, allowing them to collaborate with each other to greater effectiveness. Even should they work alongside others, their effectiveness also improves to a similar degree. With each fragment of energy you dedicate into this, the Crystal will reinforce the offensive prowess of your pawns.

ACCELERATED GROWTH 2

With more energy at hand, the Crystal can induce a certain level of growth into your pawns. Growth isn't just physical in nature, but also reflects your pawns' ability to adapt to situations and respond accordingly. For each fragment of energy you dedicate into this, the Crystal will respond by enhancing your pawns' learning speed and also their overall size slightly.

ASSURANCE 2

Pawns move under another's hand, following a will that they may not immediately grasp, towards an objective they might not see – but when you're around, your pawns will immediately turn to you for guidance. In your presence, your pawns will rally one another to reach greater heights. But you need not be a figurehead leader – so long as you're around a pawn, by using a bit of your magic you can repair any damage they may sustain.

MEMORY OF PROFESSION 2

In this world, the Crystal is heavily tied to both magic and professions – and stored within the memory of your Crystal is a variety of professions that you can pass down onto your pawns. Similar to the Job Cards utilized by individuals, when you take this option, the Crystal will align your pawns to a profession, bestowing upon that pawn a set of basic skills and proficiencies related to it. The Crystal retains the memories of these professions – and as such, your pawns will retain these skills even after death.

Each time you dedicate resources to this option, you can select another profession to memorize.

ANSWERING THE CALL 5

The Crystal beckons, and your pawns answer. But when the time comes that your pawns cannot push any further that how far they've already gone, you can extend your aid through the Crystal's capabilities onto your pawns. In an exchange of energy between yourself and the Crystal, the Crystal can then channel that energy into your pawns, temporarily lifting them past their inherent limitations.

In the event that you need your pawns to come to your aid, with the aid of the Crystal and a sum of magic, you can reform them by your side at will.

EDICT OF THE OBSERVER 5

Your pawns are your proxies, and through them you can act upon the world – but there is no reason why you cannot lend your proxy to another's aid. Through the use of a pawn, you can choose to replace its controlling mind with that of a reserve companion or another willing individual. The pawn, under their control, will act as their mouth piece – but naturally, it is limited to the abilities that the pawn inherently has for itself.

So long as your pawn is occupied by the mind of another, the original body of that individual will remain completely inert.

PROMOTION 5

Like a pawn reaching the other side of the board, the Crystal can bestow upon your pawns the ability to transcend their own limitations. Granted, your pawns are essentially your own warriors, so it might make a bit of sense that the Crystal can bestow them with the ability to charge an EX-form of their own.

But you are the key to sustaining your pawns, and accordingly, your own energy is what will sustain their individual EX-forms. Without any reference point to go by, by default your pawns will only enter a high energy state whenever they access this. It would only be after an extensive period of time that your pawns would come to develop a personal form for themselves. Just be wary that the more intricate the form, the more demanding it will be for you to sustain it.

SURPASSING BOUNDARIES 5

With enough effort, even a lone pawn can perform far beyond your expectations. The memory of the Crystal is enough to engrave upon your pawns the skills that you have come to learn yourself, and those that your pawns may come to witness. The Crystal may present the opportunity, but it does not necessarily provide the capacity – and you should take note that some skills may require things that your pawns simply do not have.

When pawns die, their memories are lost, scattered away – and with them, their skills will also be lost. However, with this option, the Crystal will retain these memories for them. As a result your pawns will retain skills and proficiencies even beyond the veil of death, until they are born anew.

HERO OF YORE 10

Perhaps the world you're entering has better choices for heroes than what you might be able to craft out of manikins or monsters. Or perhaps, you'd like to see a familiar face out of your pawns. The Crystal can warp appearances, and even twist the minds of those who look to it for blessing and guidance. Without a doubt, it takes far more effort for the crystal to weave such an elaborate illusion, but once successfully, you'll find yourself with an entirely new pawn for your own use.

For so long as you remain in the same realm where the Crystal has a point of reference to forge the illusion from, your pawns can mimic both the appearance and the behaviour of an individual in the world. However, once that point of reference is lost, your pawns will all revert back to their original appearances and abilities.

As powerful as the crystal may be, it is not omnipotent – and upon encounter a skill of any complexity beyond simple magic, it will not attempt to "copy" the individual any further. Only basic skills, spells, and talents will be transcribed onto the Pawn. After all, there are some things that only the body remembers – and cannot be passed down with magic alone.

The Crystal can shape minds, it can bend memories, but it does not whimsically add to a pawn's body. Should you ever attempt to have the Crystal copy a form that is inherently stronger or larger than the Pawn used, everything copied will be significantly scaled down as the Crystal attempts to align things with the Pawn it has to work with.

HERO'S QUALIFICATIONS 10

The best heroes are often the ones who have stood by you since time immemorial. Your trusted companions who have stood by your side, who have weathered the storms with you, would certainly fare better than pawns with which you have no familiarity or relationship.

Instead of attuning manikins to the Crystal, you may instead import a companion to fit the role. However, this does not allow you to exceed inherent import mechanisms. Should you choose to use this import instead of a normal one, your chosen companion will substitute themselves as the Pawn.

While this does not allow your chosen substitute to accrue CP, as a substituted pawn, your companion will learn from any ability you have that modifies the abilities of pawns – such as those that may bestow them with the knowledge of a profession, or anything that may enhance their abilities as a pawn.

In the event that your companion dies as a pawn, they may choose to liberate themselves from their role, keeping what they've already learned with them. This frees up the burden on the Crystal, allowing you to insert a manikin should you see the need.

For each time you dedicate this much energy into the Crystal, you'll gain an additional pawn added to your limit as well.

{COMPANIONS}

An entire room just for considerations of companions – it seems this conflict is important enough to these two to warrant such levels of preparation. The options here will allow you to bring in your companions, or find new ones as you see fit. There are some special options exclusively for your companions as well…

Warrior Potential 50 CP

There are your allies to consider of course, the ones who have been with you through thick and thin. Will you choose to empower them here? We could do such a thing – for a price of course. But know this – the position of an Overseer is unique, a boon granted out by the Rift Wyrm – and as such, only two Overseers can be present within the realm at a given time.

Import a companion for 50 CP; they gain 400 CP to spend on skills and items. Their background choice is free, but including you, there can only be two Observers active.
You may import in a batch of 8 for 300 CP, or 16 for 600 CP, with the same benefits.

Manikin or Man? 200 CP

In the shallows of the rift, the spiritless manikins linger, tossed out as refuse from an ancient civilization's experiments. Pulling one to the shores of this world is a simple task, but infusing it with spirit is no laughing matter. Though by chance, you may well find yourself bringing in a true hero of yore, a warrior already recognized by either Cosmos or Chaos. Why don't you try your luck?

You may rally to your side an existing Warrior of either side. However, you may also instead choose a Manikin imitation of that Warrior. The implications of such a choice affect certain Companion only perks. They gain a free background, though the two Observer rule remains, and has 400 CP to spend on items and skills.

COMPANION RESTRICTED PERKS

There are no discounts within this selection.

Resilient Imitation 50 CP (Manikin Only)

Manikins may not possess any spirit, but even without one they possess an abnormal level of resilience and dogged tenacity. Clearly, the soul is not cause for their indefatigability, but if so, then what is the case for such behaviour? It's hard

to tell, but there's no denying that these Manikins are much more resilient to the assaults of enemies and the world around them. This allows the Manikin to ignore a portion of any attack coming their way.

Strength in Numbers 50 CP (Manikin Only)

One on one, the Manikin may fare poorly against their original – but alongside the presence of another, the Manikins show their versatility. In the presence of an ally, the Manikin's skills improve – increasing with more allies around. The degree of this improvement grows greater when the Manikin is alongside other constructs.

Dust to Dust 100 CP (Manikin Only)

Manikins, made to be tools of war – you would hope that with time they can find something besides conflict within their hearts. That being said however, while most Manikins are disposable by design, your Manikin companion is different in that they have something to fight for. Depending on the bond you have with them (or the bond they may have with another companion), even if they happen to be brought to the brink of death, they'll quickly pull themselves together for one last push.

Resilient Will 50 CP (Non Manikin)

Surviving the journey was tough, and surviving the days ahead will prove tougher, but these are all well within expectations. In the face of adversity, your companions will rally harder to compensate and surpass the obstacle. Reduces the effectiveness of abilities that affect an individual mentally, and increases mental stability substantially.

Those Who Struggle 50 CP (Non Manikin)

For most, being tossed into an unknown world is a disorienting, if not traumatic experience. Still, there are some who can rally together in spite of such challenges. Not only do they quickly gather their bearings and adapt to the new world, but they also seem to fit in effortlessly with their new environment. Whenever this companion enters into a new world, they'll quickly learn the basic skills necessary to go about without difficulty.

Those Who Fight 100 CP (Non Manikin)

A new world, a hostile world, but for some of your companions this won't be any different from another day in their previous lives. Well adapted to the art of combat, your companion adjusts quickly to the usage of different weapons and skills, and the longer the fight goes on, the stronger they become.

Cooperation 100 CP

Regardless of where they're from, it seems that your companions are used to fighting within groups. When fighting alongside a companion with this skill, they'll adapt to your tactics and movements effortlessly, allowing for feats such as back flipping to slip through your fireballs, and stepping aside at the last possible moment to allow your sword to pass through. The effects of spells that would normally benefit you or your ally are also enhanced significantly.

Neighbourhood of Magic 200 CP

Perhaps your companions did not come from this world either and perhaps they come from places very far away elsewhere in the rift. It's not uncommon for travellers to drift across dimensions you see. But depending on where they come from, they may well find themselves with some peculiarities of their own…

At 200 CP cost, your companion may purchase an ability of their choosing. Alternatively for 100 CP, they may roll and see what they end up with.

Roll	Peculiarity	Particular Traits
1	Of Four Crystals	Hailing from another nameless land, your companion bears instead the ability to conjure four relics of four elements. These crystals serve as conduits for magic, defaulting to fire, earth, wind and water should you companion not have anything to replace them with. They can act like focusing lens for spells, or can fire off spells autonomously.
2	Breaking Pandemonium	A survivor from a place called Fynn, your companion has seen many people sacrifice themselves for the sake of overthrowing tyranny. As a survivor through all of this, their resolve has only grown stronger – when allies fall around them, their strength increases as well.
3	Warriors of Light	Your companion was once in the company of several heroes of yore, and though they are now separated, they still carry the torch. Able to regale others with epics and fables that keeps any audience entranced, their words carry such weight that they can inspire virtues such as courage, kindness, affection and determination in others – something that will linger inside them throughout the long passage of time.
4	In Pursuit of Righteousness	Witnessing a troubled knight's journey for redemption, your companion has seen the powers of mere men bring down archfiends and embodiments alike. Not only do they bear no fear towards

		formidable foes, so long as they believe their cause is just, their strength will increase substantially to counter oncoming adversity.
5	Natural Balance	Having witnessed a calamity in a world they visited, where the destruction of a crystal led to the demise of a fundamental element, your companion researched into the cause – and as a result, they've developed the ability to crystallize elements. So long as their elemental crystals remain, you may use them to spread the element in question throughout the many realms in the rift.
6	Dancing Mad	A bystander who saw how a "fool" became a "god", your companion learned too well the merits of working behind the scenes and concealing that with facades. An expert at spinning stories and telling lies, they can bluff their way into a fortress, win the hearts of men, before waltzing out again unscathed. This is in part due to their ability to disguise themselves as well, but don't underestimate their ability with words.
7	Open Your Heart	Where your companion came from through the rift, the planet was alive, flowing with life in fact, and having been touched by that, your companion can sense very well the flow of natural energies all around them. Whether it lays in sensing supernatural spirits, things that would otherwise be invisible, or detecting the flow of spells and bodies, your companion can see this and reach out to direct it. Naturally, it is harder to direct something which is actually alive over dynamic magic, over static magic.
8	Tears of the Moon	In the world your companion visited prior to their arrival here, they had witnessed young men and women sacrifice themselves to struggle against those who were referred to as Sorceresses. Having seen so many lose their memories, your companion strove and learned to help repair the memory of those who have lost them, and with it, they can empower the abilities of others to a slight degree.
9	Melodies of Life	Your companion came from a strange place, where a pair of worlds fought to maintain a tight balance, though all of this was apparently a grand plan laid in millennia past. From a world where life was created and discarded

		at whim, your companion learned the value of life, and with it the ability to instil life into others. Expending magic, they can extend the lifespan of others by a small degree – hopefully enough for others to learn the value of their lives as well.
10	Dream's End	A world that dreamed and the world that held the dreamers, your companion visited both, and came to understand that all dreams come to an end someday – but they may resurface again afterwards. Manipulating the dreams of others, your companion can heal others or harm them through dreams, though this effect is largely mental in nature. However, from the dreams of others, they may also call forth spirits in a strange form of dream summoning, whose forms persist so long as the dream is maintained.
11	Absolute Virtue	Venturing into a land that has witnessed war after war, calamity after calamity, your companion came to understand the value of companionship, and the necessity to band together with reliable allies, ones that will stick with them for decades to them. Relationships grow over time, and with it, your companion's abilities will grow as well. Supporting their allies through thick and thin, your companion can recharge the energy of you and your companions by a substantial amount even after you have exhausted yourself, providing you with a second wind. However, this in turns exhausts them.
12	Struggle for Freedom	It was a long journey to a distant land, but your companion ventured into a realm heavily touched by the rift, and came out with the understanding of men and their folly. Having witnessed wars driven by unseen revenants, and misguided vengeance, your companion sought an end to this. Now able to crystallize magic into crystals, objects of desire from many, these crystals your companions create are special – in that they release not magic, but emotions when released. Emotions like those felt by a widowed princess, a disappointed father, or a rebellious spirit – these emotions contained will overwhelm all those nearby and temporarily make

		them stop in their tracks.
13	Atonement	To the one who visited a world that sought an end, your companion has seen "gods" as they seek a means to lay themselves to rest. Watching as mere mortals fought against these despondent beings, your companion realized the tenacity of humans in the face of despair. The magic they've learned allows them to brand another individual with a magical mark. So long as the mark remains on them, the individual is weakened and emotionally burdened, but over time, the mark will fade away. How many people can be marked is limited by how strong your companion's magic is.

{ITEMS}

Not so much a store as it is a warehouse, the digital display here differentiates between two different selections – Synthesis Items versus Standard items. Only one choice exists for the Synthesis Item, though there are a variety of modifications available for it.

SYNTHESIS ITEMS

The Gateway 100 CP

The Gateways lie scattered across the world, dotting the landscape like ritual monuments erected in forgotten times. Many of these gateways are inactive, but this one is specifically yours and remains active throughout your time here. A gateway leads to a small pocket dimension of its own, perhaps connected to other spaces, perhaps merely a dead end. Be wary however, that people can follow you in and attack you inside this pocket space – it serves in this capacity as an arena of sorts.

As a testament to your presence in the world, the initial appearance of the Gateway will always be tuned to fit the place you would consider home. This is modifiable over time of course. You'll probably note upon entering that the space is pretty small – just about a quarter of the size for a standard city block. Time does flow normally here, so things you store here will degrade over time.

At the end of your journeys within a world, in typical fashion, the Gateway will close as it prepares to deploy itself. Be very careful that save for any reserve companions and Gateway generated creatures, everything within will be summarily excised from the space and pushed out. Be wary that you do not lose your precious items this way.

As you might expect, only you possess the option to take a Synthesis Item.

DOMAIN AESTHETICS 50 CP

Allowing you to modify the basic properties of your domain, with this you can determine factors such as size (10% increase with each purchase), climate (each purchase increases the amount of "fixed" weather states), or details such as gravity (can increase or decrease by a small factor). The purchases stack, but you can only select one factor at a time.

PIECES 50 CP

Within each Gateway lies the presence of Pieces – condensed magic that serves to modify some of the finer points of the domain. Each time you purchase a piece,

you can dictate what effect it has – as seen below. For every 4 Pieces you purchase, you'll get a 5th for free! No one really knows where the Pieces originate from, whether they are native representations of the energy within the Rift, or lingering fragments of the original worlds that were lost in the Rift, but it is known that their effects can vary substantially based on the domain itself.

From observation it has been seen that the power of the Pieces can leak out of the Gateway, affecting the immediate area surrounding it not so different from how the Rift can creep into the world. This natural creep does weaken the further away from the Gateway one goes, but one should note that having multiple pieces together may amplify certain effects as well. Perhaps you could intentionally use this effect to some extent? It does require, naturally, that your Gateway remains open, and people may stumble upon it naturally…

Piece	Effect
Battle Piece	A Piece that introduces monsters into the domain and its surrounding areas. The monsters may very well be aggressive to you as well, and will act as they would in their natural environment. The Piece can only afford them so much power thankfully, so even if you pick a species that isn't friendly, they won't be as destructive as you might expect. Species that aren't native to the domains of the Void will be weakened significantly, as the Void attempts to compensate and will slot random basic abilities as it sees fit. Increasing the number of these Pieces will increase the size of the pack, and allow for an addition species per Piece. Be wary if you choose to have multiple species…as you do have a finite area to work with.
Mirror Piece	A Piece that creates doppelgangers of those who enter as a defense mechanism, you can also use it in case you need a helping hand, though it creates simple manikins which will disintegrate after some time. Manikins being manikins, they might believe themselves to be real, but they are a shadow of the original. So long as they remain inside the domain however, if there is a region where they can recover, they can sustain themselves for a little longer before dying off. Thankfully, Manikins being automatons as they are, it's not like souls are being consumed or anything!

	The more of these Mirror Pieces you possess, the more clones can be created at a time.
Emblem	Your personal mark on the domain, something that distinctively announces the domain belongs to you – by using an Emblem Piece, you can graft a spell or skill of moderate power into the Piece. Thereafter those who remain within your domain will benefit from the grafted ability if you so wish it. Be wary however, that manikins and companions may not have the strength to receive the Emblem's power, should the grafted skill be too strong. Naturally, more Emblems allow the simultaneous usage of more skills.
Locked Areas	The closest thing resembling a gate, this Piece reinforces your gate's exterior and interior, putting up defensive layers to stall an enemy's advance. With sufficient force, one can break through these defenses, but they are effective, especially when stacked together, in ensuring that your enemy doesn't trash your domain.

SCENERY OF MEMORY 100 CP

As the Gateway reflects your experiences, you can attune it to match places other than the one you would call home. Based on your history, the places you've ventured to, you can shift the appearance of the domain that the Gateway leads into. Each time you take this, you can insert an addition "locale" from memory, hybridizing it if need be, or simply having it take up another floor if you have the space. Naturally, these realm modifications don't include people – just the physical location and their qualities, but do note that Pieces may be affected by the different environments.

STIGMA OF CHAOS 100 CP

As you explore the world, you'll slowly realize that some Gateways are more complex than a single realm. In fact you'll come across some Gateways that are more like sprawling labyrinths rather than a portal into another space. Each time you take this option, you'll increase the number of floors within your Gateway by 1. Different floors can be used in different ways, so how you decide to use them is up to you.

MUSEUM HALLS 100 CP

Instead of just using your domain as an arena or a tearoom, why not use it as an archival space as well? So long as your Gateway remains connected to the

outside world in some manner, when you engage with enemies or notable individuals, statues of them will appear inside your domain. When you check on these statues you can recount your experiences with them, like a live updating encyclopaedia! Just be careful not to break the statues.

CLOISTER OF DEMISE 200 CP

A place for those who have passed on, in remembrance of the fallen – should an individual naturally expire within the domain, for a period of time their spirit will linger here. Should you possess a spare body or manikin for them, they can inhabit it momentarily. They can interact with you, but they won't have any of their former abilities. Unless you were to bring them to life again, the Gate will only protect them for a single journey through worlds before their spirit collapses. As the experience of death is traumatic to many, it's probably for the best if you don't try to abuse this.

This only takes up a small region of space in a floor unless you have a floor to dedicate to it.

GALLERIA OF REPOSE 200 CP

A place for those to recover from wounds both physical and mental, like the Cloister of Demise, unless you dedicate a specific room to it, you will find that its effect only takes up a small region within the domain. So long as an individual remains within the affected area, they'll begin healing from their injuries internal and external. The healing effect increases in speed for more severe wounds, so long as the patient remains undisturbed.

PERSONAL REALM 300 CP

Perhaps you already have a realm that you want to integrate into the structure of the Gateway? If you select this option, you may slot in a different realm into the space linked by the Gateway at any time – but this is a permanent process, so make sure you take all factors into careful consideration before you make a choice! Facts such as how people can intrude through your gateway may deter you from connecting specific realms in your possession.

The Gateway being as finicky as it is, you'll only be able to slot in a realm of your creation, not anything that was given to you by a Benefactor's boon. Modifications you've made to the Gateway will naturally apply to this modified Gateway.

STANDARD ITEMS

A warehouse's worth of standard items, you'll find a large variety of tools and gadgets from all regions of the Rift here.

Moogle Token 50 CP

A token with a Mog's head on it, if you exchange these to a shopkeeper, you'll be able to get a year's worth of supplies to keep you going throughout the extended conflict. If you exchange these with a warrior from either side, you can garner their allegiance for a period of time, though they won't become your companion.

However, the shopkeepers do have another use for these tokens if you have the right connections. If you approach a shopkeeper with this to exchange, you can gain 3 KP of either variety regardless of your background. Both Warriors and Observers can likely find another use for this.

Don't try to fool anyone outside of this realm with this – it's just an ordinary coin to them,

Light Orb 50 CP

A special set of what would otherwise be normal glowing orbs – ones that you could even find just by wandering around the world. However, these have been refined and enhanced, and with them you can instantly restore your spirit by a small bit. That however, will consume the orb.

These Light Orbs are known by another name however – some call them the Powers of the Dead, and exchanging them with a shopkeeper, you can gain 1 SP, the shopkeeper seems to recall that a scientist is looking for these…

Summon Stones

Stones arranged like gemstones in a display case, each and every one of them charged with magic linked to a spirit – known as the summon. Those who come into contact with these stones may make a contract with the spirit, but there are stipulations which come with this.

In each world, only a single contract can be made per spirit, though the stone recharges upon your departure, and a new contract may be forged. In such a way, you can spread the ability of summoning throughout the realms. If multiple individuals bear the same contract, only a single spirit will arrive, but their power will be amplified depending on how many summoners are active. An individual may form a contract…but whether they possess the willpower and magic to sustain the process is something else altogether.

Each purchase gains you one summon contract for use. Be wary, that within specific groups, each contract also bears a specific effect.

Summon Group	Cost	Compatible Candidates	Summon Stone Effects
Little Friends	50	Pupu, Bomb, Moogle, Chocobo, Mandragora, Cactuar	These summons, being as small as they are, are adept at being summoned in large quantities – and 3 of them will always appear with each conjuration. On their own they're rather weak, but together they can overwhelm simple foes. When multiple summoners come together with these contracts, contrary to normal practice, multiples of these summons will pop up.
Elemental Host	100	Ifrit, Shiva, Ramuh, Leviathan, Syldra, Brynhildr	Each of these summons, adept in an elemental field, will naturally conjure their preferred element in a medium range field around them. The field won't harm the summoner naturally, but it enhances their own elemental performance somewhat.
Esoteric Mages	200	Calcabrina, Carbuncle, Magic Pot, Magus Sisters, Phoenix	Mage spirits wielding a form of magic that can't quite be pinned down, these spirits enhance the magic of their summoners which also can't be quite described as offensive or defensive in nature.
A Host of Fiends	200	Behemoth, Deathgaze, Demon Wall, Land Worm, Malboro, Tonberry, Typhon, Ultros	Monsters in any other world, spirits in this one, these summons inspire fear and dread to all those who would see them – naturally weakening enemies to a slight degree by sapping their will to fight.
The Towers	200	Alexander, Asura, Atomos, Giant of Babil, Hecatoncheir, Iron Giant, Odin	Summons known to be sturdy fortresses, impassable guardians, in the presence of these spirits, the spirit will always take part of the damage intended for the summoner.
Of Four Axis	200	Barbariccia, Cagnazzo, Kraken, Lich, Marilith,	Summons each representing a cardinal axis, this set of summons

		Rubicante, Scarmiglione, Tiamat	works best in conjunction with others, and amplifies the abilities of all other summons nearby. When the four of a set are combined, all of their abilities increase fourfold.
The Last Gates	400	Bahamut, Gilgamesh, Omega, Ultima Weapon, Ultima – High Seraph, Zalera – Death Seraph	Summons known to be guardians of ancient domains, these spirits possess an overwhelming level of strength – so long as they remain present, a part of their strength fuses with the summoner, amplifying their summoner's strength substantially.

Job Card 100 CP

A simple card weaved together with magic, made for those who would possess no magic themselves. With the use of this card, the recipient will gain all the basic abilities within the relevant profession, though developing those skills and learning new ones is a matter of their own diligence.

Though the card is consumed each time it is used, within the passing of a year, it will form anew. The magic within is difficult to replicate, but you could likely teach its contents to willing pupils with time and dedication, manually. There may well be some things out of reach of course, and it's hard to replicate the speed with which these cards can teach a profession.

Alternatively, these cards can be tossed for a different effect, and while this still consumes them, they will reform much quicker. Each purchase gets you one of these cards.

Job Card	Relevant Professions	Consumed Effects
Martial	Knight, Dragoon, Monk, Ninja, Ranger, Samurai	All martial cards will deal physical damage to all enemies in the area nearby. It may be a small amount, but it does ignore magical defences.
Mystical	White Mage, Black Mage, Red Mage, Blue Mage, Summoner, Time Mage	All mystical cards will deal magical damage to all enemies in the area nearby. It may be a small amount, but it does ignore physical defences.
Special	Chemist, Mime, Mystic Knight, Thief	Special cards, each with their own effects. The Chemist poisons all those nearby, and paralyzes them for a short time.

		The Mime silences all those nearby, and decreases the effectiveness of magic. The Mystic Knight enhances the effects of all magic. The Thief will ensure that an additional piece of loot can be found for a short time.
Unorthodox	Toad, Mini, Imp, Pig	Special cards, but with the same effects as they would if you use them as Profession cards. However, to use them as a profession is permanent (Like an alternate form), whereas using it as an item is temporary. The Toad turns others into a toad. The Mini shrinks another individual's size by half temporarily. The Imp turns others into an Imp The Pig turns others into a Pig

Weapon of Legend 100 CP

All sorts of tools and trinkets have drifted in through the Rift, and you'll find that many of the weapons you have here may be pieces you recognize from another domain. Perhaps not necessarily the same weapon, but in practice, people will recognize that weapon as the original.

The weapons do not come with their original world's properties (A buster sword would not have material slots), however, each of these weapons possesses the ability to consume spiritual energy to enhance themselves. On the defeat of an enemy, the weapon will grow ever so slightly. The growth tends to be dependent on the enemy defeated – a magically oriented foe will boost the weapon's magical capabilities and so forth. This is likely most suitable for one who fights extended battles and many foes.

Lifestone 100 CP

A small stone enchanted with a magic suitable for travellers, made to keep you warm even when the going gets tough, and you have no place to turn out but the harsh wilderness. As long as it is on your person, no matter the circumstance or environment, you'll still feel warmth permeate through your body.

Tintinnabulum 100 CP

A collar with a small bell that could make quite a fashion statement, not only is this rather effective in keeping bears away from you, you'll find that as you walk, your body feels healthier too – exercise must be good for you! Be wary however, as from time to time, you'll find that walking about with this on may attract monsters of the marine variety for some odd reason.

Moogle Chalice 100 CP

A chalice blessed by Moogles – and any liquid that has passed through this chalice will bestow upon its drinker a measure of luck in all things. While the effect is not earth shattering, it can help when it comes to trials and tribulations, ensuring you don't start off with a completely hopeless hand. It does also purify water, so it could be used as a water purifier if need be.

Nameless Artefact 100 CP

An Artefact waiting to be named, a relic waiting to be claimed, its appearance yet unknown, to be decided by you alone – this magic device has a very simple function, it reacts to the presence of other people with an abnormal level of strength, be it physical or magical in nature and learns an ability from them.

The first person to possess the artefact will name the artefact as well as define its shape – the artefact then copies a basic ability from this individual. From thereon after, the artefact can be given to another individual, who repeats the same process – sans naming. The one who possesses the artefact will be capable of utilizing the skills the artefact has gained, but one should be wary that many skills may well have requirements and stipulations that the wielder cannot meet.

Best used alongside rudimentary and simplistic magic or physical techniques, the individual offering the skill must be a willing subject – as this will reduce their own proficiency with the skill by some degree. Don't be surprised if the artefact simply cannot comprehend the nature of intricate or elaborate skills. Not something that can't be recovered from – but as with everything, time is valuable when you don't have enough of it.

Mythril Coating 200 CP

In many realms throughout the rift, mythril has always been an element of reputable worth. With the powers of the rift however, this mythril coating has been charged somewhat. Able to be applied onto both weapons and armour, items coated with this will be constantly charged with magical energy. As a consequence of this, the affected item allows one to sustain energy draining forms for twice as long, and improves their power slightly.

Sexy Cologne 200 CP

It's probably best that you don't investigate too heavily into the origins of this bottle. For one thing, we understood after a bit of investigation that only a single person has used this – and only once. After that one time, it would seem he never touched the bottle again, and no doubt it has very potent effects.

When worn, you'll find that other people seem to lose track of your gender, and unfortunately (perhaps fortunately, when seen in a different light) wearing it also makes you attract others to you at a frightening frequency. Please don't spray this on monsters – terrible consequences can ensure when people see monsters under a different light.

Qu'Bia Crystal 200 CP

A special breed of crystal that only forms within the labyrinths of the rift, the volatile energies collected within will empower anything substantially, but it does so at the cost of the object's durability. A quick zap with the crystal and the object will become more powerful – just watch how many times you use it before it shatters apart. Even normally indestructible objects will weaken for a short period afterwards.

When used on a living person however, the Qu'Bia Crystal has a very odd tendency. Creatures in the rift adapt to their environments in very bizarre fashions. For a short period of time, any person zapped by the crystal will phase out of the dimension, being unable to interact with anything – but generally also become immune to everything. Just don't materialize inside something solid.

Sovereign's Soul 200 CP

The spirit of a King, shattered in the barren expanse of the Rift. His spirit torn asunder, yet still it bears a fragment of indefatigable courage, a lone spark to ignite the flames of bravery within those who witness it. Raise it high, and let all who witness the soul's shine rejoice.

An amorphous cluster of energy that may linger within you or around you, those who are present when you activate this will be inspired to commit acts of bravery – sometimes suicidal bravery. Erasing their fears and doubts momentarily, it fills all who see it with an unyielding sensation of awe and respect for you as well.

Eden's Cuirass 200 CP

The technology that created this material is foreign, but that should not be any stranger to you than most of the items here. Despite being lightweight, the cuirass was made to resist attacks from spirits far surpassing humans – as advertised, not even an Eidolon could break through its folds. Thankfully, it's rather form fitting.

One would be wise not to depend on it too heavily, but it does prove its worth in resisting attacks of a magical nature. It would likely be wise for you to use it in conjunction with other pieces of armour – it doesn't weigh much after all.

Order of Emptiness 300 CP

One last fragment out of an ancient sanctuary, fished from the tides of the Rift from a forgotten cycle. Within it lie memories and sensations which had been felt by the deceased, and the remorse of those who pulled at their strings. Embracing the will of one who put all their hopes into a warrior of light, with this, you can uplift an otherwise mindless automaton and give it the strength to fight for itself.

Memories of its own, sensations of its own, the automaton will develop both of these. You may use this with long intervals in between each usage to uplift otherwise hapless beings – or you may consume this permanently, to make a companion out of something that once could not fend for itself. Works for any automaton which otherwise cannot be considered fully sentient or sapient.

Bedlam's Crown 300 CP

In the land of the blind, the man with one eye is king. In similar fashion, for the ignorant masses, there will be one who is enlightened enough to lead them. Be it manikin, automaton, or even just monsters without enough willpower to rally themselves above the rest, when you bear this crown on your head, your will be as theirs. The effect of this begins with those who can see the crown, but extends a little ways away from all of your servants.

Be wary, for your darkness is theirs – and your servants may act out on impulses you thought to have suppressed deep within you.

Chaosbringer 300 CP

A weapon made to bring an end to order and all things just. Or perhaps, this was just a misunderstood tool, and in reality the key to a passage home? A weapon retrieved after the end of a cycle, this weapon will change its shape depending on your mood. It would seem that this weapon will adapt to you over time, becoming an extension of your will – as it had for its previous owner. Should it feel the need, it may merge itself with another weapon to best suit your needs.

The wounds caused by this weapon do not heal quickly, however shallow they may be, and perhaps the cause of its wicked reputation, those wounded by this weapon find themselves increasingly demoralized with each strike. Before long, one would wonder – why bother fighting at all?

{DRAWBACKS}

This world is an unstable place – but that doesn't mean it can't get worse. If you wish to make your stay here a little more miserable than it can already be, we won't bar you from doing so. Of course…we'll compensate you, after all each complication you're willing to endure does help our research somewhat.

There is no drawback limit.

Memory Loss 100

Confusion, disorientation, and that nagging void in your head – you know for a fact that you've lost memories, because you can feel things missing inside your head. Thoughts and memories that should be there…but aren't. As you travel the world, you'll start to get these missing fragments back – but don't expect it to happen anytime soon. Hopefully you didn't forget about your companions.

Confused Allegiances 100

Chaos? Cosmos? You're not quite sure which side you're supposed to be on, and unfortunately, that means neither side really recognizes you as an ally either. Save for your companions, you'll never really gain the trust of either side. At this point you really might as well be a third party. Unfortunately, being on neither side does mean that they may very well prioritize eliminating the unknown factor first – that's you.

Hapless Puppet 100

Are you a Manikin or are you real? Self doubt will plague you as you come to the realization that many of the warriors you'll come across may well be puppets on strings, led around by Cosmos and Chaos. It doesn't help at all that manikins resembling you and your companions will start to show up as well. Thankfully they aren't anywhere near as strong as you may be.

Under the Wyrm's Eyes 200

Your presence has been noted by Shinryu, and unfortunately, piquing the interest of a wyrm in control of the realm is probably not the best idea. Thankfully, Shinryu doesn't seem too interested in killing you, but he's very interested in what you know, and if you aren't willing to divulge your knowledge and experiences, Shinryu doesn't mind extracting them from you forcefully.

Coming from a wyrm that regularly "purifies" warriors to gain their experiences, maybe just indulging him would be the better idea. You may not survive

purification. As Shinryu learns extremely quickly, you should be wary that he may master your demonstrated abilities better than you can…and hunger for more.

The Wrath of Cid 200

Cid of the Lufaine, a man that we're certain should be an observer to all of this, has decided that your interference warrants his own. Unfortunately, this means that he's transformed you into a Moogle, and for the rest of your time here, your form is locked in as a Moogle. Naturally, this means that no one will take you seriously, and even if you have an EX-form…you'll still be a Moogle. You're a powerful Moogle…but just a Moogle. Form dependent abilities however are locked out entirely.

A Rival for All of Time 200

A tentative balance exists in this world, one force equated by another – but your arrival has led to a disturbance to this balance, and appropriately, the world has acted to recover the balance. Stretching deep within the rift, pooling together energy, a rival from your past comes to life. Your rival doesn't have to kill you, but they're there to delay you, to hinder you, and to balance out whatever actions you take. Should you destroy them; the world will act once more and create them anew.

Brink of Delusion 300

For eleven cycles, Chaos has been accumulating power, looking to gather enough strength to open the doorway between worlds. For eleven cycles, the energy stored within the deceased has returned to Chaos. For eleven cycles, the memories of defeat and hatred have stewed inside him, adding to the hatred he possessed from the beginning of his time.

Now Chaos stands at the brink, ready to unleash it all – and you'll be the catalyst for him to break through. When you die, the ritual will be complete, and he can finally surge forward against the gates separating the two worlds. Chaos will instinctively hunt you while he is active, and all of his Warriors will direct armies against you to wear you down. This means that even for a Warrior of Chaos, you should not expect any mercy. Chaos may not be inherently evil – but he is pragmatic, and if all it takes to end this wicked cycle is your death, it's a price that he will pay gladly.

Each time you lay him low, so long as one of his Warriors remains, he will return in full force. Thankfully, it takes him some time to conjure them forth again.

{SCENARIO}

This…this is a strange room that you've found yourself in. All sorts of maps, all sorts of lab equipment lying about, you've basically walked into a makeshift research facility. A man stands here – poring over a map of what you presume to be the world that you'll be entering. He doesn't address you until you approach the map.

"Well…wandered here out of curiosity? There's no sense in dawdling around, you know, unless you're here to help me with my research…you should get a move on already."

In any case, there shouldn't be any harm in asking him what he's researching. With a sigh, he rolls out another map, as if that was supposed to explain anything. But before he starts explaining anything, he turns to introduce himself – well, that makes the first person who has actually introduced themselves to you.

"Before anything – my name is Threnos, I specialize in researching spatial and temporal anomalies…generally my work is here to help those two with their preparations for the Lady. That was a formality of course, but a necessary one, and yes, I know who you are."

Well he sure got down to business fast.

"This world is a rather peculiar one; even after all the worlds I've seen. The presence of the Void makes things…different, for one thing. Based on the data I have on hand, I suspect that this world is actually a subjugate world to another. I'd tell you more, but unless you're going to help me out with my research, frankly this would just be useless information to you."

Looks like it's time to make a choice – are you curious enough that you'll help this man with his investigation?

In the event that you express your interest, Threnos will bring you to an entirely different room, where both of the maps you saw before are displayed up on the wall via projector. Judging by the pictures of locales available, you can see why Threnos believes one of the worlds is a copy – the locations resemble each other to an uncanny degree.

Threnos points to the world where the locations are in ruins. "There's no name for this world, the one that you were going to enter – so we're just going to stick to calling it World B. I'm very confident, given the dating methods we have on hand, that this world is definitely the duplicate. This world is just too young."

"That was the easy part of my investigation. The problem is, I need field agents to investigate into both worlds…and that is where you'll come into play. I have a method with which you'll enter both worlds at once so you can do simultaneous testing."

"To be honest, I don't see a way to resolve this mess unless it is done simultaneously from both sides…but there is a catch you need to be aware of. You can enter both World A and World B at once, but there's an inherent limitation you need to be aware of."

"Your body is only going to be tangible in a single world of the two, though you can choose which one it will be. You'll possess all of your abilities in this world, as well as your body. In the other world however, you'll be stuck as a spirit. You can speak to people via thoughts and advise them, but the leg work will have to be done by someone else."

"But! Before I even proceed further, I need to explain what needs to be done in both worlds. Like I said before, if you manage to resolve the issues in both worlds simultaneously, I think we stand a good chance at fixing this mess. But the methods of getting there aren't the same."

"World B is relatively straightforward. I think as long as you can draw out Chaos and Cosmos…well, the two of them together will probably be able to open the gate. Tricky part is ensuring the former doesn't kill the latter."

"But World A…well that's a bit more difficult. You see, the problem here is this country called Onrac. I'll arrange to deploy you there of course, but their wide scale experimentation into the Void is causing all sorts of trouble – likely to be what caused this whole mess in the first place. You need to stop them, and prepare one last doorway so your partners in World B can step through."

"Well…I'm not sure what would happen after that…" …Is Threnos implying that he expects something more to happen after that.

"But it definitely won't be an easy task to tackle both simultaneously…" You'd assume that Threnos has some sort of basis for this speculation – especially when he's not the one doing the actual work.

"That being said, it's not like you won't have help. Any of your companions, imported or not – up to the standard eight should you not import any – can move to either of the two worlds. You can decide how to distribute them. In the event that you need extra help…well…I suppose I do have some resources on hand to help you…"

Threnos hands you a card with 10 SP in it. You can get more elsewhere.

"Just remember one thing, I don't mind if you only probe into a single world – but once you make the choice, there's no turning back – make sure your preparations are adequate."

THRENOS' AID

Threnos looks at you expectantly, until he realizes there was still the matter of his "aid". Bringing out a pair of individuals, he presents them to you like a fashion designer would present a mannequin. It's fitting – because both of these are Manikins, though it is quite obvious that Threnos designed them specifically for this purpose.

Maybe they were the original field tester candidates?

"Got my specs for these two fine participants from the Void, though I think my own skills as a Manikin maker are…a bit off. Let me introduce you to Aemo." He gestures to the female Manikin, a young woman with auburn hair, and vibrant teal eyes. "…and Morrow." He then gestures to the young man, whose messy brown hair seems to be the most distinctive point of his appearance.

"That card I gave you? This machine here will accept it, and we can make some fine adjustments to Aemo and Morrow here. Of course, you can deploy them to wherever you like, they're just as familiar with the objective as you are – probably more so by now."

Modification	SP Cost	Aftereffects
Appearances	1	Modifies the appearance of Aemo and Morrow via small tweaks, but also makes them more personable as well. Purchases must be done on an individual basis; each modifies a single aspect at a time (hair color, hair style, eye color, height, etc.).
Physical Prowess	1	Improves Aemo and Morrow's aptitude for physical combat in various forms, this makes them stronger for each time it is taken by a small bit. Must be done on an individual basis. Be wary that Aemo and Morrow both start off slightly weaker than most Warriors. Teaches the affected party basic physical techniques.
Magical Aptitude	1	Improves Aemo and Morrow's talent for spellcasting in all varieties, this makes them slightly stronger for each time it is taken. Must be done on an individual basis, and their initial talent for spells isn't very high to begin with. Teaches the affected party basic magic spells.

Charisma	1	Improves Aemo and Morrow's talent to converse and attract others. They're rather personable to begin with, but this will help reduce the suspicion that others may have for them. Must be done on an individual basis.
Profession	2	Allows either Aemo or Morrow to adopt a profession, their skills will adjust slightly to suit their new profession. Jobs are available as per the Job cards, and once bought, can be applied to both.
Diplomatic Flair	2	Greatly increases Aemo and Morrow's ability to charm and talk their way out of situations, as well as persuade others. Must be purchased on an individual basis.
Extra Aid - Mootie	4	A strange little dragon that seems to transit instantly from Aemo to Morrow, regardless of space and distance, though he can't carry anything along with him. So long as Mootie is close by, the respective Manikin will perform better.
Memory Fragment - Aemo	6	Exclusively for Aemo, allows her to cast high level Light based magic, and reduces the cost of such magic for all those around her. Her magic aptitude increases substantially.
Memory Fragment - Morrow	6	Exclusively for Morrow, improves his ability to cast all levels of magic, but only reduces the cost of spells by a small amount. His magic and physical aptitude increase by a moderate amount.
Space Time Stone	8	Allows both Aemo and Morrow to perform a three second time stop, just enough perhaps for them to move out of the way. This cannot be used repeatedly without a high magic aptitude.
Memory Fragment	8	Allows both Aemo and Morrow to adopt the abilities of a single Warrior – though their abilities are weaker than the original.
Puppeteer	8	Adds another Manikin to both Aemo and Morrow's teams. The Manikin can be a mimic of a Warrior, or even another individual in the Void's realms, but they will have no abilities save whatever you gave Aemo and Morrow. Each additional purchase at 2 SP cost will net you an additional Manikin for both Aemo and Morrow.
Angel Song	8	Allows Aemo and Morrow to revive once immediately from a fatal incident, and will warp them to a safe place ensuring they don't get killed immediately upon revival.

Monster Tamer	8	Allows Aemo and Morrow to each tame a single monster, the smaller the monster is, the more likely it'll be successful. Monsters start off weaker than normal, but with more time and experience, they'll improve over time. Each additional purchase at 2 SP cost will net you an additional monster for both Aemo and Morrow.

Before you leave, Threnos will give you one more warning. Should either Aemo or Morrow die, they will take a very substantial amount of time to reform – more so if they happen to be modified. So plan out your plan of attack carefully.

This scenario is a bit different. Part 1A and 1B, if you choose to do them, will happen simultaneously. You will possess your body and all your abilities (after drawbacks) for 1 of these two routes. In the other, you will be an intangible spirit, an observer with the capacity to counsel and give advice, but not much besides.

Should you have companions, imported or not, you will be able to decide who goes where. On top of that however, you'll have 10 SP with which to make a team. You may decide for yourself how this team is split. If you complete both 1A and 1B, you may enter up Scenario 2, where both teams reunite (and you become one)

Be wary of how you spend your SP, for there are uses for SP at the very end…if you manage to reach it. Accordingly, if you take S1A/1B and S2 together, you can gain a maximum of 700 CP from the scenario chain

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=S1A= JOURNEY THROUGH THE DECADE (+200 CP)

[World B – Contact Confirmation]

The starting location for the chosen party to arrive here remains the same as the choice you had initially determined for yourself. With the resources available to him, Threnos can at least guarantee that the party will be able to make it out to the world at large before anyone decides to find them.

A briefing that was carried by the team confirms some of the more specific details that Threnos did not have time to go over. The current cycle is the 12th Cycle – the team arrived at the opening moments of the conflict, and though the Warriors have dispersed, thankfully none of them have fallen yet. You never know who you might be able to use as allies.

If Aemo is present, she'll suggest that the team should seek out the Warriors of Cosmos, they look like nicer people, and frankly would probably be more inclined to help out. If Morrow is present instead, he'll suggest the opposite – after all the Warriors of Chaos won the last twelve rounds. Clearly that has to count for something.

Either way, the team should get a move on, and taking up a side with one of the two factions is likely to help push things along. Thankfully, as the letter says, the timing of the two teams doesn't need to be exact, as long as both are completed in timely fashion.

The objective seems to be pretty straightforward – make contact with both Cosmos and Chaos, then convince both that the Cycle needs to end, before opening the portal out. The team has a couple choices at hand…

Obviously, if there were enough people present, you could probably try for a dual pronged approach by confronting both of the "faction leaders' at once and try to win them over in the process. Alternatively, choosing to focus on a specific faction would likely see a greater chance of success. Cosmos already has pretty low odds of winning to begin with, which may make her more agreeable, but siding with Chaos is likely to be the safer option as far as survival goes.

Of course, a last option still remains, if you were to subjugate the majority of the Warriors on both sides, and force them to unite before subjugating both Chaos and Cosmos in return. How confident is your team in their abilities?…

The sooner the team makes a decision, the sooner this investigation can actually begin.

INTO THE DARKNESS

Depending on how the team chose to proceed…some things may change. Just remember that you aren't here to kill Cosmos or Chaos…they still need to open that gateway for you.

Option A – Siding with Chaos

Chaos has a very simple objective for you to meet – but unfortunately that doesn't necessarily mean it aligns with your own. Joining his side isn't difficult at all, though he expects you to follow with his directive – which involves following the Great Will and destroying the forces of Cosmos. Until you do, you're not going to see your relationship with him improve at all.

Unless you happen to be an excellent negotiator, it's not likely that you'll be able to persuade Chaos to listen to your proposal without defeating at least a couple of the Warriors of Cosmos. Fortunately, Chaos has his own Warriors who can

help you with this task. They won't see it as helping you in any case; they're here to make sure that Chaos recognizes their efforts.

It might not hurt to see who amongst the Warriors of Chaos you could actually trust to align yourself with. Consider your associates carefully, as some of these folks seem like they'd be inclined to stab you in the back the moment an opportunity presents itself.

Should your idea gain any traction with Chaos, it doesn't necessarily mean that his individual Warriors will agree to the idea. The difficulty then, lies with convincing the Warriors of Cosmos and Chaos both that the infighting between them needs to stop. It's very likely that some of the Warriors of Chaos have long standing grudges that they simply will not let go. Will you decide to aid the Warriors of Chaos who should technically stand on the same side as you?

It's likely for the best if you can make amends between the few Warriors who don't hold grudges against one another, and perhaps you'll have to remove a couple of the warriors who are too…aggressive in order to establish a makeshift peace. If you can succeed in that, you'll be a long ways towards getting Chaos and Cosmos to cooperate. This option suits those who are confident in their ability to control others, manipulate others, and their own ability to prove that force can be a completely valid solution.

<u>Option B – Siding with Cosmos</u>

Cosmos is much easier to convince than Chaos is, but there is an inherent catch to siding with her. For one thing, her forces are greatly outnumbered, and before anything is to be even considered for joining forces with Chaos, you'll first need to ensure that all of her Warriors are essentially safe.

On a positive note, they aren't extensive in number, so it isn't as if you have to spread yourself too thin – even if they happen to be scattered out across the continent. On a more problematic note, you'll find that the Warriors of Chaos view you in a similarly antagonistic light as they view all of the Warriors of Cosmos.

This means you're going to encounter quite a bit of resistance should you happen to run into any of the Warriors of Chaos. It would likely be for the best if the team keeps a low profile and stay away from any unnecessary fights. Once you gather all of the Warriors of Cosmos, Cosmos will be keen to see what your plan has to offer that the Cycle wouldn't meet.

After all, it's been drilled into her head since day one that the Cycle existed so that they could eventually escape World B. But if you're convinced that your plan

could potentially be better, she has nothing to lose by letting you proceed ahead with your plan.

After all, the Warriors of Cosmos have lost for nearly a dozen wars since the cycles have started. If there was really any better plan to be had, Cosmos will be more than happy to take the risk. That being said, her Warriors might be easier to convince, but the Warriors of Chaos and Chaos himself certainly don't feel the same way.

If you're going to convince them, you'll likely have to subdue them first, but besides Chaos, you don't necessarily need to spare anyone else in particular. The ones that you do spare however…they could potentially be helpful later given the right circumstances – either way, how you deal with the enemy faction is a choice left for you to decide. This option best suits those who would prefer a more diplomatic approach, but also to start with a more agreeable ally.

Option C – Siding with Both at Once

Should there be enough people on your team to approach both sides at once, it's not out of the question to split up and control the situation this way. Certainly a more diplomatic option than the alternative, you'll still face similar concerns when it comes handling Chaos and his Warriors. For one thing, most of them simply are not agreeable folks.

While the threat of Chaos does prove to be the most difficult thing to manage, if the team is tackling both factions at once, you may find that with careful coordination you might be able to manipulate both the Warriors of Chaos and the Warriors of Cosmos into the fights of your choosing. By keeping sworn enemies away from each other it may become much easier to persuade Warriors over to your side and before long, the leaders of both factions as well.

Dividing your team does mean that maintaining communications between the two parts is going to be a point of major concern – and ensuring that both sides are properly aligned with one another will be essential if you aim to minimize the conflict between both factions. Certainly, this option will help to ensure that a large majority of the Warriors should survive – provided you can pull it off without a catch. It would best suit a larger team that is confident in their own abilities to manage both circumstances and individuals.

Option D – Assaulting Both at Once

Instead of joining up with anyone, perhaps it's easier for you to make others see things your way…by force. The most aggressive, most direct option available will put you at odds with all factions and all the Warriors – but it'll also likely coerce

cooperation much quicker, so long as the team can ensure that all of your enemies are quickly subjugated without delay.

The quicker you can complete this without delay, the easier it will be to take both sides by surprise – and as long as you can capitalize on this advantage, you'll find that both sides can be very quickly overwhelmed. The Warriors may be strong, but the Warriors of Chaos are very susceptible to internal strife, whereas the Warriors of Cosmos are largely scattered. Neither faction will respond very well to a rapid, multi-pronged assault – provided you can deliver it effectively.

If you can't perform this quickly however, you may find that you'll unite both factions against you rather than with you, turning the situation from one that could be potentially bad into one that is most definitely bad. This is an option suited not only for teams with a large amount of competent fighters, but also a team that can cut off any potential for reinforcements from both sides, or perhaps even manipulate the sides without being seen.

NOT ALONE

The name Cid might ring a bell, but it stirs up vastly different reactions from Cosmos and Chaos. Cosmos, who had been reluctant to bring up the subject to begin with, doesn't seem very confident that you'll be able to find him. Chaos on the other hand seems to be aggravated by the mention of Cid alone, and would much rather you hunt Shinryu down than find Cid.

But that prompts Cosmos to bring up a point – without Cid, it's not likely you'll be able to lure Shinryu out of hiding. Either way, if you want to open the gateway to get out of here, finding Cid is the best thing to do. As far as Cosmos knows, the last time she saw Cid, he had withdrawn to the Chasm in the Rotting Land. If you're to find him, that would be the best place to start looking.

If the Warrior known as the Warrior of Light still lives…he might be of use to finding Cid as well…as time goes on, more and more of his memories will return, until eventually he could guide your team straight to the cavern where Cid has set up his labs.

Understandably, Cid does not want any visitors. As an observer to the Cycles himself, he's not too keen on interfering, which would be exactly what you want him to do. Though…if that were the case…why did he make the Warrior of Light then?

As with Cosmos and Chaos, you'll need to convince Cid that ultimately, what you're doing is a better alternative to the Cycle – or the Great Will as he calls it. Honestly, it shouldn't be that hard, considering how inherently flawed the system happens to be.

Though if you do manage to convince Cid, you're going to need to find him a suitable body so that he has a tangible form once again – as he explains, Shinryu took his body away from him when he initially made his agreement to become an Observer. If you can't find him a willing, soulless body, he does have plenty of Manikins in his lab…

It's a pity that they all happen to be Moogles, but unless there's another body present, it'll have to do.

Cid, once he does agree to help you, will kindly inform you that unlike what Chaos and Cosmos suspected, your task is further along than you might think. Rather than construct a gateway from scratch, you just need to align all of the gateways to focus through a single one. While that's going to require a lot of legwork, it'll still be quicker trying to make an entire gateway from scratch or rely on Chaos to blow a hole through into the Void.

Naturally, Shinryu won't look too kindly on a plan that doesn't involve him feeding on souls to grow stronger but Cid, Cosmos and Chaos can all conceal the team's actions for a brief period of time, but if you take too long there's no telling what kind of retaliation you'll see from the Void wyrm.

Aligning the gates is a simple process, requiring only physical effort and a small bit of magic, but the complication arises in the fact that the gates are strewn all over the world. If the team does not split up, it's not likely that you'll be able to align even half of the gates necessary before Shinryu catches on to the plan.

Though Cosmos, Chaos and Cid will be preoccupied with obfuscating Shinryu's sight, the Warriors that have not died yet could be of use to you. They'll have the magic potential and physical potential required to align the gates and you could always use an extra member on the team. All you need to do is choose a single gateway to act as the prime gate.

As soon as you feel ready, dispatch the team as you see fit – just remember that once you start, you won't have time to stop.

GATE TO THE RIFT

From the beginning, Cid had already warned you that Shinryu catching on was an unavoidable conclusion. The wyrm however, doesn't seem to be as aggressive as Cid would you have expect. Rather, Shinryu seems to be waiting to see what you manage to succeed in accomplishing.

The wyrm won't make a move until the gateways are all completely aligned, and as the gate begins to activate, Shinryu appears – with a large host of Manikins in tow. Evidently, he's not very happy that you've decided to bypass him completely

on this plan of yours. The prospect of being bypassed not at all appealing to him Shinryu takes the most sensible option available.

If he destroys this gate now, you won't have any option but to turn to him, and the Cycle can resume once more. The Manikin army he has at his disposal will immediately lay siege to your gateway, and Cid informs you that until it finishes charging completely, you're not going to be able to use the gate. This basically means you're going to have to defend the gate, knowing that none of the gates are in a well-fortified position to begin with. With the Manikin horde bearing down on you from all sides, hopefully your team and anyone else that is willing to stand alongside you can repel them until the gate completes its charge cycle.

You can only take solace in the fact that the Manikins may be great in number, but are severely lacking in strength. Still, a battle of attrition doesn't do you any good.

Still rather confident that you can't possibly win in the face of his numerical superiority, Shinryu is rather content to circle the battlefield, periodically opening a couple rifts in space from which more Manikins will pour out. Both Cosmos and Cid will suspect that Shinryu likely cannot use his powers too extensively, without the risk of losing some of the power he has gained thus far. However, he seems rather content with this, until it becomes apparent that the gate will indeed finish charging before his Manikins can destroy it.

As he slowly comes to terms with the fact that Manikins alone aren't enough, Shinryu will recall the Manikins present and conjure forth his own set of Warriors, an exact copy of the ones that Chaos and Cosmos employed. Substantially more powerful than the horde of Manikins before, the same Warriors present will be an even match for them – but the team will have to compensate for any missing Warriors.

Should you defeat all of his Warriors, or once the gate charges completely, Shinryu will finally acknowledge that he needs to make some sacrifices if he's to stop you. But you're not worth fighting personally… Rather, it would be more entertaining for him if you were to fight amongst yourselves. Even if you do succeed, he'll make you pay the price for it.

For this, Chaos will make a perfect weapon. Shinryu will vanish from the field as he inhabits the body of Chaos – and with this new body, he'll begin the fight for real.

NASCENT REQUIEM

None of your attempts to release Chaos from the wyrm's grasps will succeed – not with the channel to the Void open, and thus, Chaos once again stands in your

way. Possessed by the wyrm Shinryu, he won't rest until you lay him low, and until that happens, you're going to find that getting through the gate is going to be exceptionally difficult. As Cosmos notes, if the team is going through the gate, everyone must go through together in rapid succession or else it will close altogether. The margin for error on this is minimal, and any companions left behind…

Well, if you lose them, hopefully Threnos can fish them out when this is all over.

There is no doubt that Chaos is formidable. With the power of Shinryu strengthening him, he'll shrug off the vast majority of attacks. Should Cosmos and Cid both be present, they can restrain him somewhat, turning what could potentially be a massacre into a war of attrition in the team's favour.

Chaos has a very distinctive affinity with fire for some odd reason, which you may very well use to your advantage, but only no circumstance should you use fire against him. The power of the Void Wyrm is enough that Chaos can actually use fire to regenerate.

As the feral monster weakens, Shinryu's influence will become more and more apparent as Chaos' destructive personality seems to subside, as it is slowly replaced with a more tactical, more calculating persona. Controlling his puppet with careful tenacity, Shinryu will respond to accordingly to the tactics and skills that he has seen thus far. His abilities to block off, evade, and negate attacks will steadily improve, all while making critical jabs at anyone who exposes themselves.

Thankfully, the Wyrm has no intention of dying here, and should Chaos weaken enough to make him falter, rather than risk capture, Shinryu will discard the weakened Chaos and flee into a portal of his own. Cosmos and Cid, should they still be alive, are quite certain that the Wyrm has departed into the Void.

Chaos, on the brink of death or close to it, will finally come to his senses. His powers expended, his body fading, but Cosmos and Cid are both convinced that he can still be saved. Question is…can you afford the time that it'll take to save him? He won't survive a trip through the Void – so evidently if you want to save him, you'll have to stay behind. Aemo and Morrow, should they be present, will remind you that Shinryu will be gathering power for every moment you leave him alone.

Though the gateway can wait for you…the question is whether you should wait yourself. Should there be no other team operating, this won't be an issue for concern – your job in investigating World B is complete, and with Shinryu driven out of World B…you could even close the gate and wait for the eventual extraction.

But should you be planning on completing the investigation on both sides…well, Threnos did ask you to go through the gate. Whether you decide to stall a bit to wait for Chaos to recover is up to you…Alternatively, you could instead leave Cosmos and Cid behind to take care of Chaos – but they won't have the energy between them to make the gate again, not with Shinryu gone. If you leave now, they won't be catching up to you anytime soon.

You may choose at this point, if a team was also in World A, to follow with the events of World A and move onto scenario 2. Otherwise, you will remain here, or in World A should you decide to go through the gate regardless until your ten years in up.

=S1B= STAY THE RIDE ALIVE (+200 CP)

[World A – Contact Confirmations]

From the briefing pictures, you had already expected that World A would at least be a bit more…vibrant, and it doesn't fail to meet your expectations. Your team has landed in the country of Onrac, and despite the threat of war looming overhead people seem to be going about their daily lives without substantial interruption.

Well, at least war was what the briefing had implied was happening. If you ask around the market, the citizens can confirm that this is indeed the case. Onrac has been under the threat of the Summoners for quite some time, though here on the outskirts on Onrac, the war has turned a bit of a blind eye – there isn't enough value in this little village to warrant a military invasion.

It seems like Threnos did drop you off at some place safe, safe enough at least for you to plan your next move. Threnos' briefing package that came along with you indicates that as a countermeasure to the Summoners' threat, Onrac began investigating into the Void. As the fruit of their labours, Onrac brought the Manikins to life – though evidently they haven't been the tide changing factor that Onrac had hoped for.

The problem is that they haven't given up on the research, and the more Crystals they pull in from the Void, the bigger the Void connection becomes. Your objective is nice and simple – you need to stop Onrac's research at any cost, and have them close down the vortexes from which they're pulling Crystals out of.

However, if you need to link up with the other team, Threnos would suggest that you procure Onrac's Void technology for yourself – you'll need it so that the other team has something to hone in on when they open the gate from their side.

Should Aemo or Morrow be present, they'll suggest that you should probably head towards the capital. If there are any research labs, it'll likely be in a well-fortified location – especially if the research is this critical to national security. You should be able to determine the location of the capital just by asking the folks nearby…there's probably a caravan or two that can take you there directly for a small fee as well.

Unfortunately, you won't get much else out of townsfolk besides directions – they're very thankful that they don't know anything about Onrac's military research efforts, as ignorance keeps them safe from the attention of invading countries. Besides stocking up on supplies and maybe hitching a ride to the capital, you won't have much other use for this place.

Still…it's pretty scenic being by the sea and all…might make a good vacation spot if you had the time.

REFORM

Arriving at the Capital, well, the atmosphere has certainly changed – for one thing you can tell these people are very well aware of the fact that there's a war going on. The streets are relatively quiet, there aren't that many citizens wandering about, and you can see soldiers patrolling from time to time. You probably shouldn't draw too much attention to yourself, as getting apprehended now would be detrimental to the objective.

If you're going to scout out the town and figure out where those labs are, you're going to want to do it as covertly as possible. Tourists are rare, but there are plenty of labourers still going about, and taking up a part time job would let you go about the city unhindered. The tavern is always looking for helpers…especially as citizens are fleeing the capital in increasingly greater numbers nowadays.

In fact, there's a rumour that the research committee has been losing key members as well…word is that one of their recent setbacks was the loss of a Lufenian researcher, the very same one who had pioneered the refinement of the Manikin forces. And along with him the research department also managed to lose their "trump card". Understandably, the research committee is in hot water right now, looking everywhere for a ray of hope.

With a bit of legwork and maybe a bit of manual labour, you'll soon realize that there are in fact, three separate laboratories within the capital of Onrac.

Granted that none of these laboratories really have descriptive names at all…you can't be sure which one might have the technology that you're looking for.

If you're willing to take the time and investigate through the locals, you can pin down some details that might narrow the selection down. The Lufenian researcher that had been mentioned in the rumours was frequently seen coming out of two laboratories, but during the time he commenced his research, only one of the labs remained under heavy guard.

Unfortunately, it still remains under heavy guard now, though looking from afar you can't tell if there's any activity going on inside at all. But at least you've narrowed down the number from three down to two. Dividing your team up into two is a much more appealing idea than having to split up into thirds.

Still, you're not going to be getting into any of the labs doing odd jobs in the capital…so once you feel adequately knowledgeable in the layout of the capital and the labs, you should probably figure out your next step.

If Aemo is present, she'll propose that a diplomatic solution is probably the path of least resistance, all in all. If you can work your way into the system and subvert it from within, the potential repercussions should be far more manageable. On the other hand, Morrow would disagree, preferring a more direct approach. After all, if you can seize the technology before they can react, you can get the job done and vanish before they can get hold of you.

Hell, you could take the Void technology with you if you were quick enough. If you're not concerned about meeting up with the other team, destroying the equipment should be enough to resolve the situation.

With the labs as fortified as they are, regardless of which option you pick, the plan you decide to implement needs to be meticulous. There's no reason why you can't make necessary preparations ahead of time, regardless of your intended course of action.

Keep in mind that it's likely that you'll only get one shot at this – so make it count. If the team was to fail and get captured…well death is all but certain. Onrac doesn't seem to be a very lenient country, not in these dire times.

=S1B-1= FORCE YOUR WAY

[Forceful Takeover]

Two labs for you to seize – certainly seizing them by force is very likely to be the quickest option. If all the elements are in place, if all the team is ready, one shot is all you'll need. Granted, one shot is all you'll get. If you can't hit both of the

labs at once, you'll find that soldiers will quickly lock down the other lab, leaving you with perhaps only half of your objective.

On top of this, taking this course of action means you won't know which lab has the controller until you actually get inside. There are enough magic wards that unless you can slip through space entirely, you are going to get noticed. That being said…it's not like Onrac's soldiers are particularly tough to begin with. There will be plenty of reinforcements once you start a fight, but not too many once it becomes apparent that your team outclasses them.

The problem then lies in the fact that you have a limited amount of time and a limited amount of people, but while one lab holds all the research on the Void technology, the other lab holds the actual Void technology itself. You could choose to ignore the research altogether and steal the technology…or try to take as much from the physical databases as you can before Onrac can organize itself.

You might be in luck anyhow, as long as you defeated a good number of soldiers, it doesn't seem like Onrac is too keen on mustering a more forceful response. It doesn't mean you'll be able to spend days in the labs, but you should at least have a couple hours to take as much as you can.

You might realize, before long, that it seems a bit…too quiet. Did the soldiers and researchers really decide to run away instead of reporting the situation to their superiors? You'll realize that isn't quite the case when you leave the lab – and realize that Onrac castle is awash in a purple glow…

It would seem that your actions were indeed noticed, though Onrac's response wasn't exactly what you expected it to be. The apparent lack of guards and resistance was intentional – as your team was preoccupied with seizing the research and technology, the key scientists were busy priming the Void Gate underneath the castle for activation. It is now active and as you might suspect, happily churning out things from the Void.

From the moment your team began the assault, Onrac immediately jumped to the conclusion that they were under attack by the neighbouring children. This is their contingency response, enough for one to realize that they've probably been expecting an attack for a while now.

It's an act of madness, but if they can't bring the Void under control, then they'll open the gate to let the Void in…and seize control in the aftermath.

At least, you'd assume that was to be the plan. Judging from all of the dead soldiers and attendants, evidently any plan fell apart even before they could get a handle on gate. Perhaps they thought they could control the stream of energy coming out from the Void somehow – even if it never worked well before. This will

hopefully be the last gate for you to close…Onrac couldn't have made any more right?

If only it were so easy.

In the opening moments since the activation of the gate, enough monsters have swarmed out to swamp the lower floors. Your team will not be progressing towards this active gate without having to fight off waves of Manikins and monsters. The option of closing down the gate before things get out of hand…well it's not looking too optimistic right now. Still…if you don't at least give it a try, there's no telling what kind of catastrophe awaits.

=S1B-2= FIND YOUR WAY

[Manipulative Takeover]

Your patrol complete, your plan finalized, now all that's left is to actually execute it. Incorporating yourself into the Onrac Research Department isn't actually quite as difficult as you think. In their desperation, in these grim times, you'll find that Onrac is much more inclined to take risks when it comes to development. Prove that you have a significant level of magical or scientific expertise, and should you impress them enough you'll find that they'll bend over backwards in order to accommodate you. Almost a little too eager, you might think.

Onrac's system works on a merit basis, and so long as you can continue to make substantial contributions, you'll find that you can very quickly gain access to more aspects of the research department. Not that you'll become the research head overnight, but with sufficient effort, in a brief amount of time you'll be able to gain access to the information that you're in search of – the Void Controller Technology.

As the database indicates, the main repository of information is located in one lab, whereas the actual equipment and controller have been placed in another. A stop gap measure to try and reduce the likelihood that everything can be lost all at once. It's actually…quite sensible if you think about it.

That being said, if you're going to try and convince them to shut down the tests, you should still probably grab all the information you can on the matter. Never know when you might need it – even if taking the information out of the entire database can be…rather time consuming. Did you think it was a digital database?

Why would you even think that? There isn't a single computer terminal in sight!

It really does make you wonder how they got a hold of that Void Controller, doesn't it? At the very least you can be certain it was not produced in Onrac. As time consuming as the diplomatic option may be, it does ensure that you won't

find yourself hunted down as a criminal anytime soon. You'll have the time you need to extract everything, though hopefully you aren't keeping the other team waiting.

Whether you successfully convince the folks at the time to give up their experiments, or if you decide to take matters into your own hands, before long you will have to act to stop these experiments. The lower grade Manikins that are being produced are undeniably dangerous, some of them have been running rampant whereas others have simply combusted. The longer you tarry on this, the more likely that Onrac will end up destroying itself, taking all traces of the Void Controller along with it.

With enough work to demonstrate your contributions to Onrac, you won't have any problems getting to the Void Controller. With sufficient reasoning and persuasion across the Research Department, you won't have any problems getting them to phase out the Void research. The problems don't start until you manage to secure everything in place.

Just as everything falls into place, the folks at the castle will make their move – activating the Void gate that has long been in construction deep underneath the castle's dungeons. Looks like Onrac wasn't so keen on just letting the Void technology be laid to rest after all. It'll be very apparent that the Research Department had no clue about this development, as the organization quickly falls apart in panic. Most of them, seeing the sheer scale of Void readings coming from this new gate, are keen to escape Onrac before the Void consumes them.

One of the researchers manages to calm himself down enough to tell you that someone needs to shut down that gate. He would do it himself, but there's no telling what is inside the castle by now.

To think that they've been plotting this without anyone even knowing is quite bizarre, though granted, you've been so focused on the labs which were present that it might have never hit you that the labs were all just a front for something more…elaborate.

The amount of energy being released from the castle is tremendous; enough that the ground is still trembling, though you're quite a ways away from it. If there's one last gate and the activity coming from it is this significant…you had better close it fast before something more from the Void can burst out. But as you enter the castle and come face to face with the Manikins and twisted beasts of the Void…it's evident that time is very much against you here. The sight of the dead guards is enough to tell you that these beasts are not tame.

If there are already monsters coming out, it's likely that the gate has already stabilized. But you might still be able to shut it down…

DISTANT WORLDS

In spite of your best efforts, the portal will stabilize, and with it, a permanent link to the Void is established. Not what you wanted, not what Onrac wanted to be fair, but the Void doesn't care for your wants. From the newly established portal spills out a horde of monsters, Manikins and beasts alike, and it quickly becomes evident that the flood of monsters will not end. They'll quickly swamp the location where the vortex device is, making it impossible to destroy without destroying the entire castle altogether.

Frankly, you're not sure that destroying the device will stop the flood of monsters anyways.

The castle's fall is inevitable, but upon leaving the castle you'll find that more portals have opened up in the capital's streets. You've got to hand it to them; these people really know how to turn a mess into a disaster. As you watch the soldiers and scientists run wildly about looking for an escape route, one of the scientists will run up to you, convinced that "Cid" could fix all of this if he was here.

If Aemo and Morrow are here, they'll both agree that opening another portal and joining up with the other team might be a good idea. If all the rumours you've heard about Cid are true, it's likely that the other team will have come across Cid in World B.

The team's first priority should be to escape the city as quickly as possible, but if you're thinking of opening up the vortex on your end to pull the other team across, then hopefully you got your hands on the vortex controlling device, either from the labs or within the castle. In the worst case scenario…you could always go back into the castle…

Thankfully, the surviving soldiers have managed to set up a makeshift quarantine line around the capital – and past a certain distance away from the castle, the vortexes have stopped appearing. Now all you need is a quiet place to set up the proper vortex that will allow you to establish contact with the other team. Try not to establish the vortex where anyone can see you – the soldiers are understandably spooked by the sight of vortexes.

If Aemo and Morrow happen to be in separate worlds, aligning the vortex so that it doesn't spew out monsters is relatively easy. But if both Aemo and Morrow happen to be in the same world…well, there were those notes back in the laboratory regarding how to triangulate specific locations within the Void that you might want to refer back to. But…that's presuming you paid attention to them at all

Don't tarry on this for very long, because Manikins and monsters are still coming out of the vortexes. As if that wasn't enough, it seems like something big is attempting to surge through, as the vortexes slowly come together and merge with one another. In the span of several days, you'll find that all trace of the castle will be completely obscured by the massive vortex.

At least, now it definitely resembles the picture of Onrac in World B.

It's almost like they're growing into one massive portal…one large enough that even a dragon could come through… Your team might have as many tries as you'd like to join up with the other team, but that vortex is not going to wait for you to succeed.

In the off chance that you weren't waiting for another team to begin with, then your team should make all the necessary preparations for what comes ahead. Onrac was preparing for war after all…and now war is about to come knocking on the door.

LIBERI FATALES

The presence of the vortex has attracted some…unwelcome visitors. The Summoners that Onrac had tried so desperately to fend off are now at the capital's doorsteps, and unfortunately, they don't seem to recognize the severity of the situation.

Seeing the Void as just another conduit for summoning purposes, their own lust for power gets the better of them, luring them into the ruined city. The Summoners can cleave through the monsters and Manikins with ease – but their goal is to harness the Void for their own summoning purposes.

The Vortex…you don't know if it's aware of what the Summoners want, but it doesn't attempt to stop them. Instead rifts will open up, and the Manikins that come from within will attempt to stop anyone trying to impede the Summoners. You're pretty certain that this is enough of a sign that the Vortex is acting on its own accord.

Already fatigued and fearing for their lives, the soldiers of Onrac won't attempt to stop the army of Summoners marching up to the Vortex, though you're welcome to give it a try. If you managed to pull the other team over, along with Cid, Cosmos, and Chaos, they'll be able to warn you about what's coming next – though at this point trying to stop it is simply futile.

Regardless of whether you could stop all of the Summoners or not, the Void wyrm Shinryu will eventually burst through the Vortex – the Summoners only accelerate

the process. If the other team is present, they'll explain why Shinryu appearing is actually a necessary key to fixing this whole mess.

As a Void wyrm, Shinryu can freely manipulate the vortexes which join Onrac with the Void – which would explain why it appeared to be acting on its own accord. Unless you banish Shinryu back to the Void while severely wounding it, the vortexes will continue to appear, and you'll continue to face legions of Manikins invading into World A.

Shinryu doesn't really care to stick around and fight you. Why should he bother when there's already an army here ready to fight? Opening several more vortexes for more Manikins to come through, you'll watch as the Manikins turn on the Summoners, who in turn retaliate – ensuing in a chaotic battle.

Should you pursue after Shinryu, the Summoners and Manikins nearby will engage you and attempt to stall your progress. If both teams have met up by now, you could probably stand your ground, especially with the help of Cid, Cosmos, Chaos and their Warriors. If you happen to be facing this alone…well, prudence is the better part of valour.

Shinryu might have escaped, but he won't leave this world – after all, he can just continue his plans here and there are plenty of wars to feed off of. Well…you've met all the objectives that Threnos had requested…you don't necessarily need to fight him. If you choose to, you could turn your back on this, and live out the remainder of your time here until Threnos extracts you.

If you choose to fight Shinryu and both teams are present, you may take Scenario 2. Otherwise, this scenario terminates with the remainder of your time here in World A.

=S2= UNTIL THE LAST DAY (+300 CP)

World A – now a little bit more miserable than it was before. After Shinryu departed from Onrac, you successfully managed to close the vortex present, but another vortex has appeared above the ocean, in a region of sea referred to as the Lifespring Grotto. As the team who ventured into World B already informed you, without banishing Shinryu, trying to close off the Void from this world isn't about to happen anytime soon.

On the other hand, your team wasn't the only one capable of making a move.

With the threat of Shinryu made apparent to the world, it wasn't long before the Omega Weapon was deployed against the Void wyrm. Quite unfortunately, after a

short exchange, Shinryu was left substantially weakened, and the Omega Weapon was left in pieces under the sea.

As there hasn't been another attack on Shinryu since, it's probably safe to say that's about as much help from the other nations as you should expect to receive. Still, with Shinryu weakened, this would be a good time to make a move. Should Cosmos or Chaos be with you, they'll make it clear that whenever you're ready to make a move on Shinryuu, they and any of their surviving Warriors will come along with you.

Better to act sooner rather than later, before the Void wyrm recovers.

You'll have to find a ship of course, or some other means of transportation to get out to the ocean. Luckily, it's rather hard to get lost at this point, granted that the vortex essentially marks where Shinryu is resting and recovering. After his fight with the Omega Weapon, he likely doesn't expect you to come in pursuit of him.

But as you approach the Lifespring Grotto, you should quickly come to realize that it won't be easy to hunt Shinryu down. To begin with, a massive whirlpool rests beneath the vortex, and it becomes all too obvious that you're going to have to follow the whirlpool down if you're going to hunt Shinryu.

Hopefully you have a sturdy boat, because even if the whirlpool doesn't break it, as you follow the whirlpool, monsters will appear from beneath the surface and periodically assault your ship. Fend off the ones that manage to get on board and hope that the ones out of reach don't do too much damage to the ship, because this whirlpool goes all the way down to the very bottom of the ocean.

Thankfully, it's not like the whirlpool itself is sentient, and chances are you'll come across periods where no monsters will attack you at all, giving you time perhaps to patch up any damage done to the boat – makeshift repairs anyways. It won't be long before Manikins start attacking your boat as well, and before you can even consider how you're going to get out of the whirlpool you'll see the source of the Manikins.

Looks like Shinryu has decided to make his lair at the end of this whirlpool…inside another vortex, which would explain why you didn't see any sign of him at all going in. Frankly, it might also explain why there's a massive whirlpool in the first place. It might take you a moment to realize that you're essentially entering a vortex inside a vortex. And this time, unless you decide to fly yourself out now, you're going to be diving head first into Shinryu's lair.

Hopefully you're prepared for the worst.

FINAL RESOLVE

Your team may have transitioned through the Vortex without incident…but that ship definitely isn't going to be carrying you back. Eventually, you'll have to worry about how you'll get back out of this mess, but for now, defeating Shinryu comes first. Maybe once Shinryu has fallen, the realm will spit you back out – hopefully not under the sea.

You don't exactly have time to worry about that right now. It isn't like there's another portal back out, and ahead of you is a horde of Manikins, no doubt here to act as Shinryu's guards. There's no sign of the Void wyrm, but then again you can't really see too much through this thick miasma – though thankfully it doesn't seem to have any negative effects.

The Manikins here differ from the ones you've faced before – for one thing they seem to be well trained, and they work together with a level of cohesion that might make you think they're all mentally connected. Then again…that may well be the case. In any case, they actually have fortifications set up, and it becomes obvious that Shinryu is likely resting within this massive fortress ahead of you.

It doesn't look like there's another place to go, so finding a way in is probably a good course of action. No doors in sight, but it looks like there are at least interconnected towers that you might be able to climb up to and penetrate the fortress from there.

Of course, there's also the option of blasting a path in, but stirring up a commotion now is only going to draw more Manikins over. Fighting in Shinryu's domain, wave after wave of Manikins will surge forward to replace the fallen ranks. If you concentrate your efforts on moving in a single direction, you'll make steady progress onwards – but splitting up now will only increase the burden on everyone present.

Trying to see the entire "fortress" in this miasma is impossible, but as you fight your way through, it'll slowly become evident that you're walking through a massive spiral. If you blow the walls to your sides open, you'll find that…well, there's just more walls, ad infinitum. You should very well realize that this fortress doesn't conform to conventional logic long before you waste all of your energy in demolishing walls.

But at the very least, if there's any logic to be expected here, you should be able to expect Shinryu recovering in the very center of this wicked spiral.

At the very least, the intensity of the Manikins standing on guard appear to be intensifying, if anything it would make sense that as you get closer to Shinryu, the defences will stack up. At first they only utilized team tactics and

manipulated the terrain as best as they could, now they're actively using heavy siege weaponry like arbalests and flamethrowers.

Cid, if he's present, will offer his aid – and certainly from his years of experience he can manipulate the Void well enough to expedite your progress, but you'll still have to be the one at the forefront pushing onwards. Otherwise, you'll just have to continue pushing forward with the members of your teams at your side. Once you push deep enough into the fortress…well you'll know when you hit the point of no return.

In all honesty, you passed that point from the moment you stepped through the fortress, but eventually stray Manikin squads will assault your back ranks as well as the ones obstructing your progress in front. Having walked "straight ahead" for this long, it's when trying to take steps backwards becomes as hard as moving forwards that you know you're in it for the long haul.

But by then, you should be close enough for one last push into the center where hopefully, Shinryu awaits…

CANTO MORTIS

Is it disappointment? Or perhaps despair that you feel? Maybe a bit of both, maybe neither – but the fact remains that there's nothing here at the center of the fortress. You've walked all this way just to find yourself in a massive empty chamber. One positive lining to all of this is that the enemies have temporarily stopped attacking you – good time now to catch your breath and reassess the situation, while you still have the chance.

By now, there's no doubt that you've stepped too far into Shinryu's realm to back out. Your connection to other realms and dimensions has been suspended – and if you're going to back out, you'll have to do it by fighting your way back through the twisted spiral. There's no doubt that more manikins will be waiting for you the moment you step back into the spiral.

If you inspect this clearing carefully however, you'll notice that you seem to be standing on top of a massive lid of sorts, with the latch presumably to lift in at the very center of this chamber. No doubt this placement was intentional, if Aemo and Morrow are present, they'll suggest that you should probably stick close together when you try to pull the latch.

That way at least if you end up plummeting into the abyss, you can all plummet down together.

Thankfully that isn't the case, though the outside rim of the chamber will begin to retract towards the center – unless you can fly back to the rim, you're not going

back inside the spiral anymore. Not that you need to – the path ahead is made clear as the "lid" stops retracting, revealing a set of stairs down into the abyss below.

Looking at the situation now, you have two ways out of this – either you take the stairs down, or you dive into the abyss, but either way, descending into whatever awaits you below looks to be the only way forward now. If you choose to follow the spiral staircase down, be wary of the Manikins and monsters that will climb up to assault you.

There's no reason why Shinryu would continue to send forces to harass you if you weren't threatening him, right?

These Manikins and monsters aren't anything special, but they are useful to determine just how many more flights of stairs you'll have to climb down. Just push their dead bodies off and wait to hear if there is another echo. If you did decide to take a leap of faith, hopefully you have the ability to control your descent…and hopefully the landing as well.

Because it's a very long way down, and ending your journey with an uncontrolled fall wouldn't be very nice, would it?

The Void wyrm rests at the very bottom, irritated that you've chosen to push this far, and even more irritated that you haven't died yet. A barrier prevents you from directly harming him as he continues to regenerate, and a horde of Manikins stands between your party and him – though that should not be outside of your expectations by now.

Blast aside the Manikins in the way; when enough of them have fallen, Shinryu will recognize that the mere puppets aren't enough to stop you. The barrier will drop…and you'll engage the Void wyrm for real.

GOD IN FIRE

A single retreat made for a tactical advantage, Shinryu could tolerate. But here in a realm of his creation, facing a ragtag band of adventurers in a scenario where he should have no business of losing, Shinryu will not yield a single step. Gathering all the energy he can muster now, the wyrm temporarily ascends into his strongest form.

Having grown a pair of legs, he certainly looks more like a dragon rather than a wyrm now, though the crimson aura that he wears like a cloak can't possibly be a good thing. Little tricks like possessing your allies are a mere waste of energy now, and realizing that time does not favour it at all, it challenges you – or well, a person you would consider to be the leader, to a one on one duel.

You could very well ignore the dragon's challenge, and just take him on with everyone present, but if you do, expect the Manikins and monsters at Shinryu's disposal to become very, very annoying. Should you accept his challenge, Shinryu makes his terms very clear – if you win Shinryu withdraws and will send you back to World A. The Manikins and monsters will not interfere. However, if you lose…

Well, Shinryu has been eyeing your spirit for a while now. With all the travelling you've done, it should be exceptionally tasty…

With a massive regeneration and a deep magical repertoire, it definitely isn't advised for you to fight him alone if magic is something you fear. But then again, Shinryu never said it had to be you that fought…Cosmos, Cid, and Chaos are all certain that they won't be a match for the Void dragon, but maybe there's another possible candidate among your companions?

Regardless of how you decide to fight Shinryu, should it become apparent that the scales are starting to tip in your favour, the dragon will push himself even further. With another burst of energy, the crimson aura surrounding him will turn violent – and while his strength has increased significantly, his body will also begin to erode away. Clearly, Shinryu is not holding back any of his cards this time.

His body is finite, and after some time, it'll quickly become apparent that this is a battle you could win by attrition. So long as you can survive his vicious assaults, eventually his body is bound to collapse at the rate he's pushing himself. You can give him a little push in the right direction by poking and prodding with attacks of your own.

Just don't relinquish the upper hand once you get a hold of it – or Shinryu will quickly turn the tables on you. If you had agreed to a duel, he'll refrain from getting your companions involved, but his spells and attacks all possess a massive range – it would be best in that case for your companions to stay away. As he powers up, both the affected area and severity of his attacks will only see further increase.

But when he does finally fall, Shinryu will accept his defeat gracefully, and all the Manikins and monsters present will fade back into the Void. After all, a Void wyrm like him is bound to reform so long as the Void exists. By then, you'll likely be long gone, and both he and you will be on completely different worlds. His defeat now is certainly a setback, but not anything that he won't eventually recover from.

With the last of his power, Shinryu opens a gate – your way home.

It's the end, finally, the end.

As Shinryu merges back into the Void, finally things come to a close. You're aware that the moment you and your companions walk back through that gate, the Void should close behind you, and you'll have a bit of peace and quiet for the first time in a really long time.

But as you step through the open portal, you'll find yourself inside a blank white room, as Threnos awaits you on a lounge chair. Any companions you might have accidentally lost along the way are there with him, thankfully.

"Good job…really good job. I'm glad you survived intact…good to see your companions are with you as well. That turned out…well, exceptional." Frankly, he seems a bit shocked that you made it out intact.

"This is probably the last time I'll catch you, unless you find me in another world that those two guys have been tasked to investigate, so I thought I'd take the time to arrange a little something special for you. After culminating all of the data I got from your efforts…well, I managed to get some things out of the Void."

"That SP card I gave you…this is probably the last time you'll have any use for it. Take a look at what I've collected…see if there's anything that interests you before I send you back."

Threnos adds 5 SP to your total count.

If you only did Scenario 1A or 1B, Threnos will still compensate you, but you'll only have what SP you had available to begin with and did not spend.

Modification	SP Cost	Aftereffects
Looks Above All	1	Modifies your own base appearance, can be taken multiple times. Things like height and weight can be permanently increased by 10% of current base each time. Can be applied instead to any companion who was present during the investigation.
Survivor's Potential	1	A testament to your efforts against the Void wyrm, improves either your charisma, physical ability, or magical capability by a small bit each time this is purchased – can be taken multiple times. Can be applied instead to any companion who was present during the investigation.
Profession	1	Nets you a free profession from the list of Job Cards available, a one-time purchase that affects only a single individual present during the investigation.
Aemo & Morrow	5	Aemo & Morrow? If you want to take them along as companions, the pair of them will count as a single companion and transcend beyond their status as

		Manikins – they retain all modifications you had chosen for them.
Archangel's Bell	5	A strange bell that has been touched with Cosmos' magic, when rung, all those nearby will recover a bit of their health, and the soothing sound of the bell calms their minds.
Rebellious Soul	5	A fragment of Chaos that doesn't seem to rest, attaching itself to inanimate objects, it can bring them to life for a short period of time. Can be recharged by exposing it to magic.
Tome of Love	10	As the name might suggest, this Tome is enchanted with bewitching magic that tries to tie the fates of two people together, but ironically never works for the individual who actually writes in it. Though it won't succeed a large part of the time, when it does work it ensures a warm, loving relationship…for a brief period of time – afterwards you'll have to put effort into it.
Egg of the Voidwyrm	15	An egg that will only hatch under conditions of extreme cold, the little wyrm inside will immediately attach itself to whoever it sees. A bit of a slow learner, but definitely one that aims to please, if you feed it over the centuries, it'll slowly grow until it reaches the size of a standard dragon. You can decide what type of dragon it becomes using other dragons in the realms of the Void as a reference. You can try to teach it various magic spells, but it is inherently most attuned with magic related to the Void.

Dumping you back in World A alongside all of the other survivors, you'll find that Threnos has left you a note.

"*How you choose to spend the remainder of your time here, another decade actually, is up to you. If at any time you want to leave…well, those two will see to extracting you. The pleasure of seeing you in action has been all mine. Until we next meet, kind regards.*"

{CYCLE 14}

Your time is up, traveller. Pack up your bags, get your affairs in order, it's probably best that we get out of here before any substantial aftermath takes place. There's nothing more we can do for this place…perhaps some places are destined to collapse – just another drifting realm in the Rift.

You however, have a choice, so make it quickly; there are still some matters we need to attend to before we pull out.

EARTH

Set on going home? That does sound like a good option; it might be time for us to take a vacation too. It's alright, maybe we'll see each other again someday – for now you should prepare for what you'll do when you return home with everything you have.

WORLD B

Going back to that desolate place? No…we won't ask your motivations, I'm sure you have your reasons. Best of luck in the days remaining – we'll pack you some extra supplies in addition to what you have.

INTO THE RIFT, DESTINATION UNKNOWN

Time for another departure – who knows, maybe we'll meet again some day. Until then, take care of yourself.

Notes

Dissidia, General Synthesis

BACKGROUNDS

***Wanderer of Cycles** – Meta focused background (reflecting in game mechanisms and themes), with a wide variety of skills.

***Warrior of Cosmos** – One of the two "traditional" warrior backgrounds, with a focus on the "Light" aspect of the battlefield. Perks overlap with those of the other Warriors of Cosmos slightly.

***Warrior of Chaos** – One of the two "traditional" warrior backgrounds, with a focus on the "Dark" aspect of the battlefield. Perks overlap with those of the other Warriors of Chaos slightly.

***Observer of Eternity** – A fourth background to represent the role of Cid, and the various scientific elements that push the plot of the story along.

For the Wanderer, and both Warriors, there is another level of customization – the **EX Mode**. For the Observer however, this is replaced by the **Crystal Blessing**

PERKS

Perks marked as [Freeform] are open to wider degrees of modification/customization. If there are, any numbers at all, they're strictly guidelines.

WANDERER OF CYCLES PERKS

1	Recognition of Repetition	*You can peer into patterns, and isolate repeating trends and combinations very quickly – whether it comes to lock breaking, hacking and puzzles you'll see some measure of improvement. *Your memory and mental acumen improves somewhat
2	The Chaser	*You're adept at hunting down fleeing enemies, and your maximum speed while in pursuit increases *While you are chasing someone, your attack capabilities increase.

4	Crystals of Power [Freeform]	*Your experience in battle is manifested in the form of crystals, as you grow more proficient at a skill or sustain consistent victories, your crystal grows. *At any given time, you may split a fragment of your crystal and consume it to temporarily enhance your own power – or enhance somebody else's, but this sets you back by a bit. *Crystals in this case adjust parameters, rather than giving skills.
6	Inspiring Bravery [Freeform]	*Bravery becomes a measure (pool) of power that you can manipulate even outside of this realm. *Bravery acts like a second pool of health, reducing health/mental damage so long as it remains *You can inspire others to develop a similar pool, but they have to manually increase it themselves through improving their experience, and this increases very slowly. *Bravery can be used like a mana pool, but costs more.

WARRIOR OF COSMOS PERKS

1	Distant Glory	*You can see through the motivations of others and their plans, and plan properly to counter those. *Your ability to react to circumstances improves, and you aren't as fazed by others' attempts to lead you into false causes.
2	Against the Odds	*When placed at a disadvantage, your natural limitations are pushed higher than normal *So long as your willpower persists, you'll fight past your peak capacity *Your physical endurance increases.
4	Light to All	*Your willpower and courage manifests in a radiant aura, inspiring all those who are present to see it. *Naturally illuminates the area around you, intensity reflective of your current mental state – can act as a substitute for sunlight

		*Concentrating your willpower, you can fire an intense, focused burst of light, burning your magic as you do so.
6	An End to Fantasy [Freeform]	*Completely drains all pools of energy in your possession, heals all allies within visual range by that same amount, divided up among those present. Weakens you significantly. *Disables any sort of mental control/manipulation in effect nearby. Attempts to induce confusion. *Substantially reduces the effect of all attacks, for both allies and enemies alike.(75-90%) *This effect persists for as long as you consciously prevent your energy pools from recovering.

WARRIOR OF CHAOS PERKS

1	Shade Impulse	*Your instincts hone in on the weakest member of the pack much quicker. *Your ability to harass other people, physically and mentally, improves.
2	Banish Trap	*You have an improved tendency to back people into corners, and using the environment against people is easier. *When your enemy is cornered, mentally or physically, their morale rapidly drains, while yours increases.
4	Treachery of the Gods	*Your ability to convince others and manipulate with words increases. *Hides your intentions, resists telepathy, diverts people's doubts and suspicion away from you onto somebody close to them instead *When you successfully undermine a person, you will instil a sense of doubt in everyone close to them.
6	That Way Lies Pandemonium	*Sacrificing control for the sake of strength, so long as this remains active, all of your abilities are substantially weakened (75-90%), and your body is weakened slightly. (25-50%) *By being in your presence, normal people quickly turn insane, and will run into a feral state of mind.

		*Those with the ability to resist mental effects will slowly have their mind corroded until they succumb, or you release the effect. *All affected individuals are amplified in strength, but the more they use their abilities, the more mental damage accumulates. *Effect is cancelled the moment you use any other ability.

OBSERVER OF ETERNITY PERKS

1	Innocent Bystander	*At will, people will ignore your presence and act as though you aren't there. *This doesn't work if you're already in combat, or if you interact with anyone. *Improves your ability to blend in.
2	Transparency	*Magic based invisibility, masks noises and smells as well, affects only yourself. *Can make yourself intangible at the extra cost of stripping you of all your other abilities. Intangible may mean you can avoid spells and attacks, but dimension affecting techniques can still destroy you – and easier too.
4	Manikin Maker [Freeform]	*Allows you to sculpt crystals into manikins *Manikins are at best animalistic in nature, and act more like mechanical automatons, regardless of what shape you sculpt them into *That being said, you can modify Manikins to a large degree, same as you would craft a sword or a piece of pottery.
6	Will of the Overseer [Freeform]	*Allows you to mark your allies, and burn your magic to recover their energy – at long range. *Long range telepathic communication with marked allies. *Can temporarily "sacrifice" the strength of one marked ally to boost the strength of another, less than 1:1 exchange. This can stack – as long as all parties agree.

MISCELLANEOUS PERKS

2	Freerunning	*Basic free movement perk, improves your free running ability, effortlessly slipping over obstacles. *Can use magic to double jump in the air.
2	Assist	*Warp an ally within attack range of a target in sight *Alternatively, warp yourself to an ally in need. *Both parties must be fully aware of each other's presence/environment.
2	Enigma	*As long as magic is maintained, temporarily obfuscates everyone's appearances – affects both ally and enemy alike. *Does not obfuscate senses.
4	Memory of Light & Waves	*Coalesce memories into crystals, extracts them from the dead as they die, or the living (who loses them) *Improves your own memory capacity *Can transfer memories from one body to another, cut paste, not a copy paste
4	Moogle Seal	*Temporarily morph another person into a Moogle, moderate chance of failure. *As long as you can sustain it by burning magic, you can keep them a Moogle. (assuming they don't resist it outright) In this form their physical abilities are weakened slightly (25% drop), but their magic is enhanced dramatically (150% increase). *Enemies who original had no magic will attain magic, though they might not know how to use it. *Doesn't necessarily have to be used offensively.
8	Spirit Purification	*Purges the spirit of others from emotional turmoil, and mental burdens. *Absorbs and destroys the souls of the dead, empowers your own abilities. Miniscule boost for each soul, unless it's done in massive quantities, or the soul comes from an individual stronger than you. *Has very specific sub abilities which MAY modify its functions, take very careful note. Core effects remain in italics

EX-FORM

Wanderer and both Warriors gain 20 KP (EX) to begin with for modification purposes.

0	EX-Form	*By default, your EX-form is your normal appearance, surrounded by an energy aura *This form consumes magic energy, but if that runs out, will drain from other pools as well. *Slow health regeneration until the health pool starts to get eaten away from. *Increased power overall, but using skills/techniques/attacks consumes from pool.
1	Power Surge	*Increases a specific parameter, strength, speed, health, defence, so forth. *Can be focused into a technique. *Can be purchased multiple times.
2	Aura Burst	*Large surge of energy, magic expulsion to knock back everything nearby. *Consumes magic very quickly, but burst can be elementally enchanted depending on what element you possess
2	Aura Counter	*Absorb an attack and release it as a counter while consuming magic. *Works so long as the oncoming attack will not overwhelm your defence. In the event that it does, it consumes more magic to reduce damage.
2	Bravery Eater	*If enemies have a pool of Bravery energy, your attacks sap from that pool. Otherwise, the primary effect of this is reduced. *Part of your attacks always deals mental damage to an enemy.
2	Form & Function	*Adds a body part to your EX-form, maybe an extra arm, or some wings, or maybe a blade hand? *Whatever you add is strictly part of your EX-form
5	EX-Hybrid	*Imports a different form to replace your EX-form, can be hybridized further with other forms by purchasing multiple times
5	EX-Amplify	*Used specifically to magnify your size (or the size

		of a spell) Each time you take this, it increases by 25% of your current size (for the spell, or your size) *For spells it increases your costs substantially to compensate
5	Natural Proficiency	*By default, your natural EX-burst, a final attack of sorts, is a large explosive burst of magic. *With this you can implement a different skill/technique as your EX-burst *Increases the effectiveness of chosen skill dramatically, but releases you from EX-form.
5	Extension of the Self	*Imports a weapon into your EX-form *Said weapon is enhanced in all parameters, and is affected by any other modifications to your form that you've taken. *Weapon is indestructible while in EX form.
10	Final Cycle	***EX-Burst Option: Wanderer Only** *Instead of leaving EX-Form after using the Burst, you can maintain it, but it drains off energy at an even greater rate than before *Allows rapid short burst teleport while consuming extra energy during this period.
10	Order's Sanctuary	***EX-Burst Option: Cosmos Only** *During the period immediately after using your EX-Burst, you rapidly regain health, and your defences increase substantially. *Radiates a calming aura around you during this period.
10	Edge of Madness	***EX-Burst Option: Chaos Only** *Creates illusionary clones of all individuals in visual range, including you. *All clones will "attack" anything in sight. *Renders you invisible for a short time.
10	Mimicry	*Mimics an EX-Burst from another Warrior *Reduced strength for the mimicry

CRYSTAL BLESSING

The Observer gains 20 KP (CB) to begin with for modification purposes.

0	Pawns	*Unlike the EX-Form, the CB is always active unless you deactivate it. *While activate, a portion of your magic is always dedicated to it. *The CB conjures 8 automaton pawns, all of which are affected by the CB's various modifications. *It takes time to recover the pawns should they be destroyed, and consumes a bit of your magic as well (this will recover)
1	More Pawns	*Each purchase nets you 1 more pawn.
2	Crystal Gives Shape	*Each of your pawns begins as the size of a normal male human. Use a 6'0 tall average BMI human if you need a scale *You can change the shape of your pawns, so long as the overall mass remains the same. By changing the shape you can grant your pawns different capabilities – a lion would fight differently from a man for instance. *Each time you take this, it reinforces your pawns' defence
2	Unifying Order	*When working together on the same task, your pawns act faster, and work well in cohesion with others. (Pawns or not) *Each time you take this, it reinforces your pawns' attack
2	Accelerated Growth	*Increases the rate your Pawns learn and adapt to circumstances *Will increase size of your pawns slightly (quarter of current base size each time)
2	Assurance	*Allows your pawns to rally in your presence, and their abilities improve while you're around *Allows your pawns to regenerate from damage slowly while you're around. This saps a small bit of your energy.
2	Memory of Profession	*Teaches your Pawns a basic profession, similar to the ones found from Job Card. Each purchase will teach all Pawns another Job. *If this is taken, even if destroyed, your new Pawns will still remember the original jobs granted to it.

5	Answering the Call	*By charging your Crystal with magic, you can temporarily enhance all the parameters of your Pawns, exchange is less than 1:1 *You may also use the Crystal to "rally" your Pawns to different locations; this eats up a bit of magic each time it is used.
5	Edict of the Observer	*You can allow a reserve companion to "remote control" the Pawn – however, they're restricted to the Pawn's abilities – though this gives them a voice. *You can also put in the spirit of a willing individual or animal. Their real bodies will remain immobile while they control the Pawn. *They cannot surpass the abilities of the Pawn
5	Promotion	*Allows for specialized Pawns who can develop an EX-form of their own, but when they use it, it saps on your magic energy. *By default, the EX-form of the Pawn is just a high powered state. *Your Pawns can develop their own EX-forms after substantial combat experience, but this drains your magic further.
5	Surpassing Boundaries	*Your Pawns can learn skills, provided that they have the necessary basic requirements to meet the demands of the skills. These may be energy, reagent, or physical demands. *They can do this on their own accord, but this is not remembered should they die, and it also takes some time for them to learn skills.
10	Hero of Yore	*You can have your Pawn mimic the appearance and behaviour of an individual in the world, but this will be a robotic mimicry. The mimicked subject must be a willing candidate. *For up until the time comes for you to decide on your departure, that Pawn will bear the designated appearance of the individual. Then they will revert back to normal. *Be wary that memories aren't transferred perfectly. They will only learn some basic skills of the target individual with reduced effects. *Pawn cannot mimic that which is larger than

		itself without facing a severe performance penalty.
10	Hero's Qualifications	*A reversal to "Hero of Yore", instead of having a Pawn mimic an individual, you may instead import an existing companion as your Pawn. *This will eat up an import slot, but it's free and can overlap with existing imports. This itself nets them no CP / so if you wanted to get your companions any CP you'll still be relying on the jump. *The imported individual isn't affected in appearance or mentality, but if you have Pawn abilities teaching Jobs, or the Pawn has learned skills – the individual will instantly learn them as well. They also benefit from parameter boosts. *Should they die, they will revert to their normal selves, freeing up the Pawn, but they will retain what they learned from the Pawn. *Memory of Profession, Promotion, and Surpassing Boundaries are all "retained" *Each purchase gains 1 pawn in addition.