Final Fantasy VII Jumpchain

Ah, Final Fantasy. Are you ready to go on a quest through an idyllic countryside dotted with rustic villages to slay monsters, protect the crystals, and save the world?

Too bad.

The world is a place where money is power, and no one has more money than the corporation known as the Shinra Electric Company. Even possessing their own military, they developed their wealth thanks to Mako Reactor technology. This can supply vast amounts of electricity by draining lifeforce out of the planet, gradually creating a barren wasteland in the process. Unfortunately, they're powerful enough that this probably isn't going to change any time soon, and instead they'll just keep getting richer. However, Shinra is only one piece of the puzzle. They have a bizarre, headless, female looking creature in a tank, there's a bunch of people with numbers tattooed on them mumbling about a reunion, and there are reports of a strange figure in a black cloak heading somewhere...

So, what will you do? You're going to be here for the next ten years, you enter the world just as a train carrying the rebel group AVALANCHE pulls in to the station by Midgar's sector 1 reactor. You could let yourself get caught up in the flow and experience whatever comes your way. You could also try to change things for the better, just make sure you're aware of the consequences before you try saving a certain someone. Or maybe you want to ignore all of this and create your own destiny? Whatever you choose, remember to try and live an interesting life.

Origins

First things first though, who are you and what are you doing here? Roll 1d8+17 for age and keep your gender. 100 CP to choose your gender and an age that could be rolled.

Drop-in Free

You just woke up at your starting location one day. No one knows who you are, and any gear you purchased sitting nearby. You don't have any connections or history in this world, but also no memories besides your own. Find your own destiny.

Shinra Scientist 100 CP

You are a mid-ranking Shinra scientist. You have technical knowledge about such topics as Materia and Mako, limited access to Shinra resources, and a steady paycheck. However, you have no combat experience and your company is literally sucking the life out of the planet. You can be promoted to a position just below the head scientist, Hojo, for an additional 100 CP. At this level, Shinra will pay for pretty much anything you want if you can convince them it will make them money. Going against your employer's interests will get you fired.

Mercenary 100 CP

A soldier of fortune, you work for the highest bidder and don't have many qualms about what you do as long as you get paid. Which is good, because sometimes you're hired to burn towns and kill children. You have the most experience in standard combat of any background, but can't do much besides fight. If you want, you can choose to have an exclusive contract with Shinra instead of being a free agent. This is potentially lucrative, but exponentially increases how often you'll be burning towns and killing children.

Turk 200 CP

You are a member of the Turks, Shinra's enforcers. Evil mega corporations tend to have things they need to keep quiet or people that have to disappear, that's where you come in. You are an elite specialist in such distinguished fields as kidnapping, espionage, and killing people who know too much. Your skills make you very valuable, and Shinra will pay handsomely for them. In addition, you have an enormous degree of autonomy and they'll let you do more or less whatever you want as long as you get results. However, being so close to this kind of work makes it difficult to retire. If you try to leave Shinra, you will have effectively taken the Hunted drawback without receiving any points.

Cetra 200 CP

Also known as the Ancients, the Cetra have an innate and deep connection to the planet and the life stream, from which all life flows, and have powerful magic abilities. The Cetra are nearly extinct, there is only a single other living Cetra, unless you take this background and make it two. However, Shinra wants you for its own purposes, and they will utilize all the vast resources at their disposal to capture you. They will do unpleasant things to you if you are captured. Take the Hunted drawback without receiving any points.

Location

Where are you? Roll 1d8 or pay 100 CP to choose

1 **Midgar**

The location of Shinra headquarters. A rampant den of pollution, poverty, and general soul-crushingly low standards of living. The city is divided into 8 sectors, and each sector is divided into an upper section and a lower slum section. You may pick which sector you start in. A bit of advice though, stay out of sector 7 for a while.

2 **Kalm**

A quiet town not too far from Midgar. Most people made their living as miners until the monsters became too aggressive. There's nothing very interesting here, but it's one of the calmest places you'll find.

3 **Costa del Sol**

A pristine beach and a popular tourist destination. If you have money and don't care about having an adventure, you could probably spend your 10 years here in relative comfort.

4 **Golden Saucer**

You might remember this place. The world's greatest theme park, with numerous exciting attractions. You do not necessarily start with enough money to buy a ticket.

5 **Rocket Town**

A small town, there's not much here. Well, except for the tilted, disheveled rocket that was abandoned after Shinra cut funding for the space program.

6 **Wutai**

A secluded ninja/eastern themed village. Never fully recovered after being defeated by Shinra in a war. Not a lot of Materia is available here, but there are ninjas.

7 **Icicle Inn**

A frigid northern village with year round snow. The climb is brutal, but you might find something interesting if you manage to reach the summit of Gia's peak to the north...

8 **Free choice**

Lucky you, you can start anywhere on the planet, even places not listed here. Go nuts

Perks

Were you planning on heading off without any advantages? Use these to help you out.

Discounts are 50 % off

PHS 100 CP Free Drop-in

The Party Handling System lets you summon your companions to your side. Has a 12 hour cool down.

Inventory 300 CP Discount Drop-in

Ever wonder how JRPG heroes carry all that junk around with a magic warehouse? Well, you'll have to keep wondering, but this'll make things easier for you. You can send things to or retrieve them from your warehouse at will. However, this doesn't work on living things, weapons, or anything too big to fit in your hand. Think healing potions and the like.

Final Attack 600 CP Discount Drop-in

Similar to the Materia of the same name, this perk enables you to reflexively lash out with a single technique when you lose consciousness. Unlike the Materia though, this can be any spell you know, technique you can perform, or power you have. However, this won't work if you don't have enough energy to perform the technique, and it won't work if you die instantly. You'll also have very little control over who it targets, but you will never attack friends or help enemies. Finally, you can change which technique you use, but doing so requires a degree of focus you can't achieve in the middle of a fight, so you'll have to do it afterwards.

Knowledge 100 CP, first purchase free for Scientist, can be taken multiple times

You gain knowledge of one section of Shinra work, basically any type of research or dealing you could reasonably expect an evil mega corporation to engage in. For scientist, your first purchase is what section of Shinra you work in.

Add slots 300 CP Discount Employee

Using Materia requires having a weapon or armor with specially designed Materia slots, which your favorite outfit probably doesn't have. You now know how to modify equipment to add Materia slots to armor, clothing, and weapons. The number of slots you can add is based on how powerful the equipment is, how receptive it is to magical energy, and the object's physical size. The maximum number of slots one piece of equipment can ever have is 8.

Trade Secrets 600 CP Discount Scientist

You've stolen some trade secrets from Shinra, and now have intimate knowledge of the inner workings of Mako Reactors. You know how to build them and can even make variations, like small personal reactors or reactors designed to make Materia. It takes an enormous amount of time and resources to build one, but once you do you will have a near limitless amount of electricity at your disposal. This is assuming, of course, that you don't mind gradually reducing the world to a lifeless husk by using the soul of the planet as a power source.

Since Mako Reactors were designed to be used on the lifestream, building one in worlds where the planet has a different lifeforce or supernatural energy may produce...interesting results. Why don't you try it and see what happens?

Monster Hunter 100 CP Free Mercenary

Your skills at fighting all the horrible beasties that inhabit this world has been improved. You know how to hold your own in a brawl, and could reasonably expect to come out on top in a battle against the monsters of this world, provided you're not horribly underleved.

Limit Break 300 CP Discount Mercenary

After taking enough damage in battle, you can overcome your own limits to unleash a devastatingly powerful attack. What attack it is varies between individuals, it could be something like swinging your sword and throwing meteors, or something more mundane like punching someone really, really hard. By practicing and continuously using your Limit Break, you can learn new, more powerful ones. However, training alone won't be enough to learn your ultimate limit break...

SOLDIER First Class 600 CP discount Mercenary

SHINRA's elite. Instead of being a normal badass, you're now a Badass that's been put through terrifying experimentation. You've been exposed to MAKO as well as some mysterious cells of unknown origin, and your physical and magical abilities have been pushed beyond what a normal human can achieve. This has been supplemented by the training all members of SOLDIER receive. Makes your eyes glow. Taking this does not automatically mean you suffer from the puppet drawback.

Dirty Tactics 100 CP Free Turk

Focusing more on people than monsters, this perk won't help you in an honorable duel, but it will improve your..."tactics." You're much better at fighting dirty, and are intimately familiar with various weak points on the human body.

Special Attack 300 CP Discount Turk

The biggest problem with limit breaks is that they're never availible when you need them. You've learned something different, an attack that instead draws from your MP like a spell. While significantly less powerful than a limit break, there's just as much variation between them and it can be used whenever you want, provided you have the required magic power, of course. It is possible to learn additional attacks with enough training, but there is no ultimate special attack.

Professional 600 CP Discount Turk

Any evil corporation would be lucky to have you. Your skills at espionage and the elimination of vital targets is unmatched, there is no information in this world you can't uncover with some effort, and no one will ever find your informant's body. This also covers more mundane aspects of the enforcer business, such as creating fake identities and building a library of contacts who can be...persuaded...to help you. Chances are you'll never be caught, and that's terrifying to both your enemies and sufficiently paranoid allies.

Mage 100 CP Free Cetra

Arm-wrestling may not be your strong point, but you can set the other guy on fire after you lose. You're very good at using Materia and have a massive MP pool.

Voice of the Planet 300 CP Free Cetra

You can hear the voice of the planet. You are aware of what state the planet is in, including if it's hurting and what's hurting it. In addition, you can occasionally hear from the recently departed.

True Magic 600 CP Discount Cetra

You are able to cast the spells of any green Materia that you have ever used, even if you don't have them equipped, granting an enourmous increase in versatility. Spells cast in this way use up just as much MP as they normally would, but are slightly less effective than if you used the Materia. This also don't affect your abilities positively or negatively the way Materia does.

Improved Materia Growth 200 CP

This perk makes it so Materia you use grows in power twice as fast as it would otherwise.

Loot 200 CP

You find more money when you kill things and are more likely to find rare drops from monsters.

Ninja Skillz 600 CP Discount if you start in Wutai

You're a ninja, your dexterity, reflexes, and speed all receive a huge boost. Also, you know all kinds of sneaky ninja tricks, like using ninja weapons, hiding, and stealing people's money when they bring up the menu screen. At the highest levels of training, you may eventually be able temporarily take on a monstrous alternate form that boosts your power. I know that's not very ninja-ey, but that's how they do it around here.

Joined the Party 100-300 CP

Want a party? This lets you import your companions, giving them 400 CP to spend and a free background, including any discounts. 100 CP lets you import up to 2 companions, 300 CP lets you import up to 8. They may pick Drop-In, Scientist, or Mercenary as their background, unless you took Turk as your background. If you took Turk, Turk is also available to them and they may become your teammates, if you want. They may not take Cetra under any circumstances.

Gear

Every hero needs equipment. They're not skills, but it'll help.

Weapon Free

Pick a mundane weapon. You get a run of the mill version that's not terribly impressive, though it does come with 2 Materia slots.

Armor Free

Some nice, mundane armor. Not too interesting, but it will keep you alive slightly longer and has 2 Materia slots.

Map 50 CP

A map of the world. Could be useful if you get lost easily.

1/35 Soldier 50 CP

A 1/35 model of a Shrina Soldier, 12 in the set.

Money 50 CP First purchase free for Scientist and Turk

A big bag of Gil, 50,000 to be exact. Scientists and Turks get 200,000 for free.

Survival kit 100 CP Free Drop-in

A small supply of healing potions, status restoring items, and rations.

Advanced Weapon 100 Free Mercenary

Like the free weapon, but better. Pick a mundane weapon, you can now get a much stronger, and somewhat unrealistic, version. Instead of a normal sword, you get sword as big as you are, or a Gatling gun instead of a handgun. Has 4 Materia slots.

Improved Armor 100 Free Mercenary

Like the free armor, but better. It's much sturdier than normal armor, and will keep you alive even longer. In addition, it provides slight resistance to status effects and has 4 Materia slots.

Packet of Phoenix Downs 100 CP free Cetra

A collection of healing items meant to revive someone from the brink of death. Does not work on people who are dead, only nearly dead.

Lifetime Pass 100 CP

This ticket will get you and any companions or friends into the Gold Saucer, for free, for life.

Beach House 200 CP

A deed to a villa in Costa Del Sol. Great if you want to hang out at the beach.

Motorcycle 200 CP

A cool motorcycle, it’s about what you’d expect. You can swing your sword to knock down other riders, if you have a sword and ever need to do that.

Specialty Weapon 300 CP Free Turk

Is the advanced weapon still too weak? This lets you get something crazy. Steam-powered great sword? Go for it. A gun that shoots concentrated Mako? Sure. Gunblade? Weird, but alright. Even stronger than the advanced weapon, and comes with a whopping 6 Materia slots.

Multiple Lifetime Pass 300 CP

A regular lifetime pass would only let you get into the Golden Saucer for free for the rest of *A* life, but you probably have more than one life ahead of you. This magic ticket will get you into any theme park, fairground, or similar location for free, in any world you might find yourself in.

Buggy 300 CP

A special buggy that will let you get from point A to point B faster than walking. Comes with infinite fuel, can carry up to 10 people, and can cross shallow rivers. It can still be attacked by monsters though...

Chocobo 300 CP

You get a loyal Chocobo. Chocobos are essentially giant, yellow, flightless birds that you can ride on. They're much faster than normal people, have incredible stamina, and can easily avoid any monsters you may encounter. Comes with a regenerating supply of Chocobo feed, and can be stored in the warehouse.

Mysterious cells 500 CP Discount Drop-in

A syringe filled with cells from an alien lifeform that nearly destroyed the planet in an age long since lost to time. What do you intend to do with this...?

Lab Equipment 500 CP Discount Scientist

All the equipment you could ever want for whatever nefarious purposes you want to get up to. You can name specific devices you want, or just go with it and assume you'll be getting assorted sciencey stuff. You will at least start with everything you'd need to create shambling biological horrors. Evil laugh not included.

Ultimate Limit Break 500 CP Discount Mercenary Requires Limit Break

Somewhere in this world is a book that will teach you how to push your Limit Break to its limit, and unfortunately ten years isn't a lot of time to search an entire planet. However, if you take this option, the book is in your hands. However, you still need to have otherwise mastered your Limit Break before you can get any use out of this.

Airship 500 CP Discount Turk

Your very own airship. Can fly anywhere in the world, has infinite fuel, and can't be attacked by any monster less than a superweapon while in flight. However, it can only land on flat plains. Comes with a free crew who will pilot it for you, but they don't count as companions and can't be taken out of this world.

Ribbon 500 CP Discount Cetra

This magic accessory protects you from all status effects when worn. That's pretty much it, but it's still really useful.

Gold Chocobo 600 CP

Like a regular Chocobo, but better. In addition to being gold instead of yellow, this Chocobo runs on water and climbs sheer cliffs. Comes with a regenerating supply of Chocobo feed added to the warehouse and can be stored there.

Ultimate Weapon 800 CP

A VERY powerful version of a mundane weapon of your choice, this is nothing to sneeze at. You know how there's always that one sword that wrecks everything you hit with it? This is it, this is that weapon. Such power isn't recieved right away though, instead it has a special ability that causes it to gain a linear power boost based on the number of jumps you've completed, capped at 100. If this is your first jump, it's only as strong as the free weapon. At fifty jumps you could easily slay giant dragons with it. At 100? It'll become the kind of weapon you'd expect a demi-god to be wielding. However, Materia won't grow while it's equipped in this weapon. 8 Materia slots.

Materia

I'm sure you've noticed me mentioning it a few times. Here's where you can finally get some of your own Materia.

The source of magic in this setting. Materia are small, marble sized rocks that are produced as a side effect of Mako technology, then refined and sold to the consumer. Materia can grow stronger over time through use, unlocking new abilities and duplicating itself once it has been mastered. You must have a Materia equipped in a specially designed equipment slot in order to use it, and spell and summon Materia require you to have enough MP for them to be used. Spell and summon Materia typically effect the wielder physically while equipped, decreasing their physical abilities and increasing their magical ones, and the effect is more pronounced the stronger the type of Materia it is.

No matter what, you can't equip more than 16 Materia at a time.

Cetra receive a discount on any 2 purchases

Basic spell Materia Free

A few simple spell Materia. Spell Materia are green and the spells they give you are the closest to generic magic attacks, such as throwing fireballs at people. Not terribly powerful, but it will help you get started. Contains 1 Fire, Bolt, Ice, and Cure.

Basic support Materia 100 CP Free Scientist

Support Materia are blue and can produce additional affects when equipped with other Materia, such as enabling spells to affect multiple targets or adding an element to your physical attacks. However, they are useless on their own and can't be attached to independent Materia or other support Materia. Contains 3 All, 1 Elemental, and 1 Added-Effect.

Basic Command Materia 100 CP Free Mercenary

Command Materia are yellow and enables you to perform new actions, such as stealing or performing a physical attack that either misses or crits. They also often don't use MP. Contains 1 Sense, Steal, and Deathblow.

Basic Independent Materia 100 CP Free Drop-in

Purple Materia that can't be combined with other Materia and usually confers passive boosts to the user, such as increasing the amount of HP or MP they have. Contains 1 Cover, HP Plus, and Pre-emptive.

Basic Summoning Materia 100 CP Free Cetra

Red Materia that can summon powerful beings that hang around long enough to unleash a single attack. Extremely strong, but uses an enormous amount of MP and can't be used very frequently until it grows stronger. Contains the Choco/Mog, Shiva, and Ifrit Materia.

Status Spell Materia 100 CP

Spell Materia focused on inflicting status effects. Gives you Seal, Mystify, and Transform.

Long Range 100 CP

An independent Materia, your physical attacks can hit targets at a range of 20 meters. How? Magic.

Enemy Away 100 CP

An independent Materia, monsters and other aggressive sorts will be less attracted to you. Only prevents random attacks, doesn't work on people who are looking for you or keep guards from attacking you if you're somewhere you shouldn't be.

Sense 100 CP

A command Materia, enables you to learn details about a target such as their name, weaknesses, and how much health they have left.

Toss 100 CP

A command Materia, you can hurt people by throwing money at them

Added Cut 200 CP

A support Materia, allows you to perform an additional physical attack when you use the attached Materia.

Morph 200 CP

A command Materia, allows you to perform a weak attack that transforms the target into a useful item, or possibly some equipment, if it deals the killing blow. Kind of freaky, to be honest.

E-Skill 300 CP

A very versatile command Materia. This enables you to learn certain attacks from monsters after they're used against you. Some of these attacks are extraordinarily powerful, and the large number of attacks give you a wide range of options. However, this is useless until you find some of these attacks.

Mid spell Materia 300 CP Discount Turk

Stronger spell Materia, contains Earth, Destruct and Revive.

Advanced Status Materia 300 CP

Stronger spell Materia based on status altering and support. Gives you Time, Seal, and Barrier.

Final Attack Materia 300 CP

A support Materia. Allows you to use another Materia automatically when you lose consciousness in battle. Doesn't work if you're killed instantly or if you don't have enough MP to use the equipped Materia. You will never cast a healing spell on enemies or an attack spell on allies. Can only be used once per battle until it grows stronger.

Mid Summon 400 CP

Stronger summon Materia, gives you Odin, Leviathan, and Bahamut.

Advanced spell Materia 500 CP

Even stronger spell Materia, gives you Flare, Comet, and Shield.

Ultima 500 CP

A very strong spell Materia, but useless until it grows somewhat.

Advanced Summon 600 CP

Even stronger summon Materia, gives you Alexander, Hades, and Bahamut ZERO.

Special Materia

These Materia are very powerful, and Cetra can't get a discount on them.

White Materia 300 CP

This is a special version of the White Materia. It is useless in combat, but it posseses a great power. It is capable of vanquishing any foe, preventing any disaster, and generally solving any problem you or the world may be facing. There's a catch though, this Materia can only be activated by you death. This death will get you sent home, but just before this happens you may fix any "problem" of your choice in the current world. How bad would things have to be for you to use this?

Knights of the Round 1000 CP

A really, really freaking powerful summon Materia that allows you to cast Ultimate End. This could probably destroy almost anything you come across. However, the MP cost required to cast this is astronomically high, and having this Materia equipped has a sizable negative affect on your physical abilities.

Master Materia 1000 CP (1200 CP Summon)

Choose any type of Materia: Spell, Support, Command, Independent, or Summon. You receive a special Materia that has the combined abilities of every Materia in the same category. It also has no effect, positive or negative, on your stats and cannot grow stronger or dupilcate itself.

Black Materia 1600 CP

A black Materia is a softball sized Materia that needs a fantastically large amount of power to work, but can summon a planet destroying meteor when activated. You almost certainly can't provide the needed energy by yourself, but if you could draw the power from somewhere...

Drawbacks

Need more points? It'll hurt, but you can take as many as you want. You can't get more than an additional 600 CP though.

Ain't no gettin' off of this train we're on 0 CP

This sets your starting location to Midgar. Upon your arrival in this world, you quickly find yourself a member of AVALANCH. Have fun being part of the plot.

RUINED FOREVER 0 CP

You may choose whether Crisis Core, Dirge of Cerebus, Advent Children, and the like are canon to the version of FF7 you landed in. You may make all, none, or some of them canon.

Random Enounters +100 CP

You get attacked by monsters really often. REALLY often, you can't go to the bathroom without a random encounter. Overrides Enemy Away Materia if you have it.

Why would they be carrying money? +100 CP

For some reason, the monsters you kill don't drop gil and the people you kill never seem to have wallets. Expect to have money troubles. Overrides Loot if you have it.

Party Size +200 CP

For the duration of this jump, you can only have 2 companions active at a time instead of the normal 8.

No Materia +200 CP

You can't use Materia or other types of magic for 10 years. Hope your physical attacks are good.

Hunted +200 CP

Shinra has decided, for whatever reason, that it wants you. In order to acquire you, they've sent the Turks after you. The Turks are powerful trained killers and will stop at nothing to accomplish their goals. If the Turks aren't enough, Shinra will throw more of its nearly limitless resources at you.

Identity Crisis +300 CP, Drop-in can't take

This drawback does a couple of things. First off, you forget everything from before you entered the world. You still have all your abilities and powers, but you don't remember you have them or how to use them. Second, you know those memories of life in this world your origin gives you? Those actually belonged to someone who died just before you arrived, and you will believe with all your heart that you are this person. Expect trouble if you meet someone who knew that person. Third, the amnesia mentioned earlier isn't absolute, you will periodically have flashes of your old memories and struggle to discern what's real. Also, any companions you bring with you will remember everything and know something's wrong, but will be too scared to tell you anything, causing trust issues.

Puppet +300 CP

Somehow, you were injected with some weird cells and have become a puppet for a powerful figure, he can periodically take control of your body and force you to do whatever he wants. Depending on how powerful you are, this could potentially be very bad. Willpower or similar defenses won't help, his death is the only way to put an end to it.

Bonus bosses +600 CP

While they won't come after you and you can fight them whenever you're ready, before your ten years are up you must find and kill 2 very powerful creatures known as Ruby Weapon and Emerald Weapon. If you do not, you will be sent home. This may not seem like a big deal, but they're very powerful. No, really. You know that 1000 CP Knight Materia earlier that I said could kill almost anything? They can shrug that off.

Good luck, you'll need it.

Ending

Did you survive? I knew you would, probably. All drawbacks are removed, and if you took SOLDIER First Class you can now toggle your glowing eyes on and off.

Anywho, you've got a choice to make now.

Game Over

You've had enough adventure to last a lifetime. You wake up in your own world, exactly as if you'd never left. Well, aside from the fact that you get to keep all the powers, gear, and companions you've acquired up to this point.

Continue

You've decided you like this world. You'll stay here for the rest of your life, and back home it'll be as if you simply vanished into thin air.

Insert disc 4

It's been fun, but you're not done yet. You continue on to the next world.