Mobius Final Fantasy Jumpchain Ver 2.0

Welcome to the world of Palamecia Jumper, a world of hope unbound, or so the enigmatic entity Vox and the Echo's would have you believe. But make no mistake, this is a land of despair, one ruled by innumerable Laws and a Prophecy that has repeated itself since time immemorial, where the battles find those who are willing to fight. You'll be spending about 5 years within this world, and to make sure you aren't as unprepared as the poor Blanks, here's 1000 Magicite(MC) to get you started.

And remember, None Shall Remember The Name of a Warrior Who Doesn't Fight.

Your Age is 2d8 +10, and your Gender is the same as it was last Jump, but if you wish to change your Gender you may do so free of charge, Palamecia does not care for the Gender or Sexual preferences of her champions, only that they adhere to her Laws and follow the Prophecy.

Starting Location- Roll a 1d6 or pay 50 MC in order to manually choose for yourself

1. Primordia- The shore that all Blanks awaken on, unless you are armed i'd suggest you not dally here for long
2. Castle Cornelia- The castle of the Princess of the Blanks. Who is the Princess you may ask? Why Princess Sarah herself of course! If you have no business here you may wish to leave post haste, after all Palamecia has branded people Heretics for far less than being somewhere without a purpose. Oh and if you happen to catch the scent of rot while here think nothing of it, it's probably just your mind playing tricks on you
3. The Arena- An Arena found within the Ishtar Desert, the Prophecy dictates that the Warrior of Light must win the currently ongoing Tournament by default. How long has this Tournament been going on for? Lets just say as long as it's needed to
4. Ring of Braves- A small island on Palamecia that is used as a training ground for Blanks. Strange and otherworldly beings often find themselves here, and if you wish to face them, you may find the Moogle stationed here and his wares to be of quite the interest to you
5. Hall(s) of Fame- Located in areas that are normally unreachable, these are less "Halls" and more planes that allow one to increase their proficiency and prowess with their

chosen Job. You may choose any Hall of Fame in which to start as there are many of them to be found throughout Palamecia

6. Free Choice- It seems that you have been blessed by Lady Luck herself, choose any Location or Region(Including areas dedicated to limited time/crossover Events) found in Mobius Final Fantasy

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Now that your choice of locale has been chosen, let us set you up with an identity shall we?

Blank(Drop-In optional)- Ah so it would seem that you yourself are a stranger to this world, one who may very well become the Warrior of Light and fulfill the Prophecy. If you choose this origin, you may choose the name of the canonical Warrior of Light, unfortunately for you he and you now share the same exact name, as all Blanks do, so do choose an actual name would you?

Heretic- So you have chosen to betray Palamecia and her people, refuse to follow her laws and attempt to lead the Warrior of Light and Princess Sarah astray? Then you may die like a dog, with all the other heretics. You no longer possess a name to call your own, and will be hounded not only by other Blanks but by Monsters as well. If you so wish however, you may give yourself a title for others to call you by, provided you do not expect any Blank to use it

Sorcerer/Witch- A Heretic by any other name, though perhaps there is some use for you in this world. You have an intimate knowledge of Palamecia's many Laws and know just how to bend or otherwise use these normally restrictive rules to your advantage. Stop time on the whole of Palamecia in order to give the Warrior of Light some advice? Perfectly acceptable, so long as you do not reveal what his next trials shall be. On the flipside, reveal too much or attempt to sway the Princess or Warrior of Light into abandoning their roles, and there shall be no place on Palamecia that can offer you safety

Perhaps now would be a good time to choose your starting Job. What is a Job you may ask? Think of it as a Class found in your typical Fantasy or Japanese Role Playing Game. You may choose a single Starting Job to enter this world with, but worry not, for there are ways in which you may, shall we say… broaden your horizons as it were

Onion Knight- The starting Job of all Blanks, wielding a single Long Sword and being attuned to the elements of Fire, Water, and Earth

Apprentice Mage- The first Job that all aspiring Mages awaken to, wielding Staffs and Rods and being attuned to the elements of Fire, Water, and Wind

Neophyte Ranger- The starting Job for Adventurers and Explorers alike, wielding Dual Daggers, Knives, and Axes and being attuned to the elements of Water, Wind, and Earth

Trainee Monk- The first Job that aspiring martial artists awaken to, wielding Knuckle Dusters and other Monk Type weaponry(just look up Monk Weapons to see what other types of weapons Monks can use, I am the big dumb and don't know how to classify most of Monks weapons) and being attuned to the elements of Wind, Earth, and Fire

Perks- All Perks are 50% off for matching Origins and all 100 MC Perks are free for their respective Origins

General Perks-

There Are No Strings On Me(Free)- In Palamecia, the world itself has ways of controlling or otherwise bringing it's inhabitants to heel when they act out of place. People with enough willpower however, are immune to Palamecia's attempts at controlling them, or at least they're close enough to immune that the difference is negligible at best. With this Perk you'll no longer have to worry about Palamecia controlling your actions or forcing you to act against your will, although it won't protect you from corrupting influences or others tricking you into doing what they want. Post Jump, if you were to go to a Jump where the World itself has a will of its own, you will find that it cannot exert its will upon you or force you to do anything against your will.

A Warrior's Cynicism(Free)- Like the Warrior of Light himself you can't help but jump to the worst possible conclusion and suspect everything and everyone around you of holding out on you in some way shape or form. Why is this Perk you ask? Well for one thing it gives you a healthy dose of paranoia and the ability to recognize when the people and beings around you are withholding information, this'll even include things like ancient prophecies and scriptures as well. On top of that, when you give someone or something a scathing remark you know just what words to use in order to really take them down a peg, how to make your words cut deep as it were and really make them ruminate on what you say. Or to put it another way, your Bark is now as vicious as your Bite. Hope you've got the strength to back up your words.

The Music We Made When Hope Was Unbound(100 MC)- Mobius Final Fantasy has many spectacular songs to its name, and now you may take those songs with you on your journey. You can also if you so choose, make it so that others may hear these songs as well, whether or not they find this strange is up to you.

The Battles That You Choose To Fight(100 MC)- If you would wish to continue experiencing battles the way that Mobius Final Fantasy handles them you may bring the games combat system with you into future worlds. None Shall Forget Your Name, For You Are The One Who Accepts The Burden of Eternal Battle.

Weapon Master(200 MC)- There are many weapons to be found on Palamecia, some of which are quite unwieldy indeed. With this Perk you are now a master of all Weapon Types found on Palamecia, from your stereotypical Long and Great Swords to your Clawed Gauntlets to… whatever it is that Meia uses.

Memories of When Time Looped(300 MC)- Like a certain Witch(and a certain Warrior of Light to an extent) you too are immune to the normal memory loss that occurs during a time loop, and

as such are capable of learning the best and most optimal ways of using the extra time you are given in between loops to your advantage. And do not worry, for your mind will never deteriorate no matter how many times time loops in on itself or how many gruesome deaths you are subjected to.

RNGesus Is My Best Friend(500 MC)- Mobius Final Fantasy is a Free To Play Mobile RPG, and as such has to make a profit somehow right? The way Mobius made money back when it was still in service was through a Gacha system, which many of you should be familiar with by now. This Perk makes it so that you will never again suffer through Gatcha hell. Been eyeing that one super powerful unit but there's only a 0.5% chance of drawing them? Congratulations, your next multipull will give you just the amount of that one unit you need in order to max them out(or, if a single multiple isn't enough, every single multi pull you… pull from will give you the necessary amount of that one unit, until you can eventually max said unit out). This also applies to material drops, weapon and armor upgrade success rates, weapon and armor drop rates and anything else that's reliant on you getting extraordinarily lucky. No more breaking out the Visa or Debit Card for you my friend, it's all smooth sailing from here.

Blank Perks-

Reluctant Hero(100 MC/Free to Blank)- Being suddenly stranded on a strange world with no memories to your name and then being forced to fulfill some convoluted Prophecy all in the name of "Hope", it's no wonder you drag your feet whenever you have to do something that you supposedly need to do in order to move things along. Thankfully, Prophecies involving you are a lot more accommodating than they really should be. What this means is that so long as you semi-seriously follow any Prophecy you'll find that things don't happen until you actively try to make them happen. The God of Destruction you're destined to kill won't destroy all of creation while you're out trying to upgrade your gear or while you're in the middle of helping interdimensional travelers get back to their original world.

Kindness Hidden Behind a Mask of Cynicism(200 MC/Discount for Blank)- You might try to act like you're an ass and couldn't care less about the people around you, but deep down you genuinely care about every single person you form a bond with. So long as you're fighting for the sake of others, regardless of how much you deny the notion others will find themselves spurred on by your attempts to protect/help them in your own roundabout way, and will always be there for you when you need them most, ready and willing to lend you a hand or give you a shoulder to cry on.

To Hold The Weight of The World On Your Shoulders(400 MC/Discount for Blank)- Everyone has some sort of burden that they must overcome, some tragedy that haunts them even now. Sometimes, those burdens that they carry catch up to them in the worst possible way, and they

find themselves unable to overcome them. If someone you've met is forced to fight in a battle they cannot win, you may fight in their place, butting your way into their battles and forcing them to accept your help. They might complain, or try to blow you off, but in the end they cannot and will not stop you. When you do this, you take the full brunt of their emotional traumas, empathizing with them so strongly that you catch a glimpse of their very soul, allowing you to copy any and all abilities they have and turn those abilities into a Job that you can switch into, which also grants you a fully functioning copy of their most iconic weapons and armor.

Warrior of Dawn(600 MC/Discount for Blank)- Your rough around the edges, brash, crass, and more than a little battle hungry, but even still there's something about you, a quiet sort of determination that others can't help but be awed and inspired by. Sure your first impressions leave much to be desired but even your most hated enemies can admire your determination and willingness to continue moving forward after just a few short meetings, and rivals more often than not become your most stalwart companions once all's been said and done. When you fight for a cause you truly believe in, those who witness you fight find themselves slowly being swayed into believing that what you fight for is a cause worth supporting, even if that means abandoning everything they once knew or held sacred.

Heretic Perks-

Cryptic Messenger(100 MC/Free for Heretic)- You just keep showing up in the strangest of places don't you? Be it the far reaches of space or the bowels of Hell, so long as you have a message to give to the Hero of a tale, you'll always find your way to them with just the words they need to hear, even if they don't quite get what it is you're telling them just yet.

Imposing Stature(200 MC/Discount to Heretic)- You're quite the sight for eyes aren't you, towering over all others in your black armor and moving about like you could take on an army blindfolded and come out of the battle unscathed. So long as you're in full armor, those of weak will cannot help but cower in your presence, and those of strong will cannot help but want to understand you and what it is you truly fight for, even going so far as to fight by your side if given enough reason to.

Strength Born of Necessity(400 MC/Discount Heretic)- You couldn't have gotten as far as you have by yourself if you were a weakling, and it shows. So long as you are facing overwhelming odds you'll find that you can battle for days on end without rest, and that your blows hit harder and your body moves faster. Fighting a single opponent who outstats you in every category would see you have a high boost to all of your starts, enough to put you as their equal in at least 3 stats of your choosing. Fighting an army of said individuals however, would see you grow strong enough to tear their army to shreds given enough time, drastically boosting all of your stats to the point where you could now defeat many where once you could only match one. For

Jumpers who like to handicap themselves, useful for those times when you nerf yourself just a bit to hard and are stuck in a losing battle against foes who just completely outstat you in every category

Opportunity Born From Comradery(600 MC/Discount for Heretic)- Things are finally looking up, you and the Hero have taken down the Big Bad at least for the moment, and a means of escape is finally within your grasp. But the Big Bad gets up, stronger than ever, and you're running out of time to escape. Now would be a good time to get out of dodge, but the Hero stops you in your tracks and points you towards your escape route, wishing you luck on your journey before going down to face the Big Bad themselves. So long as you've built up a semi-positive relationship with others, you can abandon them in order to save yourself without any hard feelings between you, so long as you don't deliberately attempt to screw them over on your way out. And if you do end up meeting again someday, you may once again fight by their side, safe in the knowledge that your bond has not diminished or otherwise deteriorated in your absence.

Sorcerer/Witch Perks-

Not So Little White Lie(100 MC/Free to Sorcerer/Witch)- How truly unfortunate it is, that the fate of the world rests in the hands of a man who couldn't strategize his way out of a wet paper bag. You need him to do certain things in a certain order in a certain way, but how do you get him to be in the right place at the right time? By manipulating him of course! Any lie you tell, so long as it's made in order to move the story along so to speak, will ensure that those you've lied to will heed your words. Sure, they may question you and your motives, but in the end do your motives really matter when you're the only one around with some idea of where to go next?

To Never Lose Hope(200 MC/Discount for Sorcerer/Witch)- You've been betrayed by the world, forced to watch as people suffer again and again through no fault of their own. You may think that everything is hopeless but no matter how tired you are or how bruised and beaten you become, you can't help but hold on to some last tiny scrap of hope deep within your heart. No matter how hopeless a situation seems or how much you suffer, you'll never truly lose hope.

Guardian Witch(400 MC/Discount for Sorcerer/Witch)- Someway, somehow, there are those who have managed to worm their way into your heart. But they are so terrifyingly fragile, and far too naive to boot. So how do you keep them safe from the horrors of the World? By guiding them, by teaching them how to survive and defend themselves. If there are those whom you truly cherish, you find that they learn anything you teach them twice as fast as they would have otherwise. This also applies to Out of Context powers as well, but you'll need to set up a foundation from which they themselves can build upon.

Eyes Opened To The Truth(600 MC/Discount for Sorcerer/Witch)- You've been around for a long, long time, and as such you know a thing or two about the fundamental Laws of the World. When you concentrate, you can "See" the Laws that make up a World, the fundamental rules that allow for things to exist as they do. At first, it'll only be minor things, like how magic works or how the afterlife functions, but with enough practice and time, you could even find yourself able to reach the Root of all things. It will take a long, long time before you can do so, and many repeated visits to the World(no you can't go to a bunch of Generic Jumps and gain the benefits of this Perk) in question, but so long as you are patient and able to learn from both your own and others mistakes, nothing will ever truly be out of reach for you

Jobs- Jobs, or Classes as they are known in most other pieces of media, function differently in Mobius than in other Final Fantasy's. Instead of a Soul Stone like in XIV or like the Job Switching you can do in most other FF's, Jobs are utilized via Cards that dictate how your Job will fundamentally function and the kinds of abilities it can use, as well as your elemental affinities. Here you may either buy certain Job Cards outright, or create your own.

Basic Job Cards- The Jobs that most players earn during the early stages of Mobius Final Fantasy, useful in a pinch but not exactly designed for Endgame Content

Basic Warrior Job Cards(100 MC/Free for Blank and Heretic)- Comes with the Dark Knight, Paladin, Knight, Dragoon, and Warrior Job Cards

Basic Ranger Job Cards(100 MC)- Comes with the Ranger, Hunter, Thief, Rogue, and Assassin Job Cards

Basic Mage Job Cards(100 MC/Free for Sorcerer/Witch)- Comes with the Mage, Black Mage, White Mage, and Scholar Job Cards

Basic Monk Job Cards(Free)- Comes with the Monk, Pugilist, and Grappler Job Cards

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Advanced Job Cards- Now we're starting to get into the good stuff, these are the Jobs that people take into the Ring of Braves and other Endgame Activities, not quite as good as Legend or EX Job Cards but far better than their Basic Job Card counterparts in most cases

Advanced Warrior Job Cards(400 MC/Discount for Blank and Heretic)- Comes with the Sword Saint, Highwind, and Berserker Job Cards

Advanced Ranger Job Cards(400 MC)- Comes with the Ninja, Bard, Viking, and Dancer Job Cards

Advanced Mage Job Cards(400 MC/Discount for Sorcerer/Witch)- Comes with the Sage, Tactician, Red Mage, Occultist, and Devout Job Cards

Advanced Monk Job Cards(200 MC)- Comes with the Master Monk and Hermit Job Cards. Priced at 200 MC as Monk only has 5 Job Cards in total not counting EX or Legend Job Cards.

EX Job Cards- Extremely powerful Job Cards with lots of Utility, unlike Legend Job Cards these are far more limited in the actual game itself, as they were all tied to limited time Banners and never re-released after the original Banner they appeared in was taken out of the game.

Warrior EX Job Cards(500 MC/Discount for Blank and Heretic)- Comes with all of the Warrior EX Job Cards in Mobius Final Fantasy and are named thus. Shorn One, Scharfrichter, Wyrmlord, Archfiend, and Dawn Warrior

Ranger EX Job Cards(300 MC)- Comes with all of the Ranger EX Job Cards in Mobius Final Fantasy and are named thus. Gambler, Reisender, and Soranaki. Priced at 300 MC as Rangers only get 3 EX Job Cards

Mage EX Job Cards(300 MC/Discount for Sorcerer/Witch)- Comes with all of the Mage EX Job Cards in Mobius Final Fantasy and are named thus. Skyseer, Wahrsager, and The Phoenix. Priced at 300 MC as Mages only get 3 EX Job Cards

Monk EX Job Cards(300 MC) Comes with the Ascetic and Kämpfer Job Cards. Priced at 300 MC as Monks only get 2 EX Job Cards

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Legend Job Cards- These are Job Cards typically designed around characters from previous FF titles, and more often than not are some of the most sought after Job Cards in the game, either because of how strong they are or because of their utility

Warrior Legend Job Cards(600 MC/Discount for Blank and Heretic)- Comes with all of the available Warrior Legend Job Cards in Mobius Final Fantasy, the names of which are thus. Ace Striker, Mythic Knight, SOLDIER 1st Class, Heretical Knight, Balamb Mercenary, Knight of Etro, Hero of Despair, Eorzian Paladin, Legendary Guardian, and The Phantom.

Ranger Legend Job Cards(600 MC)- Comes with all of the available Ranger Legend Job Cards in Mobius Final Fantasy, the names of which are thus. Mythic Ninja, Judge Magister, Thief of Tantalus, Last Hunter, Cait Sith Suit, Cocoon Aviator, and Shinra Turk

Mage Legend Job Cards(400 MC/Discount for Sorcerer/Witch)- Comes with all of the available Mage Legend Job Cards in Mobius Final Fantasy, the names of which are thus. Mythic Sage, Tonberry Suit, Hope's Guide, and Magitek Jester. Priced at 400 MC as Mages only get 4 Legend Job Cards

Monk Legend Job Cards(400 MC)- Comes with all of the available Monk Legend Job Cards in Mobius Final Fantasy, the names of which are thus. Moogle Suit, Unbroken Hero, Deep Diver, Vana'Diel Monk, and Agent of Scarlet Woe. Priced at 400 MC as Monk only has 5 Legend Job Cards

Before we get into the Job Card Creation, I should explain how combat works on Palamecia shouldn't I? In this world spells and abilities are utilized via Ability Cards, which have specific Elements assigned to them(Water, Fire, Earth, Wind, Light, Dark, Life, and Prismatic, which can be used in place of any of the other Elements) and specific Job Types that they are classified as(Warrior, Ranger, Mage, Monk). In order to gain access to these abilities, one must simply strike their enemies with their currently equipped weapon(s). Doing so will create orbs of elemental energy, and once you have gathered enough of a certain elemental orb you may then use an Ability Card that aligns with the elemental orbs you've created(ie once you have enough Fire Elemental Orbs you can use Meteor). On top of that, each Ability Card has a certain amount of elemental orbs you must create before you can use it, anywhere from 1 orb to 8 orbs per use of an Ability Card. On the flip side, one may instead use any stored or unused elemental orbs via the Elemental Drive in order to heal yourself when in a tight spot or to give yourself elemental resistances. If you wish to thrive in this world, you must balance Ability usage, Normal Attack usage, Elemental Drive usage, and Ultimate Attack usage in order to make the most out of your Jobs abilities.

Job Card Creation- For those of you who would rather create your own Jobs catered to your own prefered methods of combat, this right here is for you. There are several things you must decide upon when designing your new Job, and your Job cannot have conflicting properties(I.e. a Mage Job can't use Warrior Weapons and vice versa), but other than that go wild. You may create up to 5 Jobs and 10 Job Evolutions(2 Per Job) for free, with every additional Job(plus its 2 Job Evolutions) after that costing 100 MC

Name and Theme- First things first, your Job needs to have a Theme and a Name, that is to say, you'll need to come up with a Name for you Job and Job Evolutions, as well as what their appearance is, something like this

Job Name- Ronin
Job Evolution Names- Straw Hat, Protector of The People
Job Elemental Affinities- Fire, Water,Wind
Job Evolution Elemental Affinities- Straw Hat(Fire, Wind, Earth), Protector of The People(Water, Wind, Light)
Job Theme- Katana Wielder that wears lightly armored clothing and a wide brimmed straw hat

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Role- Think of these as a Jobs specialization within the Ring of Braves/Multiplayer of MFF, every Job has a Role, or rather, a Function that its designed to fulfill, be that bringing tons of damage to the table or ensuring the party/group has enough health to survive the next onslaught of attacks

Breaker- Jobs that focus on reducing the enemies Red Break Gauge, these Jobs have a bonus to their Break Power and increase the Ultimate Gauge of allies when using normal attacks

Attackers- As the name would suggest, these Jobs focus on dealing damage, and are also responsible for turning the Break Gauge red so that Breakers can... Break them, with their attacks. These Jobs have a bonus to their attack and increase the the Ultimate Gauge of their allies when using abilities

Defender- The Tanks essentially, these Jobs focus on drawing aggro by using abilities with the Taunt effect and applying elemental resistances or healing to the party when necessary. These Jobs have a bonus to their HP and their Elemental Drives apply elemental resistances or healing to the party

Healer- The guys/gals that work tirelessly to pull your ass out of the fire after you overextend like an idiot. These Jobs focus on granting party wide buffs and healing, with a bonus chance to drawing Life Orbs. The exception to the party wide support skills are when Healers use Force or Shift abilities, so if you see a Healer use one of those abilities make sure not to turn your brain off and go full Leroy Jenkins mode.

Elemental Affinities- Dictates the Elemental Orbs you can generate when you perform normal attacks, as well as the Elemental Abilities you can use. Choose 3 Elemental Affinities for your Job. Of note, the Life Element and its associated Ability Cards aren't actually limited to Jobs with a Life Affinity, as the Life Element doesn't actually count as its own Affinity due to the fact that using Life Elemental Orbs via the Element Drive just heals you. As such, Life will not be included in the list of Affinities you can choose for your Job. Or to put it another way, every Job is capable of using Life Abilities. Also, as Prismatic Elemental Orbs can be used in lieu of any other Elemental Orb in the game, it is also not included in the list of Elemental Affinities you can choose for your Job.

Fire- Abilities that are usable include Inferno, Meteor Strike, and Flame Fang

Water- Abilities that are usable include Ice Sword, Jecht Shot, and Blizzaja

Wind- Abilities that are usable include Eternal Wind, Wind Cross, and Windstrike

Earth- Abilities that are usable include Earth Cross, Earth Strike, and Stoneja

Light- Abilities that are usable include Ultima, Shine, and Light Sword

Dark- Abilities that are usable include Dark Fang, Darkwave, and Dark Hammer

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Job Type- The specific category that your Job falls under, dictates the kind of Weapons your Job can wield and what Abilities you can use. You may only choose one Job Type for your Job.

Warrior- Your Sword, Katana, and Spear users, they can only use Warrior Ability Cards

Ranger- Your Dual Wielders, they use Dual Knives/Daggers/Axes and can only use Ranger Ability Cards

Mage- Your Staff and Rod users, they can only use Mage Ability Cards

Monk- Your martial Artists, they use Clawed Gauntlets, Knuckle Dusters and other Monk Type Weaponry and can only use Monk Ability Cards

Jumper- For those of you who want to use a certain Weapon Type without having to be confined to a specific Job Types Ability Cards. Wanna be a Sword Wielding Mage or a Dual Wielding Warrior? Go right ahead. Basically, you can use the abilities of a specific Job Types Ability Cards while using the Job Type Weapons of an opposing Job.

Ultimate Ability- Your Jobs Limit Break, a powerful ability that may or may not deal massive amounts of damage alongside other side effects such as Gauge Break or Haste or some sort of Status Ailment. Unlike the previous sections you'll have to either make an Ultimate from scratch or base it off of some other ability you possess, such as, say for instance, the Supernova from Destiny or Excalibur from the Fate Series. You'll need to decide how many hits this Ultimate does, whether its Single Target or AOE, what its Main Effect is(I.e. Gauge Break(Gauge Break can either function as a Main or Side Effect), Healing, Massive Damage etc), and what its Side Effects are(I.e. Haste, Barrier, Poison etc). However, if you recreate, say, the Big Bang Kamehameha or some other ability that can destroy planets as your Ultimate it'll be nerfed in order to be more inline with other Ultimate Hero Ultimates, something about game balance and build diversity being destroyed or something. Post Jump, you can either choose to keep your Ultimate the way it was here or make it as powerful as it originally was.

Evolution- Job Evolutions are technically the same exact Job but with a slightly different appearance, better stats in certain categories, and different Elemental Affinities. Go back to the Elemental Affinity Section and pick two more sets of Elemental Affinities, making sure to label them as Job Evolution Affinities. You won't need to make an entirely new Ultimate or choose your Job Type again for your Evolutions, as Evolutions share those with their original Job.

Items- All Items are 50% off for matching Origins and all 100 MC Items are Free for their respective Origins

General Items-

Resources(Free)- In Mobius there are many activities that require you to have specific items and materials on hand in order to participate. With this, you'll no longer have to worry about grinding out materials in order to get to the content you want. In future Jumps, this will make it so that you always have just enough resources in order to complete any ongoing projects you are currently working on no matter how big or important they are. Does not give you infinite money or resources, just enough to complete what you're currently working on.

Best On The Market Music Player and Headphones(Free/100 MC)- The best headphones(can be wireless/bluetooth or wired) and music player available on the market right now, which update themselves to fit what is considered the best available in future Jumps. For 100 MC your music player comes with every song that humanity has ever created up to the year 2020, this includes remixes and covers of all of those songs as well if you prefer a specific version of certain songs.

High Quality Phone, High End Gaming PC, and Mobius Final Fantasy(Free/100 MC)- The best phone currently available on the market, a custom gaming PC made with the best parts currently available, and Mobius Final Fantasy itself. Your Phone and Gaming PC will automatically update themselves in future Jumps so that they'll never be outdated, they have unlimited battery and if lost, stolen, or otherwise broken you'll be given a replacement within 24 Hours of your loss. For 100 MC you are also given a version of the game that includes all of your adventures within Palamecia in it.

Wardrobe of Palamecia(100 MC) A Wardrobe filled with every single Job Cards outfits, including Limited Time/Crossover Event Outfits. They're completely mundane however and provide no tactical advantage whatsoever, but they do allow you to look cool/cute/sexy/awesome no matter what you're doing while wearing them. Includes prop weapons for people who really wanna go all out and look as stylish as possible.

Weapons of Palamecia(500/600 MC)- A vault located outside of Space Time that holds all the weapons available in Mobius Final Fantasy, it expands endlessly in order to fit in any new weapons that you choose to place in it. Basically just a less versatile Gate of Babylon. For an additional 100 MC you can also store any armors, curatives, or currencies you place in it.

Regardless of which version you purchase, the vault will automatically organize everything placed inside to your specifications.

Ability Cards(600/800 MC)- Every 1-3 Star Ability Card in the game, which might not seem all that good of a deal until you consider the fact that there's around 3,000+ Ability cards in the game and a majority of them are 1-3 Stars. For an additional 200 MC you now get every single Ability Card in the game, which includes things like Black Meteor, Ultima, and Ultimate Boon(which is a Support Ability based off of the Knights of The Round summon from FFVII that applies a slew of buffs).

Palamecia(1000 MC)- The world of Palamecia itself, oddities and inhabitants, be they man, spirit, or monster optional

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Blank Items-

Phoenix Down(100 MC/Free for Blank)- A crate of 100 Phoenix Downs, automatically used once you are killed in battle, if you have other 1 Ups at your disposal or aren't truly killed(or if you are immortal/lack a concept of death) you will not automatically use a Phoenix Down when felled in battle. 10 Phoenix Downs are regenerated per year.

Elixirs(200 MC/Discount for Blank)- A crate of 200 Elixirs, fully restores stamina, health, and cures you of all negative status ailments. 20 Elixirs are regenerated per year.

Ring of Braves/Hall(s) of Fame(400 MC/Discount for Blank)- An Island with a giant tower on it. The Island itself acts like the Ring of Braves and the Tower acts like the Hall(s) of Fame. Merely think of the Job you wish to practice with and you'll be teleported to the corresponding floor within the Tower. The Island regularly updates with new monsters and enemies from the Jumps you've visited, and the order in which they appear rotates once a month, so you'll never be stuck fighting the same few enemies again and again and again ad nauseum.

Sword of Hope(600 MC/Discount for Blank)- A golden sword that dispels corruption and chaos, just holding it in your hands will inspire the weak and destitute to fight for a brighter tomorrow. Can import any weapon you have attained or created into this item, including firearms. Nothing that can act like a WMD though, so no importing your life wiping daggers or revolvers that shoot nukes.

Heretic Items-

Sawtoothed Greatsword and Black Armor(100 MC/Free for Heretic)- The Sword and Armor of Garland, a Heretic that became allies with Palamecia's Warrior of Light. The Armor protects from all but the harshest of blows and grants increased strength and durability, while the Greatsword can cut through all but the toughest and most durable of materials.

Unending Flask of Water(200 MC/Discount for Heretic)- Or whatever else you're in the mood to drink. Indestructible, and keeps your chosen beverage fresh and at the perfect temperature. Can also be any container capable of holding in drinks if you'd rather not have a flask.

Battle Tower(400 MC/Discount for Heretic)- A Tower filled with all matter of overwhelmingly powerful enemies. The tower itself is never-ending, so you may battle worthy foe's to your heart's content. If you were to ever die or take a fatal blow, you'll find yourself at the bottom of the tower, and beginning your ascent once more would see its many floors repopulated with different enemies.

A Means of Escape(600 MC/Discount for Heretic)- A note that leads to an escape route that will always bring you to safety and never backfire. No matter where your journey takes you or what challenges you face, you shall always have a way to escape the coming storm.

Sorcerer/Witch Items-

Memories of The Past(100 MC/Free for Sorcerer/Witch)- A locket with a picture of a loved one inside, a watch gifted to you for your birthday, a mentors bandana. Any item, so long as it's not a weapon, piece of armor, curative, or anything else that might give you an advantage in a fight. It will serve to remind you of better days, and give you the strength to continue walking forwards no matter what adversity you may face.

Magical Foci(200 MC/Discount for Sorcerer/Witch)- A weapon that also acts as a foci for magic. Can import any weapon you have acquired or created into this item, including firearms. Nothing that can act like a WMD though, so no importing your life wiping daggers or revolvers that shoot nukes.

The Rift(s)- A battleground where time is meaningless, filled with all sorts of phantasmal beasts and monsters that will truly test your combat abilities. Comes with all of the Rift Regions in Mobius Final Fantasy and updates to include Regions populated by powerful beasts and monsters from Jumps you've visited, so long as they are as strong as or more powerful than the current Rift Extreme Bosses in the game.

Crystal of Sleep(600 MC/Discount for Sorcerer/Witch)- For when the battles become too much and life loses its meaning, an indestructible Crystal that you may rest your weary head in. If and when you choose to reawaken from your slumber you'll find that your heart and soul have

healed and that you are once more ready to face the trials ahead. Worry not, for while you may sleep for a thousand thousand years, time will not have passed outside of the Crystal and your enemies shall never find where you slumber.

Companions- Friends and Allies that you may take with you on your journey if you've the inclination.

Echo(100 MC/Free for Blank)- An Echo to call your very own, how lucky! Unlike the others of her kind she can actually guide you without the need of being cryptic, and her existence isn't tied to either Palamecia's Laws or the Prophecy. You can either choose her appearance or choose an already existing Echo from the Spirit Grove

Extreme Spirits(100 MC/Free for Sorcerer/Witch)- All of the Extreme Rift Spirits in the game, not nearly as powerful as the real things but capable of performing the Za tier of Spells that correlate with their element(Blizzaza for Shiva, Firaza for Ifrit etc)

Tonberry Chef(200 MC)- A Tonberry with an affinity for cooking oddly enough, wears a chef's outfit and rides on a floating kitchen knife. Not quite on par with say, Shirou Emiya or any of the top tiers of Shokugeki No Soma but a damn good chef in its own right. Can be taught how to be a better cook, although it'll be grumbling and mumbling the whole time

Mandragora Hierarchy(300 MC)- Every single Mandragora Spirit in Mobius, they collectively take up one Companion slot and know every tier 3 Elemental spell alongside healing spells and buff/debuff spells. Only as malicious or mischievous as you allow them to be, but normally quite docile when not in combat, simply content to laze the days away or play pranks when the fancy strikes them

The Warrior of Dawn(500/800 MC)- The Warrior of Light himself. Has access to all of the Blank Perks, the Weapon Master Perk, an Echo Companion, and every Job available in the game excluding Ultimate Hero and Legend Jobs. For an undiscounted 300 MC he also comes with Meia, Sarah, Graff, and Sophie, who come with all of their available Jobs, this also allows the Warrior of Light to gain access to all of the Legend Jobs available in the game.

Scenarios- For those who wish for further power and additional challenges, take as many as you wish to

Ultimate Hero- In Mobius Final Fantasy there are Job Cards that allow one to take on the appearance of Heroes and Villains from previous Final Fantasy entries. These Jobs are hands down the best Jobs available in the game and as such, you must earn the right to use them. Once you begin one of the "Ultimate Hero: Blank" Scenarios you will be stripped of any power that would not fit within the general ballpark of power in the many worlds of the Final Fantasy franchise(this includes things like True Omnipotence, The Goal of All Life Is Death, Path To Victory, and other such setting breaking out of context powers), and any allies you have will be barred from assisting you. Instant Death and/or Kill abilities are also disabled for the duration of the "Ultimate Hero: Blank" Scenario you are currently participating in. Any items or armors that would make you immune to damage(such as the Omnipotent Orb from the Persona series or the Magatama of Masakados from Shin Megami Tensei: Nocturne) will be similarly barred from use

Ultimate Hero: Cloud Strife/Tifa Lockheart/Aerith Gainsborough(+500/800 MC)- Face every Boss and Super Boss found in the original Final Fantasy VII. If you wish to gain more MC you may also face the New Threat Mod Bosses and Super Bosses as well

Ultimate Hero: Sephiroth(+600 MC)- Face Cloud Strife and his allies at the height of their power and defeat them, before facing the Will of The Planet itself and it's champions. Alternatively you may instead face Jenova at the height of her power

Ultimate Hero: Squall/Squall Leonheart(+500 MC)- Face every Boss and Super Boss found in Final Fantasy VIII

Ultimate Hero: Tidus/Yuna/Jecht(+600 MC)- Face every Boss and Super Boss from Final Fantasy X and Final Fantasy X-2

Ultimate Hero: Lightning(+1000 MC)- Face every Boss and Super Boss from the Final Fantasy XIII trilogy

Ultimate Hero: Y'shtola(+800/1000 MC)- Face every story critical boss from Final Fantasy XIV, from 1.0 all the way to the current patch(Patch 5.3 as of the making of this Jump). Unlike the other "Ultimate Hero: Blank" Scenarios you get to have the assistance of the protagonist of this world, the Warrior of Light(You may choose if this is your FFXIV WoL or if its just Midlander Hyur/Derplander), as well as party members to assist you in battle(You may choose if they are

either from your FC or if they're just random Adventurers with access to the Echo). If you wish for an additional 200 MC you may also face the Extreme/Savage/Ultimate forms of these bosses

Ultimate Hero: Dawn Warrior/Princess of Dusk/Archfiend(+800 MC)- Face every single unique boss from Mobius Final Fantasy

Ultimate Hero: Gilgamesh(+1500 MC/Exclusive to those who take all of the "Ultimate Hero" Scenarios)- The Ultimate Challenge, you versus every single Final Fantasy Party and/or Villain that Gilgamesh has faced, from Bartz and his allies to Gladiolus. This of course, includes any spin-offs or side games where Gilgamesh is a fightable Boss/Super Boss, with the exception of crossover games like World of Final Fantasy, Final Fantasy Brave Exvius, Final Fantasy Record Keeper etc

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Major Scenarios- Scenarios that give out rewards of great worth, unique Job Cards that i've created specifically for you to use

Ronin of Palamecia- One day as you are exploring Palamecia, Yojimbo appears before you wishing to test your mettle. If you defeat him in combat without resorting to dirty tactics, he will craft a Job Card from his very essence just for you, awed by your prowess in battle. Once you have obtained the Ronin Job Card, you must find its associated Hall of Fame and unlock its Job Evolutions, named Straw Hat and Protector of The People respectively. Once that has been achieved, Yojimbo will once again appear before you, and wishing to test himself against what he views as his greatest achievement, will once more challenge you to a one on one Duel. You must beat him honorably, without resorting to trickery or using equipment, abilities, or alt forms/transformations that will make you immune to Yojimbo's attacks. If you can manage this, Yojimbo will laugh heartily before giving you his prized weapon, the Masamune, and declare you his better, before going off in search of a place that he may finally settle down in, satisfied by the fact that he had finally found a worthy successor.
Job Card Name- Ronin
Job Evolution Names- Straw Hat, Protector of The People
Theme- Katana wielder that wears lightly armored clothes and a wide brimmed straw hat
Job Elemental Affinities- Fire, Water, Wind
Job Evolution Elemental Affinities- Straw Hat(Fire, Wind, Earth), Protector of The People(Water, Wind, Light)
Job Type- Warrior
Job Weapon- Katanas

Summoner of Rabbits- Very shortly into your arrival(or awakening) on Palamecia you'll find yourself coming across a strange bluish white rabbit lamenting her inability to form a proper contract with a Summoner. Deciding to take pity on the strange creature, you attempt to catch

her attention, only to immediately be bowled over and be bombarded with the rabbit-like creature's happy laughter. Before you can even blink you'll find yourself with the young Rabbit Familiar, who introduces herself to you as Pekora, under your care. Once she's finished forming a contract with you, your next course of action is to find the Hall of Fame that corresponds to your newly acquired Job and unlock its Job Evolutions, named Rabbit Lover and Rabbit Guardian respectively. Once you have accomplished that, Pekora will happily jump around laughing all the while before hopping onto your shoulder with an overjoyed "Thank You!". Afterwards, once she's calmed down a bit Pekora will give you a carrot shaped bangle that drastically increases your evasion(+70%) and magic (+80%). Pekora also becomes a free companion, automatically importing herself into any and all future Jumps and gaining the ability to use the local magic system if any such thing exists in Jump.
Job Card Name- Rabbit Summoner
Job Evolution Names- Rabbit Lover, Rabbit Guardian
Theme- A Summoner with only a Rabbit Familiar, wearing a white cape over a bluish white robe adorned with carrot shaped pins and jewelry
Job Card Elemental Affinities- Wind, Water, Earth
Job Evolution Elemental Affinities- Rabbit Lover(Fire, Earth, Darkness), Rabbit Guardian(Wind, Water, Light)
Job Type- Mage
Weapon Type-Staff's

Slayer of Demons- After waking up one morning from a strange and terrible nightmare, you find two mysterious daggers with strange symbols inscribed onto the blades. Picking them up will thrust you into a dream-like realm where strange monsters dwell. In order to leave this realm you'll need to fight for seven days and seven without rest against the seemingly endless hoard of overwhelmingly powerful monsters. Once you have accomplished this task, a single monster will materialize, and with a rage induced howl of madness, attack you with a ferocity that almost immediately puts you on the back foot. This is the original wielder of the twin daggers you now possess, driven mad by the souls of the many demons he'd slain stored within the blades. You must kill him, and either find a way to purify the daggers or keep your sanity while wielding them in battle. Regardless of how you go about making it so that you can safely wield the twin daggers, you'll soon find yourself at the Hall of Fame that corresponds to your newly acquired Job. Unlike other Halls of Fame you've encountered, this one will be very much different, being perpetually illuminated in the light of a blood red moon and surrounded by flames that reach out toward the heavens on all sides. Unlocking the Job Evolutions of your new Job, named Demon Butcher and Silent Protector respectively, will find you back inside the dream-like realm that you killed the original wielder of the twin daggers you now carry. The realm is far different from what you remember though, and all the better for it. The seemingly endless hoard of monsters that were visible for miles in every direction are gone now, replaced by crickets and song birds and foxes prancing around. The atmosphere is much more peaceful now, and the moon shines down in all its splendor. Before you can begin taking in your surroundings for too long however, a man garbed in white will materialize before you, introducing himself as Hattori Hanzo and thanking you for bringing an end to his torment. He asks that you honor one request of his

before he leaves this life entirely. "Please, do not allow yourself to become consumed by your need to protect others, as I had." With his final request given, Hanzo will close his eyes one final time before disappearing with a smile. Soon after, you'll be blinded by a white light, before awakening to the dawn of a new day. When you pick up your twin daggers, you'll find yourself being able to read the inscription on the blades, which reveals the names of the two daggers. The left dagger is named "Mujitsu O Surutameni", To Protect The Innocent, and the right dagger is named "Seimei No Shinsei-sa O Surutameni", To Safeguard The Sanctity of Life. With newly acquired knowledge in hand, you set out to find those in need of protecting, head held high and soul determined.
Job Card Name- Demon Slayer
Job Evolution Names- Demon Butcher, Silent Protector
Theme- Duel dagger wielder wearing traditional Ninja garb and a long red scarf
Job Elemental Affinities- Fire, Earth, Wind
Job Evolution Elemental Affinities- Demon Butcher(Fire, Earth, Darkness), Silent Protector(Wind, Light, Darkness)
Job Type- Ranger
Weapon Type- Dual Daggers

Wandering Hermit- After a long day of hunting monsters you'll come across a set of ancient ruins hidden deep within a ravine. Once you've found a way to get inside, you're greeted by the sight of a pair of gauntlets and greaves sitting utop an ancient sarcophagus in the middle of an empty grand cathedral like room. Wearing said gauntlets and greaves will cause a wall on the far end of the room to slowly swing outwards, revealing a hidden passage that leads deeper inside the ruins. Unlike most other ancient ruins you've been to before, this one holds no treasures of worth or monsters to face, but instead holds scriptures, literature, music, and art. The memories of an entire civilization and the hermit who had sacrificed everything in order to insure it would be preserved. In order to unlock the true power behind your newly acquired weapons you'll need to find out what happened to the ancient civilization that used to exist here and what part the original owner of the weapons had to play in preserving its legacy, and what became of him. Once you have done so, your mind will become bombarded with the knowledge of the hermits self taught fighting style, and off in the distance you could swear you could hear the gentle laughter of a teacher, proud to have been surpassed by their student.
Job Card Name- Wandering Hermit
Job Evolution Names- Wandering Historian, Sage of Ages
Theme- Martial Artist wearing a white hoodie with the hood up and white slacks who wields twin greaves and gauntlets
Job Elemental Affinities- Fire, Wind, Earth
Job Evolution Elemental Affinities- Wandering Historian(Water, Earth, Fire), Sage of Ages(Fire, Wind, Water)
Job Type- Monk
Weapon Type- Twin Gauntlets and Greaves

Phantom Jumper- As you are taking stock of the inventory of your Warehouse, you suddenly feel a gentle breeze upon your back. Upon looking behind you, you find an unsheathed cane sword with a sticky note placed upon the blade. The note reads as thus, "Normally I wouldn't do something like this but since my benefactor's been trying to get me to interact with other Jumpers in order to get a sense for what I need to improve on I figure I should reach out to the closest Jumper to where I am in the multiverse, which just so happens to be you. That sword over there contains memories of my fighting style within, so go wild and fight to your heart's content while using it. Don't worry about giving me anything in return, i've already taken the liberty of making a copy of one of your weapons that has your fighting style imprinted on it. And hey, if our paths ever cross for real, pop by and say hello yea?
Signed- Alexa Montoya Garcia, The Phantom Thief of Fuyuki"
In order to unlock the true power of your fellow Jumpers fighting style, you'll need to fight against the strongest monsters this world has to offer and come out on top without taking any damage. The easiest way to do this is to travel to the Ring of Braves, Battle Tower, and The Rifts. Accomplishing this monumental task will have you be given another cane sword with a sticky note on it. The note simply reads "Thanks." with a list of materials used to create the weapon on the back.

- Uru Steel
- Adamantium
- Mythril
- Vibranium
- Fatalis Scales
- Arch Tempered Bazelgeuse Leather(for the cane/sheath ya dingus)

With a new weapon in hand and Jumper friend(?) acquired, you go forth in order to test out the limits of your new Job.
Job Card Name- Phantom Jumper
Job Evolution Names- Thief of Justice, The Phantom Thief of Palamecia
Theme- A trickster that wears a pure white opera mask, a nobleman's outfit, and a cape. Wields a cane sword.
Job Card Elemental Affinities- Water, Wind, Darkness
Job Evolution Elemental Affinities- Thief of Justice(Fire, Earth, Darkness), The Phantom Thief of Palamecia(Wind, Light, Darkness)
Job Type- Jumper
Weapon Type- Cane Sword

Minor Scenarios- Unlike the "Ultimate Hero" Scenarios, these ones are minor events that give no additional MC, take as many as you'd like

Palamecia's Kitchen(Only available if the Tonberry Chef Companion has been purchased)- Once every 2 or so weeks, your Toberry Companion will challenge you to a cook off. Winning is

optional, but if you lose on purpose you'd better sleep with one eye open for the next two weeks, or better yet not sleep at all. Tonberry's can hold quite the grudge after all and this one in particular knows how to use a knife better than most of its other brethren

Crossover Time(must have completed 5 or more Jumps)- Every 2 or so months, a new Region will open up inside of Palamecia, containing a facsimile of a previous Jump you've visited, as well as enemies you've faced and an ally you made in that Jump (but didn't turn into a Companion). Assisting your ally in the Region will allow you to understand both yourself and them better, and perhaps allow you to say the things you never got to say the first time around. But perhaps you are in search of more material rewards? If so, then you are in luck, for these Regions hold within them powerful weapons and armors that you did not or could not acquire in the original Jump the Region is based off of. Nothing like say, the Infinity Gauntlet with all Infinity Stones/Gems in it or anything equally powerful of course. Stuff like the Murasama from Metal Gear Rising: Revengeance or the Z Saber from the Mega Man Zero series are fair game though

Crossover Time: Jumper Edition(must have completed 5 or more Jumps)- Rather than having regions appear in Palamecia that resemble previous Jumps you've been to, you will instead find yourself appearing in cordoned off areas of those Jumps(or if you've destroyed the world that the Jump is based off of, a gigantic area outside of space and time) completely alone. There are no fights to be had here, nor any treasure to be gained beyond understanding yourself more, for these areas exist for the sole purpose of showing you all the good you could have done but did not for various reasons. At the end of each region, you shall meet the you that could have existed, and in order to move on from this place you must acknowledge what could have been and accept all of the things you've accomplished throughout your life, both the good and the bad.

Warrior of Light? More like Waifu/Husbando of Light- The Warrior of Light is a woman now. You can choose to get her to fall in love with you if you'd like. If you'd rather not have WoL be a female you can keep him as a male, with the option to get him to fall in love with you. If you do choose to try to get the WoL to fall in love with you, any Perks/Items/Abilities that would instantly force him(or her) to fall for you/become your slave are disabled until the end of the Jump. You're gonna have to get WoL to fall for you naturally, a concept that is foreign to certain Jumpers.

To Support That Which Earns You Nothing- Mobius Final Fantasy was officially shut down June 30th, 2020. Of course, this needs not happen in your story. For the duration of this Scenario, you'll be transported to a version of Earth before Square Enix decided to shut down Mobius Final Fantasy. You'll need to show investors, the developers, and fans alike that Mobius is worth continuous support, as well as find new ways to gain money and implement new content into the game. Any Perks that would allow you to instantly win this Scenario are disabled and you are forced to live in a peak human body. For finding a way to convince both your higher ups and fans of the game that Mobius Final Fantasy is worth supporting, you may bring the entirety of Square Enix and all of its Branches and Divisions with you into future Jumps, becoming the companies CEO and gaining exclusive rights to all of its Intellectual Properties, including those

that were made before Square Soft and Enix merged to become the Square Enix we know today.

Drawbacks- If you find yourself in need of extra MC you can choose to make your time in this world more difficult. Pick as many or as few Drawbacks as you'd like

JP Server(+0 MC)- This Jump is based off of the NA/Global Version of Mobius and as such, certain events, weapons, spirits etc were never released to NA on account of the JP version of Mobius shutting down before Global did, on top of it being about a year ahead of Global in terms of content. With this, you can choose to make it so that things available on the JP side of things are now available, or use it to switch the English VA's to the JP ones, or both if you'd like

A Warrior of Light Is You(+100 MC/Exclusive for Blank)- Instead of the Canonical Warrior of Light, it is you who awakens in Primordia, and you who shall fulfill the Prophecy. If you'd rather not replace the Warrior of Light you can instead choose to accompany him on his journey

The Never-Ending Fantasy(+100 MC)- If you've visited any of the other Final Fantasy Jumps before this one, you may choose to have your actions in those worlds follow you into this one. If you were to go into a Crossover Event Region, the Final Fantasy characters that appear there will remember your actions and the enemies you made will populate the Region

Echo Magnet(+300 MC)- The Echo's have taken quite a shine to you Jumper. This is a bad thing fyi, as the Echo's will force you into increasingly more and more dangerous situations in order to make sure Palamecia doesn't invoke one of its many Laws in order to wipe you out. They truly mean well, but they don't really know the meaning of the word "Moderation". Expect to be dragged into more fights than you can count.

Detour City: Population- You(+300)- Nothing can ever be simple when it comes to travel. Expect to have what should have been a 5 minute walk turned into a 15 minute slog through areas that have nothing to do with what you're trying to do

It's Gilgamesh Time!(+500 MC)- Gilgamesh thinks you're a worthy opponent/wants your weapons and he just will not Leave. You. Alone. No matter where you go, Gilgamesh will be there, spoiling for a fight and far too happy to use dirty tricks in order to gain an advantage. The only reprieve you'll find is either in your Warehouse or while you're in the middle of a Scenario or Event. He's also surprisingly empathetic and will leave you alone if you've recently been through or are currently going through tough times, and might even attempt to cheer you up in his own heavy handed way if he thinks you need a pick me up

The Love of A Witch(+500 MC)- Love is a concept that the Witch Meia had thought she'd left behind, after the death of her lover and the creation of the Prophecy. And then she met you. You remind her of everything she loved about her past lover, and bring her happiness she has not felt in a very long time. Unfortunately for you, she is extremely paranoid, and is now also a bit of a control freak to boot. She won't be going Yandere on you anytime soon, but the more

you sacrifice yourself for others and get into dangerous situations the more paranoid and self destructive she'll become in response. If you make it to the end of the Jump and Meia is still alive, you may take her with you free of charge. Meia will automatically import into all future Jumps free of charge and comes with all of the Sorcerer/Witch Perks, the Memories of When Time Looped Perk, all of her available Job Cards, and the Memories of The Past and Magical Foci Items. You may also get a Discount on the 800 MC Warrior of Dawn Companion, making it 600 MC instead of 800

To Become Palamecia's Enemy(+800 MC)- The world itself knows of your nature, and sees you as a blight to be excised with all due force. The world itself wishes you dead Jumper, do you have the strength to stop it from taking your life?

To Witness The Beginning And The End(+1000 MC)- Instead of awakening during the Canonical Warrior of Lights adventures, you instead awaken during the originals, back when Vox was but a jester, the Warrior of Light a humble farmer, and the Laws that govern the world now had yet to be created. You're in it for the long haul now Jumper, and if you think you could end things early or make the world a better place by yourself you'll be sorely disappointed. All out of Jump powers are disabled, your Warehouse is locked away, and your allies barred from you. On top of that, you cannot interfere with canon events, meaning those who suffered and died will still die when they are supposed to. On the plus side, you become unaging and immune to the effects of time for the rest of the Jump

The Final Fantasy- Your mind and body yearn for your original home. You reawaken in your bed with all of your Perks, Abilities, and Items tucked away in a safe place somewhere easily reached.

A New Home, A New Family- Perhaps you've found something or someone that finally managed to get you to settle down? Palamecia shall now and forevermore be your home, it's tales and its peoples forever within your reach

To Chase After Hope- Of course, there are worlds out there that have yet to be explored, people to meet and lives to change for the better. You continue on your Chain, head held high and mind filled with thoughts of adventure and hope