Final Fantasy XVI Jumpchain



By ProsecutorGodot

Warning,contains spoilers for the events of the game

V 1.0.3

Welcome,Jumper to the continent of Valishtea. A continent composed of Kingdoms where virtually every facet of life revolves around the mothercrystals. Wondrous crystals capable of acts of magick such as lighting flames,producing water, casting spells … But the continent also face turmoil as the mysterious Blight that turn once fertile lands into desolate wastelands where no life including plants can thrive keep consuming the land makes the kingdoms all the more desperate to conquer their neighbors and take over their crystals. Yet,behind it all lies a sinister plot hatched since humanity's inception, a plot that a youth 15 years of age of the Duchy of Rosalia will soon find himself embroiled with.

As the events of the game span decades instead of the years that are more common to the other entries in the franchise, you shall stay in this world for 20 years instead of the usual decade with your point of entry being the time prior

to the Duchy of Rosaria's destruction at the hands of the berserk Eikons and their subsequent annexation by the Holy Empire of Sanbreque.

Take this **+1000 CP** and choose your path :

Origins :

Race :

+400 CP/+300CP Beastman

Though known as beastmen, these varied creatures possess their own language. Unfortunately, no human would ever accept them and they are thus hunted as monsters. On the other hand some of them seem capable of casting magick abilities such as Rictus of Horror a powerful beam of magical destruction. For +400 CP,you are a weak Beastman like a goblin, for 300 CP you are a powerful one such as an Orc Chieftain.

Human :

+400 CP No Bearer :

Unlike the bearers and dominants you do not possess magick and have to rely on crystals to use it. Though perhaps this is a low price to pay to not get enslaved

+200 CP Bearer/+100CP If no magic backlash :

You are a bearer, someone capable of casting magick without a crystal. Your kind is however treated as slaves by much of the world with the exception of the hidden tribe of water, not to mention that casting magick ends up petrifying you in the long term thus resulting in death.For +100CP, you will exceptionally be immune to those drawbacks of casting magick though you will still incur a cost of aether/magical energy that recovers overtime. Unless drawbacks are taken you won't be branded and should strive to not draw attention to your ability to cast magick without a crystal if you wish it to remain so. As a bearer you are capable of casting magick both to attack and heal.

Free/200CP/400CP/600CP- Dominant

Let's not deceive ourselves, the main actors of the story to follow are all dominants and it would be unfair for you to be otherwise. As a dominant you are capable of transforming into an entity of godlike power known as an Eikon associated with an element from Final Fantasy.They take the form of summons

from past Final Fantasy games such as Ifrit,Phoenix,Odin,Bahamut,Shiva,Titan,Garuda,Ramuh and Leviathan. For free, you gain the ability to transform into an Eikon though you will be weaker than Odin and Bahamut nor will you have Ifrit's ability to gain the powers of Other Eikons. For 200 CP, your Eikon form reaches the level of Bahamut and Odin who required Ifrit and phoenix to team up and for Clive to gather the power of all other Eikons barring Leviathan to eke out a difficult victory respectively. For 400 CP, your power won't increase but you will gain the same ability that allowed Clive/Ifrit to gain the powers of other Eikon as well as copy their abilties during battle in a form that suited them. For 600 CP, your Eikon can skip all of this and reach the level of Ultima during the final battle who easily defeated Bahamut,Ifrit and Phoenix all by himself. Regardless of the prince youp ay for this option you are immune to the petrification from overdrawing aether and do not transform into an Akashic when exposed to an Aether Flood. Finally ,as a Dominant you are capable of casting potent magick both to attack,protect and heal.

Origin :

The Grand Duchy of Rosaria :

You were born in the Grand Duchy of Rosaria, a peaceful grand duchy where bearers are treated as normal people instead of chattel. Unfortunately, if you don't interfere with the plot the place will soon go up in flame. The dominant of Phoenix Joshua Rosfield as well as the game's protagonist Clive Rosfield and his love interest and dominant of Shiva Jill Warrick live here.

The Dalmakian Republic :

A republic covering much of Southern Valishtea well known for their massive trade ruled by merchant princes. Here wealth is the most important thing. The dominant of Titan, Hugo Kupka serves as advisor to their parliament.

The Iron Kingdom :

Nominally a kingdom though run by the priesthood. They dwell on a Volcanic island and are known for the savagery of their warriors as they wage war to claim the mothercrystals that they worship as gods and thus consider the usage of crystals to be heresy.

Holy Empire of Sanbreque :

The Holy Empire of Sanbreque is one of two major powers alongside the Kingdom of Waloed. The church is oppressive and their emperor is more than happy to wage war upon the surrounding nations,it is a place where ambition is divine. Prince Dion the dominant of Bahamut originates from here.

Kingdom of Waloed :

The Kingdom of Waloed set on the harsh continent of Ash composed mostly of rocks with trees few and far in between. It is led by King Barnabas, dominant of Odin and seen as perhaps the greatest swordman of the continent with the power to match his skill. So far, only Bahamut has proven a match for him. Benedikta, the dominant of Garuda also serves as the leader of their spies.

Cid's Rebels :

Not everyone is content with the despotism and enslaving of the bearers in this world. So it is that a group of rebels have gathered around Cid, ex leader of the Kingdom of Waloed's information department as well as well dominant of Ramuh. They strive to make the world a better place for bearers.

Mysidia :

Once thought to have disappeared following persecutions by the Church of Sanbbreque. The tribe of Water have retreated behind a secret barrier powered by crystals where they live a modest life in a village though some may go outside the barrier to trade for neccesities. It is perhaps the safest place for bearers to live. Waljas, the dominant of Leviathan frozen in time by a spell lives close to the coast,completely unable to move yet still conscious.

Mysterious Entity (Ultima) :

Rather than an earthly being, you are instead an alien entity much like Ultima but only you know what your goals are.

Location : Roll 1D8 or choose for free

1-The Grand Duchy of Rosaria

A peaceful grand duchy led by the Archduke of Rosaria though the place will soon go up in flame barring your intervention.

2-The Dalmakian Republic

Set inside a massive desert. It is a place governed chiefly by the power of coin.

3-Holy Empire of Sanbreque

A prosperous theocratic empire where ambition is seen as divine and their Holy Emperor worshipped as a living incarnation of their god Greagor. The threat of the Blight has led the upper echelons to covet the fertile lands of their neighbours however.

4-Kingdom Of Waloed

Set upon the continent of Ash, it is a harsh land of rocks with few trees. The spread of Blight covering much of the continent leaves the place harsh at beast and inhospitable at worst.

5-The Iron Kingdom

Set upon a volcanic island, it is a harsh kingdom ruled by their priesthood.

6-The Hideaway

Hidden in Blighted lands, Cid's rebels have managed to settle here without any sort of magick though they do trade with the outside and search for information.

7-Mysidia

Hidden behind a barrier on an island. It is the home of the Motes of Water who have stayed hidden for more than a century.

8-Fallen ruins

Rather than any inhabited place, you find yourself inside one of the ruins left by the advanced civilization known as the Fallen. Do be careful however as their defense systems and sentries are still functional and do not take kindly to intruders. If you are skilled in technology you may perhaps find a way to put this place to good use.

General Perks :

Free- Final Fantasy XVI OST :

This game has some pretty great music and it would be a shame to simply leave it all behind. From now on, you get the entire soundtrack of Final Fantasy XVI with appropriate tracks playing according to the situation, this can be audible only to you or to everyone around you with no one finding it odd unless you

comment on it. Finally, you and your companions gain appropriate music themes with new tracks appearing each jump you go.

Free- Fighting basics :

Valishtea is a very dangerous place with anything from soldiers,monsters and rampaging behemoths prowling the Land. As such, you have been granted proficiency in a weapon type of your choice such as swords,spears,daggers, the cannons used by some imperial soldiers,unarmed combat etc.. as well as physical conditioning fit for military service. This also makes you grow stronger from battle and slightly increases your rate of growth in areas related to combat. The abilities that you gain can indeed correspond to a past final fantasy job such as monk, dark knight, dragoon etc…

Free- All communication :

Isn't it odd that regardless of where you go in this world everyone seems to be speaking the same language ? Well with this perk you get to benefit from that in both this jump and future jumps. From now on, you will be fully fluent in all of a setting's language and capable of communicating with anyone regardless of nationality.

Free- Videogame Beauty :

You will probably have noticed but nearly every named character in this world seem oddly easy on the eyes, it would be a shame to be different. You are now a 10/10 in terms of looks with scars healing perfectly without leaving any trace. Even receiving a brand would complement your looks instead of disfiguring you. Finally, this makes the world a much cleaner place than you would expect according to the time period depicted.

Free- Quests :

You can now receive quests from other people or taken from noticeboards. They can be as simple as delivering mushroom soup to customers to as difficult as slaying a challenging beast or helping a lost tribe. Regardless, you can expect to receive a reward appropriate to the difficulty of the quest as well as experience that allows you to grow stronger. You also gain a game-like window where you can freely check on your quests.

Free- Other gameplay features :

If I have missed any other gameplay feature from the game you may find it here, these include an inventory, a window where you can read your mails as well as refresh your memory of past events etc….

Free- Ability Window :

You gain access to the Ability Window. It showcases your various skills,abilities,spells,supernatural powers etc… and allows you to train in their use in a mindspace. Furthermore, you now receive ability points whenever you complete quests,win a battle and level up. These points can be used to either upgrade your abilities,spells,supernatural powers etc… or buy new abilities,spells,supernatural powers… etc. Finally, you can at any time and without any cost reset the points invested in your upgrades and what you have bought to buy other abilities,upgrades etc…

Free- Clear mind :

As you might expect, a berserk Eikon is extremely problematic which is why you have this perk. From now on, you can always keep a clear mind regardless of what you are actually feeling or what manipulations are done to you. This also grants you the capability to calm down berserk entities like Eikons or failing that, dial down the damage you deal them enough that they won't die.

100 CP Chocobo Rider

In this world,the mount of choice are chocobos rather than the horses you may be accustomed to. It would be a shame to be unable to ride them and so this perk allows you to easily ride and bond with whatever steed you may have but is especially efficient for chocobos for some reason.

100 CP Animal Cooperation

From wyverns,felines with electric whiskers and Torgal Clive's loyal dog companion many are the beasts that fight alongside their human companions.Perhaps you would like to be capable of that too ?

This perk grants you a deep bond with whatever animal you may have, this allows you to communicate easily as well as team up for efficient combos in battle. They may even develop powers appropriate to your nature if you happen to be as magical as say a Dominant.

200 CP Parry, Dodge, Counter

Parrying,blocking,dodging and countering are most basic yet also the most vitals aspect of compact if you intend to survive for long. This perk allows you to dodge,parry ,block and counter any attack,power,ability etc… as long as your dodges/parries/blocks are timed correctly.

200 CP Agility

Many times you will notice that people in this world even non dominants are capable of feats of agility that beggar the mind. From leaping a few meters in the air without taking a running start, the acrobatics of Dhalmekian ninjas to the absurd leaping capabilities of imperial dragoons.

This perk enables the feats of agility, parkour and such seen throughout the game though you may need to train a bit to reach the levels of imperial dragoons who come close to flying with all their leaps. This of course translates into whatever forms and/or transformations you may have such as Eikons.

200 CP- Blight proof :

Something that is important to know about areas consumed by the blight is that not only are they so lifeless that no plants grow in the soil, magick is also impossible to use there. Indeed, even people as magically powerful as Dominants would be forced to rely simply on their steel and physical abilities to make it out of any fights they may have in Blighted lands. This guarantees that all your various powers,perks,magics etc… will always work regardless of the environment you find yourself in as they can't be negated,weakened or manipulated in any way without your consent.

400 CP Lovers'protection

From the romance between Benedikta and Hugo, Annabelle and the Holy emperor as well as that of Clive and Jill, you will find that there is no shortage of couples in this world that suffer a tragic fate. But not to worry with this perk you will find that your lover(s) are immune to tragedies and incidents that may befall them. This also you bond with your love interest(s) and deal with both of your mental hangups such as guilt so that the both of you come out of it stronger. Finally, if you want this perk makes it a guarantee that in this and future world you will find one or more so called soulmates who are perfectly compatible with you both in terms of appearance and personality (can be toggled at will).

400 CP Warior Magician

One thing that is seen with all Dominants and bearers is that they are extremely skilled at combing their physical abilities with whatever magick they possess and now you get to join in on that. This allows you to easily combine magic/supernatural powers you may possess with your martial/physical abilities. This also makes it so that they share their growth such that training one also trains the other. Finally, you also gain the ability to create spells like the one that managed to freeze time in Mysidia though it is easier if they are related to your abilities,magics etc...

600 CP Power of the Crystals

Something that comes up with Eikons trying to achieve greater power is their consumption of a mother crystal that boosts their abilities far beyond what they would normally capable of such that Titan became Titan Lost that was as big as a mountain and Bahamut gained the ability to cast Zetaflare that could have allowed him to wipe out all life on the planet. So it is that you now gain the ability to grow stronger by absorbing supernatural sources of energy such that of mothercrystals. Since you are paying with CP, this also makes it so you won't suffer adverse effects from what you absorb such as going berserk,transforming into an Akashic etc… as well as making the power growth permanent.

Capstone boosted : Crystal Chronicle

Well then, it would seem your ability to grow stronger by absorbing energy has grown much stronger. This makes it so that simply absorbing energy on the level of a mothercrystal would make you as strong Ultima were you a normal Dominant. To say nothing of what would happen if you were stronger. You will achieve similarly absurd growths regardless of your power level with no diminishing return. Finally,this also allows you to absorb the very energy that powers spells and abilities used against you.

600CP-Protagonist material (Capstone booster)

You gain a growth speed similar to Clive's such that he was able to defeat the Head Knight at 15 and was capable of slaying Benedikta as Garuda the second time he became Ifrit. This guarantees that you will be able to quickly adapt and grow into any role you choose to take. This also guarantees that you won't die an accidental death and that your enemies will be extremely reluctant to kill you for reasons of their own even if they are much stronger than you such that you could easily grow to match them over time. This also massively boosts the

power of your Eikon form if you have one such that even a weaker Eikon could throw down with the likes of Bahamut and Odin.

Origin Perks :

Grand Duchy of Rosaria :

100CP- Will of the Flame

At such a young age, Joshua and Clive had their father murdered, lost their home and Clive was enslaved into the imperial army. All of this because of the actions their own mother. Any of these events could have made someone into a nihilistic misanthrope but not them. Much like Clive and Joshua you find your willpower bolstered, you will not give in to tragedy and despair and always keep moving forward.

100 CP- A kind heart

Before the Duchy's destruction, it was a peaceful place where bearers were treated as normal people and the citizens were welcoming. This perk makes it much easier for you to relate to others and move past your bias such that they do the same for you.

200CP- Perfect Vessel

The reason Ultima did everything he did was to find a vessel which he found in Clive. It seems however that there is another. This allows you to act as a perfect vessel for any being regardless of their strength or nature. Since you are paying this with CP, this also includes an immunity to being possessed if you don't want to, you can easily inject any being possessing you nor can they force you to act against your will. Finally, this also protects you from the disadvantages you would suffer from it such as petrification from power overload,corruption etc…

200CP- Loyalty

Even long after Archduke Elwin's passing, many are the citizens of the Duchy that remain loyal to his vision as well as that of Clive's. Now you too gain the ability to foster the same unbreakable loyalty in your followers and citizens such that they will always believe in your cause.

400CP- Head Knight

At the age of 15, Clive managed to win the tournament to become Shield of Rosaria, a prestigious position that implies becoming the direct bodyguard of the next heir to the throne of Rosaria the Dominant of Phoenix. This grants you the same skill with the blade that Clive possesses after the timeskip as well as allowing you to grow much faster and much more quickly in anything involving combat especially ones involving swordsmanship. You even seem to be dealing more damage than usual when wielding them.

400 CP Shadow of the Duchy

The undying are a secret order of knights dedicated to protecting the throne of Rosaria from the Shadows though we never see them in action in the game. This grants you their rumored skill at combat, informantion and assassination. Furthermore, you also gain the luck and ability to plot that allowed Anabelle to scheme to betray the Duchy right under the nose of her husand the Archduke.

600CP- Phoenix Shield of Rosaria

Much like Clive,you have been blessed by the phoenix granting you abilities similar to his own phoenix abilities such as throwing fireballs,teleporting through fire or summoning phoenix wings out of your back to unleash an inferno upon all your surrounding enemies. This also boosts all fire,defensive and healing abilities,spells,magicsetc…. Finally,This can also be used to escape death once per decade/jump whichever comes first. Also includes a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates.

Capstone Boosted Flames of Rebirth

Beyond simply being blessed by the phoenix, you have become the phoenix itself. On top of boosting the previous perk,this grants you the powers of the Phoenix including transforming into Eikon form. Your powers and skills are great enough to singlehandedly defeat Ultima. Finally, this grants you the ability Flames Of Rebirth that acts as a one up twice per battle.

600 CP- **Find the flame, Mirror Battle :**

It seems that there is another.Much like Clive, it seems that you have received the power of Ifrit though in your case it is limited to the abilities depicted outside Eikon form.Regardless, this boosts all fire,offense and destruction based abilities as well as granting you the abilities of Ifrit in non Eikon Form such as an infernal charge covered with flames as well as a will’o wisp that

deals damage to enemies standing close to it.Also includes a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates. This further boosts your sword skills and stacks with **Head Knight**.

Finally, you grow at a visible rate during battle and find it easy to surpass people who use abilities similar to yours.

Capstone Boosted : Here is your final fantasy

It seems your power has grown.On top of boosting the previous perk, you gain the full power of Ifrit including transforming into Eikon form. Furthermore your powers and skills are such that you are capable of singlehandedly defeating Ultima . Finally, you receive a form of plot armor that guarantees that you find a happy ending by changing things for the better. This can even be something as contrived as casting a spell to remove all crystals when you never knew anything about spellcasting before.

Dhalmekian Republic :

100CP-Desert nomad :

The Dhalmekian republic is located in a large desert that covers much of Southern Valishtea. It would thus be problematic if you didn't know how to survive in the dersert. This grants you all the abilities as well as knowledge that you would need to travel, survive and even thrive in deserts and similar locations.

100CP- Desert bandit :

As you would expect of such a rich country,the Dhalmekian republic makes for quite an attractive target for bandits with all their lucrative trades. This grants you great skill at banditry and thievery as well as making you an expert inswordsmanship especially ones revolving around sabers and scimitars. You even seem to be dealing slightly more damage than usual when wielding them.

200CP-Beast Tamer :

The military that serves Hugo is well known for fielding beasts on the battlefield. This grants you the ability to tame beasts and monsters to fight

alongside you with an even greater effect on feline beasts and monsters such as the coeurls.

200CP- Desert Capitalist :

The Dhalmekian republic is a massive trade center as such it would be a shame if you didn't known anything about trading right ? This grants you the knowledge on economy,negotiating and trading great enough to know how to turn a decent profit. This updates you in future jump with similar information so that you always know what to sell and at what price to turn a decent profit.

400CP- Prince(ss) of merchants :

L'ubor is a weapon merchant and smith of such talent that people are surprised by how young he is compared to his reputation. He is also capable of providing covert aid to Cid's group even when they are hunted down by higher ups**.** And now you gain a similar level of talent in weapon selling,smithing as well as covert operations and aid as he does.

400CP-Ninja

Oddly enough, among the greatest fighters of the Dhalmekian republic are ninjas capable of mystical feats of magick,speed,agility and stealth and now you get to join their ranks. This grants you master level skill with twin daggers,short swords and ninja type weapons in general such that you even seem to be dealing more damage than usual when wielding them. This also grants you extreme speed, agility and dodging ability as well as knowledge of various mystical ninja tricks involving hand signs like katon,futon etc…

600CP- Revenger

For how petty Hugo was, it can't be denied that he managed to cause great damage to the hideout even though their leader Cid had once managed to escape Bahamut after an unsuccesful attempt at destroying Sanbreque's mother crystal. This offers a boost to your power and luck when opposing someone that has wronged you. It of course depends on how much they harmed you and people you care about. If someone merely passed you in a queue it would be an extremely minor boost but if they had harmed or even killed someone you considered the love of your life it would be strong enough a boost in power and luck that you could easily dismantle their operations and force them into hiding for years to come.

Capstone Boosted Best served cold

On top of greatly boosting the effects of the previous perk such that you would gain the boost for even minor slights against you. This also makes it a guarantee that you will be able to find whoever wronged you regardless of where they may hide. Perhaps a sentry managed to follow them or you manage to convince an ally of theirs to rat them out but you will find them regardless and when you do they will regret ever crossing you.

600CP- Under the Weight

Hugo Kupka is not a simple brute. He is actually a very skilled martial artist capable of fighting with his Dominant powers even against another armed Dominant. This grants you master level of unarmed combat skills such that you could negate the advantage of weapons used against you simply as your body becomes ever more resilient to harm as you grow stronger and become a living weapon. This also boosts all abilites,spells,powers etc… related to Stone,Earth and Crystals as well as granting you the abilites that Clive (relating to Titan) and Hugo possess when not fully primed. Also includes a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates.

Capstone Boosted Landslide

You gain the full powers of a Dominant of Titan including the ability to transform into the Eikon form. On top of boosting the effects of the previous perk,your powers and skills are boosted such that you could singlehandedly defeat Ultima. Finally, you are more than a living weapon striking at you is like striking a mountain and your strikes can destroy buildings even when not primed. It would take someone or something at least as strong as you to harm you anything else would simply slide off harmlessly and even then it would a herculean task.

The Iron Kingdom :

100CP-Volcano Dweller :

The place where the mothercrystal of the Iron Kingdom is entombed is within an active volcano with lava flowing freely. It would be troublesome if you were to be inconvenienced by it and so with this perk you are now immune to damage from environmental heat hazard. Note that this doesn’t protect you from simply jumping into the lava.

100CP- Fantasy Vikings :

The Iron Kingdom crusaders wear pelts and fight by wielding axes and clubs/cudgels. As such you have been granted expert skill in the use of axes and clubs/cudgels. You even seem to be dealing slightly more damage than usual when wielding them.

200CP- Iron Handed manipulation :

How did a kingdom that sacrifices bearers, enslaves non bearers and sees dominants as abominations manage to keep one enslaved ? Simple, they are skilled at pyschological manipulation and torture and with this perk so are you. You can now consider yourself a master of torture and psychological manipulation such that you could easily keep a Dominant subservient to you even should you be a normal human.

200CP- Iron Cult

The iron kingdom is brought together not by loyalty to nobility but to their religion called The Crystal Orthodoxy. And so it is that you find easy to get along with other religious fanatics as well as stoking their fanaticisms towards your enemies.

400CP- Iron Brute

The iron kingdom is considered brutish and primitive by the other kingdoms. That doesn't make them weak however and you stand as a testament to this. You are taller,broader, tougher and in general much stronger than anyone else could claim to be and that is without using any magick. All this without sacrificing any of your speed and agility. This increases your skill with the axe and club/cudgel stacking with **Fantasy Viking.** You even seem to be dealing more damage than usual when wielding them. Suffer not the heretic nor the infidel.

400CP- Cold Fencing

Jill Warrick was but a twelve year old girl when she was kidnapped by the iron kingdom. She however managed to survive by honing her combat skills and survival abilities. You can claim similar skills to her as you are a very skilled swordsman/woman. You even seem to be dealing more damage than usual when wielding them. This also makes you highly skilled at lying and covering your thoughts and emotions. All skills that are necessary to survive in such a cruel place as the Iron Kingdom.

600CP- Iron Pope

Monstrous as he is, it can't be denied that Pope Imrean managed to keep together a kingdom based around human sacrifice and the enslavement of foreigners in the face of various more powerful kingdoms and empires. This grants you the same skill he possessed at both religious ceremonies such that no crusader ever doubted his words and leadership that allowed the iron kingdom to survive so long.

Capstone Boosted Iron Saint

It seems that you are more than measly pope, you are truly a saint. On top of boosting the effects of the previous perk, you will find that the more an entity opposes your beliefs, ideals etc… the more damage they will suffer from your actions and the easier you will find it to disrupt and destroy them. This also allows you to gain very real power from the faith of your followers. Show the sinners that their time has come.

600CP- IceHeart

Much like Jill, you find yourself invested with power over ice and cold though in your case it would be closer to the investment of power that Joshua gave Clive as his chosen shield. This thus grants you various powers over ice and cold such as summoning small scale blizzards, freezing in a line in front of you and even momentarily freezing time after dodging. This also grants you greater skill with swordsmanship that stacks with **Cold Fencing**.This greatly boosts all powers,magics etc… you possess over cold,ice and time. Also includes a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates. Finally, this also helps you bond with your love interests to move beyond your respective traumas as well as making them move mountains if it would mean rescuing you.

Capstone Boosted Shiva reborn

Forget about simply being chosen, you might as well be Shiva reborn. This greatly boosts the powers of the previous perks on top of granting you all the powers that a Dominant of Shiva would possess including transforming into Shiva your power and skill is increased such that you could singlehandedly defeat Ultima. Finally, this makes it so that whatever happens you are guaranteed to always reunite safely with your love interest(s).

The Holy Empire of Sanbreque :

100CP- A good lord :

Final Fantasy XVI Jumpchain

Make no mistake the Holy empire of Sanbreque is a theocracy that is more than willing to betray their supposed allies to secure an advantage. Yet not all among them are rotten,prince Dion is for example fairly heroic. And so this guarantees that you always end up under the command of someone whose actions and personality you would approve of. Furthermore, this can also help sparks blossom between you even if you are supposed to simply have a subordinate-superior relationship if that's what you want.

100CP Imperial spearman/woman :

The Holy Empire of Sanbreque is famous for their dragoon but they of course have to start somewhere. This grants you expert level of skill in the use of polearms such as spears,lances etc… as well as increased speed and agility. . You even seem to be dealing slightly more damage than usual when wielding them. You still have more to go if you want to be promoted to imperial dragoon however.

200CP- Draconic affinity

If there is one thing that the Holy Empire of Sanbreque is known for to the point of appearing on their flag it is their affinity for dragons that they consider sacred for being Bahamut-like and thus they breed and care for wyverns as beasts of war such that they actually end up living longer and growing much bigger than they would in the wilderness. This grants you the same affinity and skill at taking care of draconic creatures such that they would become fiercely loyal to you and capable of living much longer as well as growing to much greater size than they would in the wilderness without your care. Note that if said draconic creature is sapient, they won't be your loyal slaves but you will still have a much more favorable relationship that you would without this perk . Updates every jump with the knowledge of whatever draconic creature exists in the setting.

200CP- Jumper the Bold

Prince Dion is famous throughout the land for both his character as well as his prowess in battle as the Dominant of Bahamut. So much so that songs are sung by bards in taverns in his honor. This is something that you now share as when you want it to tales of your exploits and deeds spread like wildfire perhaps slightly exaggerated but never out innacurate. Soon the whole continent will be chanting your name.

400CP- Imperial Champion and Canonneer :

Imperial champions and cannoneers are massive soldiers capable of wielding massive weapons such as giant axes,clubs and cannons without any strain and now you gain their strength. This grants you a massive increase to strength,toughness and all physical attributes in general without sacrificing any of your speed and agility. Furthermore,you gain master level of skill and ability to use hammers,giant axes and cannons that you can easily carry around with your strength**.** You even seem to be dealing more damage than usual when wielding them.

400CP- Imperial Dragoon

If there is a combat unit that is emblematic to the Holy Empire of Sanbreque it is certainly their dragoons and you now gain their skill. This massively boosts your skill at wielding spears,lances and polearms in general on top of granting you a massive boost to your agility and speed such that you could easily leap so high in the sky that it would take dozens of seconds for you to come back down.You even seem to be dealing more damage in general when wielding spears,lances and polearms in general and gain an increased affinity with dragons that stacks with draconic affinity. Finally, this also makes you immune to falling damage.

600CP- Holy Emperor

Sylvestre Lesage, Holy Emperor of the Sanbreque has done much to expand the empire and keep the citizens in the dark about the actual state of the Empire's decline. These are skills that you now possess, you are a skilled ruler,lawmaker as well tactician capable of organizing grand campaigns of war as well as lightning quick attacks to decisively take over key locations such as forts as happened during the Night of the Flame. This also makes grants you incredible skill at obscuring the actual state of your empire to your citizens such that they would remain docile,ignorant and happy even as Aetherfloods happen in mines close to the capital.

Capstone Boosted Incarnation of Divinity

The holy emperor is called such for he is treated as a living incarnation of divinity of the god of the Empire Greagor by the citizens. It would seem that unlike the emperor you actually do possess a claim. On top of increasing the boosts of the previous perk, this grants you an ageless immortality and immunity to poison and disease. Finally, you can gain power from the faith of your people such that if you had an empire as great as Sanbreque's to your

name you could feasiby claim the same level of divinity and power that Ultima claims to possess.

600CP- Ascension

Prince Dion is known as the fearsome warrior.Indeed he is called such for he is the only one prior to Clive that managed to hold back Barnabas,Dominant of Odin that conquered the entire continent of Ash through force of arms**.** And now this grants you the same peerless spear,lance and polearm skill in general he possesses which stacks with both **Imperial Spearman** and **Imperial Dragoon**.Furthermore,this grants you the same charisma and heroism that made him so beloved by his subordinates that they all willingly followed him in betraying the Holy Emperor to take down Annabelle. Finally, this boosts all abilities,spells,etc related to Light,Energy and Dragons as well as granting you the abilites that Clive (related to Bahamut) and Dion possess when not fully primed into an Eikon. This again increases the damage you deal with spears,lances and polearms in general as well as granting you a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates.

Capstone Boosted Endless Coils of Bahamut

You now possess the full power of Bahamut including the ability to fully transform into Eikon form. Your powers and skills are increased such that you could singlehandely defeat Ultima. On top of boosting the effects of the previous perk,this also increases your charisma such that all your subordinates would see you as their rightful leader and the citizens would gladly accept you as their emperor/empress.

Kingdom of Waloed :

100CP- Wasteland survivor

The kingdom of Waloed is a harsh land consumed as it is by the blight and with few harsh places where eking out a living is still possible. This makes you much hardier than you were before, decreases by 2/3 the amount of food and water you need to survive and gives you all the skills and knowledge you would need to survive in such conditions.

100CP- Royal knight and sailor

The military of Waloed is well known for its fearsome strengths, their royal knights wield swords and axes, their royal cavalry fights atop chocobos and

their imperial fleet can easily respond to any threat to defend their coast. This grants you expert level skill in swords and axes, you even seem to be dealing slightly more damage when using them. Furthermore, you are an expert in mounted combat capable of easily translating your ground fighting skills to mount combat and cavalry. Finally, you are an expert sailor and know how to properly steer a ship.

200CP- Circle Of Malius /Villain's favored minion

Barnabas is perhaps the closest and only confidante of Ultima, the game's mastermind even if he looks down on humanity as a whole. This grants you the same ability that Barnabas possesses to ingratiate yourself to villains even ones that look down on your entire race/species would look favorably upon you. This can optionally also manifest as the physical intimacy similar to that Ultima and Barnabas seem to share if you want it to.

200 CP- Master of Beastmen

Barnabas quelled the Beastmen rebellion in his kingdom, even further than that he managed to integrate them into his own army. This is now something that you are also capable of. Now whenever you prove yourself superior to someone or even entire groups of people you can have them join you under your banner. This applies to all types of measurable attribute but is especially effective with force of arms, an effect that is all the stronger the more brutish and primitive the ones you are competing against are.

400CP- Intelligence Director

The Kingdom of Waloed possesses an intelligence department that answer only to the King. Their leader is Benedikta and they specialize in covert operations straight into the heart of enemy territory for a myriad of purposes including sabotage,espionnage and assassination. This grants you enough skill in those matters that you could easily become the leader of the Intelligence Department. Furthermore, you are granted a massive increase to your swordsmanship matching that of Benedikta's.

400CP- Sleipnir

The number 2 of Barnabas is a mysterious man of great skill in combat as well as loyalty known as Sleipnir. This grants you Sleipnir's combat skills and abilities. You gain massively increased skill in swordsmanship as well as spearmanship, you even seem to be dealing more damage when wielding those

weapons. You also gain his magickal abilities that allowed him to teleport around and across the battlefield as well as high into the air. Finally, this makes you much more favored by your superiors who would eagerly make you their direct subordinate as well as grant you access to great powers and weapons they possess from their personal armory.

600CP- Storm Control

Benedikta,chief the Waloed's Intelligence Department is also the Dominant of Garuda that gracefully flies around the battlefield and managed to wrap Hugo Kupka,Dominant of Titan around her finger by seducing him. This massively increases your sword skills, speed and agility which stacks with **Intelligence Director.** This also grants you the powers that Clive (relating to Garuda) and Benedikta demonstrated outside Eikon. This also boosts your abilities,spells,powers etc… related to wind,storms and air. You also gain a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates. Finally, your beauty is enhanced and you become a master of seduction (including « sealing the deal » so to speak) and emotional manipulation such that even years after your death someone you got your hooks in would still be striving to avenge you.

Capstone Boosted Silently Falling

You now possess the full power of Garuda including the ability to fully transform into Eikon form. Your powers and skills are increased such that you could singlehandely defeat Ultima. On top of boosting the effects of the previous perk, this also increases futher your beauty as well as your seduction and emotional manipulation skills such that even in the middle of a fight you could actively convert your opponent to your cause with just a few empty promises.

600CP- The Riddle

Barnabas is feared throughout the continent as perhaps the strongest fighter alive. His sword skills are so great that he could defeat Clive who by then had the powers of 5 Eikons with a hand behind his back and intimidate him such that he started fearing him even when he had spared him in the name of Ultima's plan. And now you gain such skills. This makes your swordmanship and spearmanship skills truly transcendent which stacks with **Sleipnir.** This also massively boosts your speed and agility such that you could easily cross entire battlefields in seconds even when fully armored in plate. This also grants you

the abilites Clive (related to Odin) and Barnabas demonstrated outside Eikon form. This further boosts abilities,spells,powers etc… related to darkness,shadow and steel as well as all your physical abilities in general. You also gain a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates. Furthermore, this makes you much more intimidating such that even someone you spared would still fear you. Finally, you receive a willpower boost such that you could feasibly turn yourself into an Akashic without losing yourself while keeping the extra power and magickal energy reserves (the power growth is permanent).

Capstone Boosted The Iron Flash

You now possess the full power of Odin including the ability to fully transform into Eikon form. Your powers and skills are increased such that you could singlehandely defeat Ultima. On top of boosting the effects of the previous perk,this also increases your intimidation such that all your lessers would rather flee than face you on the battlefield. This further increases your willpower and ability to take energy such that you could take energies that would be actively harmful to life and benefit from it instead of being harmed (the power growth is permanent).

Mysidia :

100CP- Luck of water :

The tale of Mysidia is a sad one where a people forced to wander because of the Blight was persecuted by religious authorities,still they persevered ans survived. This grants you a much greater ability to survive persecution as well as serves a guarantee that you will find a suitable land for you,your companions and your followers.

100CP- Laying Low

The people of Mysidia sometimes have to venture outside to trade for necessities that they cannot craft or gather themselves. When they do so they have to disguise themselves and hide their origins so as not to be followed by people who may have ill intent for them and their people. This grants you great skill at disguises and obfuscating your origins so that you may venture outside while hiding that your people survived.

200CP- Famiel's Luck

Famiel is a member of the Mysidia tribe whose cowardliness actually saved him and his companions quite a few times. This offers you a great boost to your speed and wit while also guaranteing that you and your companions can get away from any foe as long as your intent is merely fleeing instead of say luring them into a trap.

200CP- Kindess pays dividents

When the people of Mysidia arrived on the island that would become their home,they met a mysterious woman known as the witch of the north. They did their best to provide for her while she was ailing and before her passing, she repaid their kindness by offering them a powerful spell capable of freezing time itself. Now you can gain a similar luck, this guarantees that if you show generosity to someone that you will find that they are more than willing to repay you and reveal a surprising past as someone of quite a higher standing than they would appear at first glance. Perhaps they are royalty in hiding or even a Dominant that was banished from their homeland.

400CP- Barrier Meister

The island of Mysidia is covered by a barrier that hides the island's very existence from the outside, yet someone has to know how to maintain such a barrier. This grants you the knowledge and ability to set up barriers capable of covering an entire island while hiding it from the outside. Such barriers are even quite cheap to maintain, only requiring a few crystals once to be placed in the wards maintaining the barrier once in a while. This also increase your abilities,spells,powers etc related to barriers in general as well as making them much easier and cheaper to develop new types of barriers as well maintaining them.

400CP- Timekeeper :

The Timekeeper is a guardian entity with power over ice that guards the city where the time stop spell used to freeze in time Leviathan's Dominant was cast. This grants you its abilities. First you gain an all around combat boost,this allows you to masterfully wield and switch through multiple weapons during battle. You also gain the ability to create and summon weapons made out of ice, fire cold lasers from your spear and control ice and cold in general. Also included is a spell that freezes your enemies in time long enough to set up attacks known as Flash Freeze though if you do not have much magical energy would prove rather costly. It still makes for a very powerful trump card.

Final Fantasy XVI Jumpchain

600CP-Witch of the North

The witch of the north that helped the people of Mysidia when they first arrived on the island was no normal person. She was a weakened Dominant of Shiva but more importantly a talented enough spellcaster that she made a spell that could achieve the impossible : freeze time itself for centuries.This grants you a massive boost to spellcasting and spellcrafting even spells as powerful as the time freezing spell as well as your ability to teach such that a century after your death the descendants of those you taught would still be capable of casting the spells you taught them. Also includes the knowledge and ability to create a powerful guardian to stand an eternal vigil.

Capstone Boosted : Walpurgisnacht

It seems you have truly surpassed the Witch of the North Jumper. On top of increasing the boosts of the previous perks, this makes it so the power of your spells grow visibly throughout the fight while also making you such a great spellcaster and spellcrafter that you may design and cast spells to accomplish whatever you may think of limited only by the amount of energy magical or otherwise you have access to.

600CP- Through the Maelstrom

Waljas is but an infant but he still possesses the power of a Dominant of Leviathan while his grandniece Shula strives to free him from his suffering.This grants you a massive boost to your axe wielding,spear and trident wielding skills on the level of a Dominant like Dion or Clive.This boosts to water,ocean and storms based abilities while also increasing your speed and agility. This grants you access to the abilities that Clive demonstrated relating to Leviathan as well as that of the Leviathan Egi. You also gain a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates. Finally, this makes it so there will always be kind hearted people who want to save you either from yourself or from an unjust time frozen prison.

Capstone Boosted : Cascade

You now possess the full power of Leviathan including the ability to fully transform into Eikon form. Your powers and skills are increased such that you could singlehandely defeat Ultima. On top of boosting the effects of the previous perk,this also guarantees that no matter how far gone you are or how much you are berserking there will always be someone capable of helping come back to your senses without harming you too much.

Final Fantasy XVI Jumpchain

Cid's rebels :

100CP- Survivalist :

The first hideout used by Cid and his group was located in Blighted lands. They still managed to adapt and even make a decent home base there. This grants you all the knowledge and ability you would need to both survive and adapt to living in the harshest conditions such as within Blighted lands**.**

100CP- Friends in places :

For a group of rebels that are trying to destroy the mothercrystals around which every aspect of life on the continent revolves around, you wild find that they have a surprising amount of connections and people willing to help. This allows you to more easily form bonds and find people that share your goals while also serving as informants for you. A neccessity for such a large scale operation.

200CP- Great trader :

Charon, the quartermaster is a strict woman in charge of keeping the hideout supplied. Just like her you find yourself a skilled merchant capable of making many connections through trading. This also allows you to sell an inventory of jrpg items like potions,herbs etc… as well as craft weapons out on the field on par with the most skilled of smiths as long as they belong to your allies. Finally, this also includes the merchant shortcuts to appear in locations you have no business appearing in.

200CP- Master Informant

Gav is the chief scout and informant of the hideout,capable of tracking down almost anyone.Just like him, you are an incredible scout able to follow tracks that are weeks old, this also makes you a master spy and informant. Finally you seem to share his great luck such that you don't die even if a giant angry Eikon is actively attacking your base.

400CP- Master Craftsman and Engineer

Blackthorne,Cid and Mid, the hideout is certainly not a stranger to highly skilled craftsmen and enginners. This grants you skill and knownledge in smithing matching Blackthorne's that allows to craft all weapons within the game and refining them to higher levels of power. Furthermore,you gain the combined skill and knownledge in engineering of both Cid and Mid. This includes the

ability to repurpose engines and artifacts from a bygone age like Mid as well as a guarantee that whatever you make will always end up being useful to you down the line. The skills and knowledge update each jump making you a blacksmith and engineer of equivalent skill.

400 CP- Great Healer :

Tarja is the healer of the hideout. A healer of such skill that she could even help Dominants recover from their injuries and is such a skilled surgeon that she is capable of removing the brands tatooed upon bearers with a scalpel without unleashing the poison hidden within the brand. This grants you her skill and knowledge in healing and medicine including the knowledge of various medical herbs as well as how they can made into poultices and various cures. This knowledge updates each jump making you a healer of similar ability.

600CP- Scholar of the Rebellion

Harpocrates II Hyperboiros is the loremaster of the hideout. A man extremely knowledgeable about the history of the world. Vivian Ninetales is the scholar and tactician of the hideout who is responsible for making the plans to take down the mothercrystals. This grants you great knowledge about the history of the world though more obscure lore such as that pertaining to Ultima would still require more research. Furthermore, you gain an extreme boost to your intelligence and tactical acumen allowing you to easily take into account all the information you have on the state of the realms to make your plans. This updates each jump making you a loremaster,scholar and tactician of similar ability.

Capstone Boosted The next Confucius

Well,well it seems someone here was even more of a luminary than it seemed. On top of boosting the effects of the previous perk, this makes you the single most knowledgeable individual in this jump as well as future ones with you knowing many lost and forgotten secrets. Furthermore, you gain an almost prescient ability to predict the future such that with all the information you have you could feasibly chart the course that history would take for the next centuries to say nothing of how you could change it to your liking with such great foreknowledge.

600CP- Lightning Rebellion

Cid is a great many thing, a swordsman, a rebel, an icon but he is always considered the heart of the group.And now you can fill a similar role. This grants you all the knowledge,charisma and ability needed to set up rebellious cells that won't be detected even with such overt actions as destroying mothercrystals. This massively enhances your swordsmanship skills to match Cid's own,you even deal more damage when using swords and also boosts all abilities,spells,powers etc.. that you possess related to lightning, thunder and storms. this grants you all the abilities that Clive (related to Ramuh) and Cid outside of Eikon form has demonstrated. You also gain a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates. Furthermore, you are possessed of the same endless willpower that Cid possessed that allowed him to persevere in spite of his advanced petrification. Finally,this makes you a great mentor such that those you teach will take your lessons to heart and will always remember them.

Capstone Boosted Lightning strikes twice

You now possess the full power of Ramuh including the ability to fully transform into Eikon form. Your powers and skills are increased such that you could singlehandely defeat Ultima. On top of boosting the effects of the previous perk,this also guarantees that there is no tyrannical regime you cannot overthrow,no force you cannot defeat in time and no person whose spirits you cannot raise from the suicidal pits of despair. It is time to make this continent a better place.

Mysterious Entity :

100 CP- Endless patience

Let it not be said that Ultimat is nothing if not patient. He was willing to wait thousands of years as humanity spread for one of them to rise as a compatible vessel. This is now a level of patience that you also possess, capable of waiting as long as it takes for your plans to come to fruition or for an opportunity to present itself.

100 CP- Possession

As shown with Oliver, it seems that Ultima is capable of possessing others to use them as puppets and yet he wished to break Clive's will to take him as a vessel. This grants you the ability to possess others as long as your will proves stronger than theirs.

Final Fantasy XVI Jumpchain

200CP- Mysterious :

Ultima had been asleep for a very long time, only awakening a long time ago to destroy the Fallen civilization for their hubris. This is now a level of mystery that you now enjoy. At will, you may obscure everything about you from your goals, to your appearance all the way to your very existence.This includes both written records as well as paintings and such but not the memories of individuals you interact with.

200CP- Founding of a cult :

Though mysterious,Ultima possesses quite the number of cults on the continent Ash,one such cult was the Circle of Malius whom Barbanabas and his late mother belong. This perk makes the founding of cults around you a cinch to the point that they would see the end of their free will as salvation. This also makes capable of shapeshifting into any human form you want as seen by Ultima in Barnabas'room as well as creating illusions to mess with other people's minds like the one Hugo Kupka saw prior to going berserk.

400CP- Join the Reunion

A fact that becomes clear late into the game is that Ultima is not an individual but an entire race of entities of similar appearances that are capable of fusing for a power boost. This allows you to fuse with other members of your species not only adding their powers to your own but increasing them even further. With you 1+1 is more than 2.

400CP- Corruption

As seen multiple times throughout the game Ultima is quite skilled at both creating monsters like the Akashic as well as making people go berserk. You gain the ability to both create Akashics and Necromorphs either from raw aether or by corruption lifeforms through overloading them with aether similar to what happens during an Aetherflood. They are unfaillingly loyal to you. This also grants you the ability to make the powers of someone whose mind is unstable (such as by witnessing the murder of a family member) go haywire, this would allow you to force a Dominant to prime into their Eikon form and go on a murderous rampage.

600CP- Ancient knowledge

The knowledge held by Ultima's species is nothing short of incredible capable of terraforming planets, achieving interstellar travel by abandonning their

bodies as well as create lifeforms like humanity. This grants you the entire knowledge database of Ultima's species as well as that of the ancient Fallen civilization. This updates each jump with comparable knowledge such as granting you the knowledge of the Ascians in a Final Fantasy XIV jump, the Fallen civilization of Terra in an Arknights jump etc…

Capstone Boosted Superior Alien Knowledge

Forget what i said about your knowledge matching that of Ultima's species. Your knowledge dwarfs theirs as they dwarf whatever the regressed medieval-like civilization of the present world of Valishtea has accomplished. This updates every jump, making your knowledge thousands of years more advanced than whatever the most advanced civilization of the setting possesses that would allow you to easily uplift them. Your knowledge never degrades and your memory capacity is endless with perfect indexing.

600CP- Ultimalius

Ultima was worshipped as a god by the first humans, and who could blame them ? Not only did he possess technology far beyond their understanding he possesses all the various powers of the dominants outside transforming into their Eikon form. This grants you all of Ultima's powers including the ones Clive gains access to in the DLC. Though unlike Ultima you are as skilled as a Dominant like Clive or Barnabas would be in using your powers.This also boosts all magical,non-elemental and divine abilities,powers,spells etc… you have. You also gain a limit break where all your abilities,attributes etc… are enhanced and your health constantly regenerates. This also grants you his Ultima Risen form which ressembles a blue Ifrit with Phoenix wings.

Capstone Boosted : Witness Ultima

You now possess power far beyond Ultima. Your powers and skills are increased such that you could singlehandely defeat him. On top of boosting the effects of the previous perk, you gain the power ultima wishes to have obtained from taking over Clive. This could allow you to easily terraform the planet,erase all the mothercrystals or achieve any feat or similarly large scale.

Items :

Free- Jumper's Fantasy :

A videogame about your adventures in this world as well as that of your companions in a similar style to Final Fantasy XVI. This also includes games for

past jumps. Post-jump you will receive a new game about your adventures at the end of each jump in the future in a similar style to this world. Also included is a fairy tale rendition of your adventures that also updates ; Perfect for letting your reader's imagination go wild.

Free-The Orchestrion :

A creation of Mid, Cid's daughter. This jukebox is capable of reading orchestrion rolls thus playing the music inscribed upon it. You receive rolls corresponding to every track of whatever OST perk,item,music player etc… you may possess. Perfect for setting the ambiance at your place.

Free-Arms and armours :

You receive mundane weapons and armours of your choice. Though made of ordinary materials, it is still better than nothing. If lost,stolen or broken you will receive a replacement at the end of the day.

Free- Livelihood crystals :

On the continent of Valishtea,crystals are used for many things in daily life. They are used to fuel lanters, to serve water, to light up pipes etc… This grants you a replenishing stock of 100 crystals filled with similar livelihood magicks. (Think basic DnD cantrips).

50 CP- Chocobo Stables :

Or any steed you have really. You are now the owner of a stable capable of housing any steed you may have. There is a stablehand that will make sure all your steeds are well fed, groomed and well looked after. Post-jump you may either attach it to your warehouse or to one of your properties.

Free/100 CP Starting wealth :

You can't very well intend to venture into this world without any wealth to your name do you ?

You receive100000 gil to get you started, you can make it a million gil for an extra 100 CP then 10 million gil for another 100 CP etc…

100 CP- Potions :

A collection of a few dozen potions and hi-potions. Useful if you ever find yourself injured in battle. Refills daily.

100 CP- Combat Crystals :

Crystals that are used by the various types of magicians within the game. They allow you to cast various magicks though compared to a Dominant's magick they pale in comparison,you granted knowledge and skill in their use. You receive a replenishing stock of 100 crystals filled with spells of your choice that replenish daily.

200 CP- Smithy

You receive a smithy helmed by a grumpy smith who likes alcohol. His smithing skills scale with yours, he can craft any item as long as you bring him and the material and can even upgrade them though it will cost you gils/whatever currency exists in the setting. You can of course use the smithy to sell your own services as a smith.

200 CP- Trading shop

You receive a shop helmed by a strict old woman with a caring heart. She can sell you any consummable item within the setting as well as various common weapons and accessories. She can also give sage advice if you get her to open up to you. You can of course use this shop to sell your own wares.

400 CP- Ultimania

You receive the Ultimania. It is a training simulator that allows you to relive past battles and offers various challenges to test your skills and abilities thus allowing you to further refine them. There is no risk of injury or permanent death using it and if you do die while in the simulator you will simply be ejected outside it.

400CP- Endgame Equipment

You receive a set of Endgame equipment perfectly balanced and suited to your fighting style and abilities. The set is unbreakable,scales with you as you grow stronger and updates to always be among the very best gear of the setting all while never getting weaker.

600CP- A Mothercrystal

You are now the owner of a mothercrystal. Mothercrystals are the source of the various crystals used throughout all Valishtea either for war or in day to day life. Since you are paying this with CP, your mother crystal is special in that it

doesn't cause the Blight. You can attach it to one of your properties or to your warehouse post-jump.

600 CP- The Kingdom of Jumper :

Congratulations,Jumper ! You are now the ruler of your very own kingdom, one with a standing army equal to the strongest powers of the continent and with a population absolutely loyal to you and your cause. Your kingdom retains any upgrade you make to it and can be fused with the **A Mothercrystal** item to base your kingdom's capital or any other location within around it.

Grand Duchy of Rosaria

100CP- Duchy's arms and armours

You receive mundane weapons and armours of your choice enblazoned with the symbol of the Grand Duchy of Rosaria. If lost,broke,stolen etc you receive replacements after a week.

200CP- Clive's sword/Joshua's sword

You receive a copy of either Clive's sword or Joshua's sword.

Clive's sword enhances all abilities,powers,magics etc… related to fire,offense and destruction. It also greatly increases your physical strength.

Joshua's sword enhances all abilities,powers,magics etc… related to fire,defense and healing. It also greatly increases your magical abilities.

You can buy this item again (discounted) to gain both.

400 CP- Rosalith Castle

You receive a copy of Rosalith Castle which serves as the palace of Archduke Elwin's family. It is staffed by competent maids and butlers as well as protected by a cadre of royal knights loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps.

600 CP- The Grand Duchy of Rosaria

You receive a copy of the Grand Duchy of Rosaria with all the inhabitants and knights loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps.

Dhalmekian Republic

100 CP- Dhalmekian arms and armours

You receive mundane weapons and armours of your choice enblazoned with the symbol of the Dhalmekian republic. If lost,broke,stolen etc you receive replacements after a week.

200CP- Titan's gauntlets :

Though Hugo fights unarmed you can buy gauntlets that are connected to Titan regardless.

Titan's gauntlets enhances all abilities,powers,magics etc… related to earth,stone and crystals.It also greatly increases your defense and endurance.

400 CP- Trading city

You receive a city with a bountiful economy based on trading. You are considered something akin to a mayor here. All the inhabitants are loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps.

600 CP- The Dhalmekian republic :

You receive a copy of the Dhalmekian republic untouched by the Blight including its mothercrystal though yours doesn't spread the Blight, with all the inhabitants and knights loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps.

Holy Empire of Sanbreque

100 CP- Imperial weaponry and armours :

You receive mundane weapons and armours of your choice enblazoned with the symbol of the Holy Empire of Sanbreque. If lost,broke,stolen etc you receive replacements after a week.

200CP-Dion's spear

You receive a replica of Dion's spear.

Dion's spear enhances all abilities,magics,powers etc… related to light,energy and dragons. It also greatly enhances your agility.

400 CP- Sanbreque's Palace

You receive a copy of the imperial palace of Sanbreque which serves as the palace of Holy Emperor Sylvester Lesage and his family. It is staffed by competent maids and butlers as well as protected by a cadre of royal knights

loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps

600 CP- The Holy Empire of Sanbreque

You receive a copy of the Holy Empire of Sanbreque untouched by the Blight including its mothercrystal though yours doesn't spread the Blight, with all the inhabitants and knights loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps.

Iron Kingdom

100 CP- Iron Kingdom's arms and armours

You receive mundane weapons and armours of your choice enblazoned with the symbol of the Iron Kingdom. If lost,broke,stolen etc you receive replacements after a week.

200 CP- Jill's Sword :

You receive a replica of Jill's sword.

Jill's sword enhances all abilities,magics,powers etc… related to ice,cold and time. It also greatly increases your magical power.

400 CP- Iron Church

You receive a replica of the church that serves as Imrean's headquaters. It is staffed by a priesthood that preaches your word and protected by a disciplined regiment of crusaders of the Iron Kingdom. They are all completely loyal to you. The church retains upgrades you make to it.

600 CP- The Iron Kingdom :

You receive a copy of the Iron Kingdom untouched by the Blight including its mothercrystal though yours doesn't spread the Blight, with all the inhabitants and knights loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps.

Kingdom of Waloed

100 CP- Arms and armours of Waloed

You receive mundane weapons and armours of your choice enblazoned with the symbol of the Kingdom of Waloed. If lost,broke,stolen etc you receive replacements after a week.

Final Fantasy XVI Jumpchain

200CP- Zantetsuken and Gungnir replica/Benedikta's sword

You receive a copy of either Zantetsuken and Gungnir or Benedikta's sword.

Zantetsuken and Gungnir enhances all abilities,powers,magics etc… related to darkness,shadow and steel. they also greatly increases your speed so that you seem to teleport rather than run on the battlefield.

Benedikta's sword enhances all abilities,powers,magics etc… related to wind,air and storm. It also greatly increases your speed.

You can buy this item again (discounted) to gain both.

400 CP- Reverie Tower :

You receive a copy of the Reverie Tower, Barnabas' personal desmene where he fought Clive for the final time. It is filled with Akashics and robots/machines dating back to the era of the Fallen civilization. They are all loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps.

600 CP- Kingdom of Waloed :

You receive a copy of the Kingdom of Waloed untouched by the Blight including its mothercrystal though yours doesn't spread the Blight, with all the inhabitants and knights loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps.

Mysidia

100 CP- Mysidia outfits and weapons :

You receive mundane weapons,outfits and armours of your choice enblazoned with the colors of Mysidia. If lost,broke,stolen etc you receive replacements after a week.

200 CP- Shula's axe/Trident of the seas

You receive a copy of either Shula's axe or the Trident of the seas, a weapon based on Leviathan.

Shula's axe enhances all abilities,powers,magics etc… related to water,offense and healing. It also greatly increases your physical strength.

Trident of the seas enhances all abilities,powers,magics etc… related to water,ocean and storms. It also greatly increases your magical abilities.

You can buy this item again (discounted) to gain both.

400 CP- City frozen in time

You receive a City frozen in time much like the one found on the Island of Mysidia. This could serve as great inspiration for developping spells,powers,abilities etc… related to the manipulation of time.

600 CP- Island of Mysidia

You receive a copy of the Island of Mysidia with all the inhabitants loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps. Also included is a guarantee that this location won't be found unless you deliberately lead others to it.

Cid's rebels

100 CP-Necessities for the Blight

You receive all the various necessities such as seeds that can even grow on Blighted soil, supplies of food,water etc… that you would ever need to survive in the Blighted lands as Cid's group did.

200 CP- Cid's sword

You receive a replica of Cid's sword.

Cid's sword enhances all abilities,magics,powers etc… related to lightning,thunder and storms. It also greatly increases your magical power.

400 CP- the Enterprise

You receive a copy of Mid's ship known as the Enterprise. It is a marvel of magitek with a hull made of Fallen technology that could very well make it unbreakable, it is also quite possibly the fastest ship in the setting. It is staffed by a competent crew that is loyal to you.It retains any upgrade you make to it.

600 CP- The Hideout

You receive a copy of the Hideout of Cid's rebels. This includes both the original one located in the Blighted lands and the ship relic called the Invincible where they sought refuge following Hugo's attack, with all the rebels loyal to you. It retains upgrades you make to it and you may attack it to your warehouse or one of your properties in future jumps. Also included is a guarantee that this location won't be found unless you deliberately lead others to it.

Final Fantasy XVI Jumpchain

Mysterious entity

100CP- Jumper's mural

From now on,in this and future jumps you and others can find murals depicting you and your companion in old ruins and similar locations. Guaranteed to confuse any archaeologist who finds it.

200 CP- Ultima weapon

Though Ultima didn't wield a weapon of his own, you may still receive one based on him.

Ultima weapon is a weapon of a type you choose that enhances all abilities,magics,powers etc… related to magic,non-elemental and divinity. It also greatly increases your magical power.

400CP- Fallen ruin

You have found a Fallen ruin, it is a remnant of an advanced ancient civilization. It seems that the security system and various machines around it do not see you as an intruder. You may find many blueprints and records on various research done here including possibly one that tried to create a manmade god/Eikon known as **Omega.** It retains any upgrade you make to it.

600CP- Origin mothercrystal

You have found a replica of Origin, the mothercrystal from which Ultima attempted to realize his master plan.

It takes the form of a gigantic crystal that floats high above the ground (yours doesn't spread the Blight) and it is capable of massively enhancing in power and scope works of magick done inside it such that you could feasibly cast a spell to erase all crystals as long you knew how to do so.

Companions :

Free- Import

Import as many companions as you want, they receive their origin for free,1000 CP and may take drawbacks and companions of their own.

50CP per-Create

Create a companion, they receive their origin for free, 1000 CP and may take drawbacks and companions of their own.

Final Fantasy XVI Jumpchain

Free- Canon

Recruit a canon character,though you will have to convince them to join you. You will be guaranteed many favorable meetings and circumstances to convince them.

Free- Chibi Eikons :

You gain miniature versions of all the Eikons, they are harmless but quite affectionate with you.

50 CP- Chocobo mount

A chocobo mount, loyal to you and seems to share many of your personality traits. Guaranteed to always be at least twice as fast as you are.

50CP- Ice Dog (discount Grand Duchy)

A dog (well actually a wolf) loyal to you capable of semi-priming in a form similar to Torgal's aspected to ice. It can cast healing magicks on you,itself and others.

50CP- Flame hound (discount Grand Duchy)

A hound (well actually a wolf) loyal to you capable of semi-priming in a form similar to Torgal's but aspected to fire. It can cast healing magicks on you,itself and others.

50 CP- Light Wyvern (Discount Holy Empire of Sanbreque)

A wyvern loyal to you capable of semi-priming in a form similar to Torgal's though this one is aspected to light. It can cast healing magicks on you,itself and others.

50 CP- Lightning feline (Discount Dhalmekia and Cid's rebels)

A coeurl loyal to you capable of semi-priming in a form similar to Torgal's though this one is aspected to lightning. It can cast healing magicks on you,itself and others.

50CP- Shadow mastiff (Discount Kingdom of Waloed)

A dog loyal to you capable of semi-priming in a form similar to Torgal's though this one is aspected to darkness. It can cast healing magicks on you,itself and others.

50CP- Wind hawk (Discount Kingdom of Waloed)

A hawk loyal to you capable of semi-priming in a form similar to Torgal's though this one is aspected to wind. It can cast healing magicks on you,itself and others.

50CP- Water Eel (Discount Mystidia)

An eel loyal to you, also can breath both water and air and as well as fly a few meters off the ground for some reason. They are capable of semi-priming in a form similar to Torgal's though this one is aspected to water. It can cast healing magicks on you,itself and others.

50CP- Moogle Mascot (Discount Cid's rebels)

A moogle that decided to join you, you can understand them perfectly. They can wield spears and do strange dances that have effects related to different environments they have visited such an dance that does fire damage if they visit a volcano,ice for a tundra etc...

100CP- Phoenix sibling (Discount Grand Duchy)

Jumper it seems that your younger sibling is here to see you or perhaps that is simply a relationship similar to siblings ? Regardless they can be trusted to always have your back and keep you on the straight and narrow. They also just so happen to be a Phoenix Dominant with everything that implies**.**Optionally they may be your sibling by blood. Note, if you want they can also be an older sibling-like figure or other family like figure if you want.

200 CP- Infernal Lord (Discount Grand Duchy)

Similar to the companion above but an older sibling like figure instead.They are a very caring individual that swore to be your shield come hell or high water**.** They also happen to be another Dominant of Ifrit which may or may not make them a target of Ultima.Note, if you want they can also be an older sibling-like figure or other family like figure if you want.

50 CP- Desert merchant (Discount Dhalmekian republic)

Once while traveling through the desert, you came upon an individual accosted by bandits. After driving them off, said individual introduced themselves as a traveling merchant and pretty much gave you a life discount since you saved them. They are highly skilled at mercantilism and trading, always seem to know

the most influential merchants wherever they go and would be more than happy to both teach how and help you make money.

100 CP- Stone monk (Discount Dhalmekian republic) :

In this land of metal weapons and magicks, this individual stands as an anomaly. They are a martial artist that somehow managed to train their body to be as hard or perhaps even harder than steel. They have chanced upon your otherworldly nature and realizing the opportunity such an adventure meant, they decided to swear themselves as your bodyguard or perhaps something more intimate. Oh and they also happen to be a Dominant of Titan which probably goes a long way to explain their absurd physical strength and resilience.

50 CP- Repentant crusader (Discount Iron kingdom):

In a highly unexpected turn of event, this crusader saw the true face of the kingdom they served during war. This shook their faith to the core and caused them to doubt all the teachings of the Crystal Orthodoxy they have ever receieved. They are now desperate to leave the Iron Kingdom and atone for ever having been part of it and they think that you are more moral than them and thus could greatly help them in doing so.

100 CP- Northern Witch (Discount Iron Kingdom)

You found this mysterious woman collapsed and injured. After tending to her wounds you ended up realizing that she was a dominant of Shiva. She is a incredbile spellcaster,spellcrafter and a master swordswoman who decided to follow you from now on to repay for saving her life as a friend or perhaps more if you allow it.

50 CP- Loyal second (Discount Holy Empire of Sanbreque)

Your loyal second. Someone that you can fully trust to have your back and is always a good shoulder to cry on. Their personality complements yours well and they always strive their best to accomplish whatever mission you give them.

200 CP- Light prince(ss) (Discount Holy Empire of Sanbreque)

During your stay here, you found yourself in the company of a character that is the truly the picture of fairytale royalty. Incredibly attractive, skilled in all matters pertaining to war and rulership as well as an extremely skilled dragoon is it any wonder how they are liked by everyone around them ? Yet for some reason,you seem to always a hold a special place in their heart. I forgot to mention, they also happen to be a Dominant of Bahamut every bit as skilled as prince Dion is.

100CP- Storm Agent (Discount Kingdom of Waloed)

This individual was once enslaved by nefarious people. You saved them and have held their loyalty ever since. Ever since they were freed, they strove to become stronger and they did by joining the Intelligence Department and becoming skilled enough to become the leader. They are extremely loyal to you and desperate to always have your approval and a place at your side. Also, they are a Dominant of Garuda which probably explains their temperament as well as their great speed and agility.

200CP- Dark Knight (Discount Kingdom of Waloed)

On a dark stormy night, you met this individual who was in search of worthy opponents. They challenged you and you took them up on their challenge, yet neither of you could defeat the other no matter how many times you fought. In the end, this individual declared you their rival and after learning of your otherworldly nature have decided to tag along to achieve what they believe to be your shared goal of becoming the strongest that ever were,are and will be. They are a Dominant of Odin every bit as skilled and powerful as Barnabas is.

50CP- Atoning Tribesman/woman (Discount Mysidia) :

You met this individual from the Mysidia tribe that learned of a grave sin that their tribe has commited in the distant past. They thus wish to atone for what their tribe did and believe that it can be achieved by following you, they are a bearer that is skilled with the axe and can easily mix their physical abilities with their magicks as well as know a few healing spells. They are a true ally or perhaps they could be something more if you allowed it ?

100 CP- Child of the ocean (Discount Mysidia) :

You found this individual simply swimming in the ocean,uncaring of whatever beast may exist under the waves. As you had expect they are quite friendly and easygoing but can be quite scary when their family and friends are

threatened,something they seem to consider you to be or perhaps something closer ? They are a very skilled warrior that wields a trident and also happen to be a Dominant of Leviathan.

50 CP- Scout Buddy (Discount Cid's rebels) :

You met this individual while they were dangling on a branch after having slipped and fallen off a cliff. After helping them get back up, they introduced themselves as something of a scout and informant for a group that is trying to make this world a better place. They are quite the optimist never letting anything keep their spirits down for long and also seem to have an obscene amount of luck that allows them to survive events that could have killed anyone else such as standing in the presence of an angry Eikon. It would mean the world to them if you were to join their group and get closer to them.

100CP-Lightning rebel (Discount Cid's rebels)

Once a noble heir, they ran from home after realizing the abject conditions that bearers lived in. After working as a mercenary for a while, they created a group similar to Cid's with the goal of freeing Bearers from their enslavement and save the world from the Blight by destroying the mothercrystals that spread it. They are a highly charimatic yet friendly individual whose facade belies their great skill with the sword as well as their indomitable willpower, they consider you a true friend and fellow rebel or perhaps something even closer. They also happen to be a Dominant of Ramuh.

200CP- Loyal servant (Discount Mysterious Entity) :

A religious fanatic that truly believes that your vision of the world is the right one and that you are a divine being. But don't let it fool you,behind their fanaticism lies a monstrously powerful warrior capable of going toe to toe with some of the most powerful warriors in this world including Barnabas,Dion and Clive. They also happen to be a Dominant of any Eikon you wish.

400 CP- Friendly Alien (Discount Mysterious Entity)

The only time this world has known the influence of alien beings was when Ultima first arrived on this planet with his kind to terraform it and create humanity, yet it seems that you have found another alien. This individual that may or may not belong to Ultima's species is nonetheless quite friendly and rather than terraforming planets and bending others to their will they merely wish to explore the universe. After learning of your otherworldly nature, they

begged you to let them join on your journey as they know it shall be the journey of a lifetime. Their power is more than a match for Ultima and they also hold knowledge of similarly advanced technology that they would be more than happy to teach you. They consider you a dear friend or perhaps something closer if you allow it.

Drawbacks :

0CP-Choose starting Date

Perhaps rather than starting when Clive is 15 years old you wish to start at a different time ? So be it, you may choose any time in the past from humanity's creation to the Fallen civilization to maybe when Barnabas was not yet king. You shall still only stay for the same duration of 20 years with only this drawback however.

+100CP per- To the past

Maybe you would actually wish to jump backwards in time ? this makes it so you start a decade into the past and allows you to gain an extra 100 cp per extra decade you go back.

+100 CP per- Extended Stay

Perhaps you would like to stay in this world longer ? with this drawback you can add another 10 years to your stay each time you take it which also gives you an extra 100 cp per extra 10 years you decide to stay.

+200 CP- Trauma

With how many wars are fought on this continent is it any wonder that many individuals have quite the traumatic past ? Regardless of your origin this grants you memories of a traumatic nature, perhaps your hometown was razed by war or you saw your family murdered in front of you ? Regardless, it may or may not give you a thirst for vengeance.

+200CP- Branded

Well jumper regardless of what you chose for your race or origin you have been branded with the same brand that marks the bearer. All who see it will treat you as a second class citizen at best, as a slave at worst. It is possible to remove it though it would quite the skilled surgeon to remove it without unleashing the poison contained within it, the operation is still quite painful as you would expect of a medieval world with few if any anesthetics.

Final Fantasy XVI Jumpchain

+300CP Power/item lockout

For +300 CP, you lose access to perks/powers from outside this jump document or to items from outside this jump document.

For +600 CP, you lose access to both perks and items outside this jump document.

+300CP Religious obsession

You Jumper have fallen into a deep religious obsession. It may be the faith of the Iron Kingdom, that of the Holy Empire of Sanbreque or any religion that you wish but you will be very loath to go against its teachings though it is not impossible to change.

+400CP-Heart of Coal

Oh dear,Jumper it seems that you suffer from the same personality as Annabelle. This makes you the same kind of backstabbing, empty load of narcissim that Annabelle is. Hopefully you won't push away your companions.

+400CP- Petrification problem

Exerting yourself causes you to suffer a slow petrification just like in the game but considering that none of the main cast that suffer from it actually end up dying or being incapacitated from it. It may be more of an annoyance than an actual threat to your well-being.

+600CP- Blight everywhere

Well,Jumper it seems that the Valishtea you arrived in actually suffers from a much deeper Blight problem than in canon. This greatly accelerates the spread of the Blight which of course will make the wars for fertile lands all the more vicious as more and more lands are consumed by the Blight and become barren wastelands.

+600 CP- Ultima's interest

Goodness,Jumper this may be extremely dangerous. It would seem that Ultima has realised your true nature as a Jumper, this of course means that the mere opportunity to reach countless worlds and dimensions to terraform and bend to his will is simply too tempting for him to ignore. This of course means that now he wants to use you as a vessel instead of Clive and he will truly use any means to achieve that of course including sending Barnabas who is feared as

one of the strongest warriors alive to capture you. The only consolation is simply that much like with Clive, Ultima needs you alive and will thus try his best to avoid killing you all the while grooming you to become a vessel for him by absorbing Eikonic powers. This will be your chance to get rid of him.

Scenarios : You can take as many scenarios as you want and choose to complete them at any time. You may consider them to be happening in alternate timelines if you want to.

Take Clive's Place :

For this scenario, you will have to take Clive's place as he will be nowhere to be found for the duration of this scenario. You will however have to do better than him by making sure that more people survive while still destroying the mothercrystals.

Reward : For your great deeds you get to companion the main cast of the Hideout including Joshua,Jill,Clive and even people who have died like Cid or allies like Dion though he would most like appreciate you bringing his lover with him. This also grants you the perk **Another Journey Begins** which makes it so that you are always capable of reaching the golden ending where everyone you care about is happy and safe.

Stop the Blight :

The Blight is certainly an odd phenomenon. Indeed, it seems that even Ultima's species didn't know where it came from which is why they were forced to migrate to another planet. Cid may have said that the mothecrystals were responsible for it and thus that they had to be but we do not actually know if that was enough to stop the Blight after they were all destroyed. For this scenario, you will have to achieve something tremendous and that is finding a way to restore Blighted lands back to the fertile lands they once were.

Reward : For your great deed, you shall receive the perk **The Land's Resurrection** which allows you to restore lands regardless of how desolate,corrupted and/or barren they are**.** Furthermore, for having pretty much saved the entire continent you get to take the entire continent of the **Twins** (meaning both Valishtea and Ash) with you with all the inhabitants loyal to you for saving them from the Blight.

Echoes of the Fallen :

The Fallen were an advanced ancient civilization that built Omega, a manmade Eikon to challenge the rule of Ultima and become gods themselves. They were smited by Ultima personally yet their machines and civilization now in ruins remain, as does their magnum opus Omega. For this scenario, you will have to investigate the source of mysterious black crystals that contain little magick but yet shall lead you to Fallen ruins that contain the remains of their hubris including the Omega weapon that could wreck massive havoc if left unchecked. Destroy it and put an end to this dark chapter of history.

Reward : For this great victory you shall receive the Omega Weapon as an item, it is a biomechanical monstrosity with power comparable to that of an Eikon, it is even capable of compressing space itself in its most powerful attack called Omega protocol. This also grants you the blueprints as well as the resources to create more of them. Finally, you receive the **Fallen ruin** that fills itself with more ancient advanced techonology be it magitek or otherwise as appropriate each jump.

Rising Tides :

Waljas has suffered much since he was frozen in time for over a century as a mere infant. But perhaps he may not have to suffer in the first place ?

For this scenario, you will be sent a century to the past prior to Leviathan's dominant being frozen in time. You will have to rescue him to complete this scenario.

Reward : For your deed you shall receive **Ultima's Eikonic abilities** for as he consideres it protecting his property from the meddling of mortals, you shall also receive the perk **Lord of the Ocean** which grants you incredible control over water and the ocean similar to the Leviathan Eikon. Furthermore, you will receive the knowledge and ability to cast the time stop spell that froze the city as well as Waljas all the way to the present times. Finally, you to get to companion an adult Waljas Leviathan Dominant similar to the **child of the ocean** companion alongside Shuja,Famiel and the entire village of Mysidia who are very grateful to you.

Crossover with Final Fantasy XIV

Um, this certainly isn't the land of the Twins. It seems Jumper that you have ended up in the world of Final Fantasy XIV known as Eorzea. To find your way home you will have to track down the primal Ifrit that will transform into his

Final Fantasy XVI Jumpchain

Final Fantasy XVI form but don't worry for you will have help from Eorzea's own great hero The Warrior Of the Light who is no stranger to helping people.

The scenario will be considered completed when some time after Ifrit's defeat you will chance upon a wolf/dog that looks quite similar to Torgal and will guide you back to the continent of Valishtea/The Twins.

Reward : the Echo, a power that grants you a sixth sense for danger,protects you from corruption such as tempering and with more abilities available through experimentation such as taking an enhanced form with abilties appropriate to your nature, possession etc… You can also companion the Warrior of Light though you are free to design their gender,appearance,race etc… as they are an avatar character**.** You also gain **Mitian armor** which is a replica of Clive gear as well as the item **Clive's sword** also a replica of his sword with similar abilities to the item version. Finally, you gain **Torgal's whistsle** which allows you to summon Torgal as a mount as well as a cute puppy version of him. You may consider both the adult and pup version of Togarl as familiars for when it matters.

Ending :

The long way home : you have seen more than your fair share of battles here and decided to simply go home taking everything and everyone you have gained with you on your chain.

When one journey ends… : Perhaps you have found yourself so attached to this world that you would like to settle down here, watch over the people there for the troubling times ahead without the light of the mothercrystals for guidance ? Regardless you decided to stay here as your new home with everything and everyone you have gained on your chain.

…Another begins : But you know the truth, that every journey's end is simply the beginning of another. As such you decide to move to your next jump, as this place is simply one step and adventure in your journey across the infinite multiverse.

Notes :

You are free to design the various aspects of the companions presented here including their appearance, gender as well as the exact nature of your relationship.

Final Fantasy XVI Jumpchain

I leave it up to you for how exactly it is possible for either you and/or the companions presented here or otherwise to be the Dominant(s) of an Eikon that already has one. Perhaps they come from other worlds/timelines or maybe the idea of one Eikon one Dominant was false to begin with regardless it is up to you.

Yes, you can use the Dominant option to take the Dominant's place, so you could take Dominant of Ramuh to replace Cid or Dominant of Phoenix to replace Joshua.

Taking a capstone perk referring to another Eikon than the one you have if you are a Dominant still offers a similar boost to your own Eikon and Eikonic abilities.

The timekeeper perk grant you the powers of the time keeper though its power level is likely closer to a notable Egis (they are the magickal creations of Dominants that share some of their Eikon's powers albeit weakned) than a Dominant.

The 400 cp perks related to combat basically make you a midboss so if your character were to appear in the game they would have a boss health bar,warning etc…

The capstone perks that boost your elemental abilities also grant you the abilities that Clive can perform in game with said Eikon's power. Basically, they are intended to make you equal to a Dominant that semi-primes but not if they fully transform into an Eikon unless you also happen to be a Dominant yourself. They also grant you the ability to semi-prime though unlike in game it isn't limited to a few dozen seconds but can easily last you an entire battle and of course lasts longer the more magickal/supernatural energy you possess.

The capstone boosted one however grants you the full power of the Eikon including the transformation into one but at a level sufficient to defeat Ultimalius by yourself as Clive did in the final battle of the game. This also means that whatever Eikon Form you have access to would be more than a match for Ultima/Ifrit Risen.

If you have further questions about the lore of the game please go to the final fantasy wiki : https://finalfantasy.fandom.com/wiki/Final_Fantasy_Wiki

Final Fantasy XVI Jumpchain

Changelog :

V 1.0 : Made a jump

V 1.0.1 : Actually forgot to complete the scenario's description for the **Crossover with Final Fantasy XIV** scenario. It is now complete

V 1.0.2 : Added the **Blight Proof** after somehow forgetting that magical abilities can't be used in Blighted lands.

Clarified that the **Fighting basics** perk can also be used to grant you the skill and physical abilities to fight unarmed.

Added an ending section, yeah I don't know how i forgot to add that one in the first place either.

V 1.0.3 Hopefully final update need: Clarified that the protection from petrification and transformation into Akashic as well as the Dominant magicks apply regardless of the price tier you chose.

Wrote the description **for the Iron Church item.** Still can't believe it skipped my mind.