Final Fantasy Tactics Jump

By Anon

Adopted by Gaunlet AKA Waddle

A Warrior takes sword, clasping a gem to his heart. Engraving vanishing memories into the sword, he places his finely honed skills into the stone. Spoken from the sword, handed down from the stone.

Now the story can be told...

Welcome to the kingdom of Ivalice, where steel and spell rule the battlefield. The ruling bodies just got through with a fifty-year war with their neighbors, and now the revolutionaries of the Corpse Brigade have begun a rebellion against the nobility. Meanwhile, the crown is weak, and corrupt and powerful nobles eye the throne hungrily. The Church of Glabados's leaders scheme to incite civil war. And behind them all is something worse yet.

You'll be spending the next ten years in the middle of all this, starting the day a certain group of knights-apprentice from Gariland are sent into their first battle. Here's +1000CP to prepare yourself with.

Will you avert the War of the Lions? Just try to survive it? Or claim victory for yourself? I'll be watching, Jumper. Make it good.

The standard fighting age is around 14+1d8 so that’ll be what you are for now, Jumper. You may pay 50 CP to choose within that range freely.
You may shift your gender upon entry into the Jump for free.

Location:

Roll 1d8. For 50 CP you may freely choose from the Locations listed..

1: Gallione: Magick City of Gariland

Home to both the Royal Military Akademy and the Royal Akademy for the Magickal Arts. Depending on your background, you might be a student or apprentice at one of them.

2: Gallione: Merchant City of Dorter

A lively trading hub. You might want to stay out of the slums, though. It can get rough in there.

3: Lionel: Clockwork City of Goug

Ruins and relics of a previous age lie buried under this mining town- creations more advanced than any today. The craftsmen here make firearms, if you're looking to buy some.

4: Gallione: Eagrose Castle

Largest city in Ivalice, after the capitol itself. The castle of Duke Larg, the White Lion, lies near the western edge of Ivalice.

5: Zeltennia: Zeltennia Castle

Located on Ivalice's eastern border. Duke Goltanna, the Black Lion, is lord here. There was a lot of fighting here during the war with Ivalice's neighbor, Ordallia.

6: Fovoham: Riovanes Castle

There is some serious military buildup in this region, but don't worry. I'm sure Fovoham's Duke Barrington is a great guy. The guy builds orphanages! He must be a very nice man.

7: Lionel: Lionel Castle

Cardinal Delacroix is lord here. A hero of the Fifty Years' War and the highest of the clergy after the High Confessor, he's widely respected. I'm sure nothing bad could happen on his watch.

8: Midlight's Deep: The Deep Dungeon

You've started out at the very bottom floor of a pitch black dungeon filled to the brim with monsters with no way out but up. Try to get to the lighthouse ten floors up and get out of this dark hole in the ground before the monsters kill you. Though there are quite a few... like hundreds of them and they're all quite tough fair to be basically nightfighting.

Origins:

Drop-In [Free]

You just appear somewhere inconspicuous, with no new memories or existing relationships here. You will likely be treated as an outsider in this land. You may start in Gallione: Merchant City of Dorter for free instead of your rolled location.

War Veteran [Free]

You have a knack for combat, be it sword, spear, bow, spell, or even your bare hands. There's plenty of demand here for such skills, and yours come fully backed by the experiences won in the harshest set of wars in recent memory. You're a potent veteran of the last war this place had, and may increase the number of years you've been here up to seventy eight. You may also start in Gallione: Magick City of Gariland for free, working as an escort to a certain Count, instead of your rolled location.

Church Member [Free]

You are a sanctified member of the Church and a trusted, vetted member of a number of societal groups. Through your life you've managed well enough to gain respect among the locals beyond simple nodding humor and gaining trust is a good thing. You may start in Lionel: Lionel Castle for free instead of your rolled location.

Special [100]

You walk a different path. Your walk is different from any other for reasons your own. Perhaps you've managed to punch through dimensional boundaries to get here or maybe you're just exceptionally foreign to the point that your magic system works completely differently than what anyone has ever seen, but for whatever reason yours is a unique existence. You may start in Lionel: Clockwork City of Goug for free instead of your rolled location.

Perks

[Discounted for their Origins, 100 CP are free for their Origin.]

Undiscounted:

The Jumper's Papers [100]

'The truth will out' is a quote for the ages in this world. Like with the Durai Papers, which expose the truth behind the War of the Lions in the future, or the Scriptures of Germonique which in the past have been suppress for they tell the truth of the entire Church's unseemly origins, you have a strange feature that makes it so that no matter how suppressed (E.G. even if great pains are taken to hide it and smear your name). If you know the truth of something, as long as you want the truth to be known, as time goes on others will uncover credible evidence pointing to and supporting that truth, and will keep finding more evidence as time goes on as long as the truth is being ignored or suppressed.

JP Boost [Free/100]

Most people learn faster when they're put under pressure, the stress makes the lessons stick better in one's memory, but you have that knack for peace-time learning that pops up every now and again. The more strict and rigid the system under which you must learn the faster you see to pick it up. This doesn't really do anything but make it so that with mere 'book learning' you could compete with a person who has be surviving on their skills for the same amount of time.

This effect is common enough in the world that its considered staple for their training methods, so you'll benefit from it whilst here but to carry it over into other Jumps would take a greater investment of 100 CP.

Job System [Free/300]

As a person is trained and hones their experiences they find themselves better at things that they've applied themselves to. This may seem like common sense but here in Ivalince the people have managed to take it to a whole new level. Using the Job System guarantees gains in the Job you chose, of which there can be many, and allows one to always become better with experience. However, the Job System is unchanging and it's lessons are like iron, but this does allow you to teach anyone from a preset starting point to any particular Job, that isn't based on bloodline or some other restrictions like

Fate, that you have personal experience with. This smooths out the teaching process making the process dozens of times easier, but makes it harder to change and adapt certain actions for those who learn the system, such as spell casting times being very strictly followed in spite of years training ones speed.

Whatever you gain here via the Job System in Ivalice is Free to keep, but for 300 CP you are allowed to keep the entire system and allow others to tap into it with via following instructions you can teach in a number of ways: anything from written manuals to personal coaching can be used to pass on the Job System and those people also gain the ability to teach the Job System themselves.

Ran-dumb Encounters [Free/50]:
Sometimes you'll encounter some odd events on the road to your next destination. A mage being a dick to a horde of Chocobo and leaving you in front of a stamped, sure. A random brigand with magical items tolling the King's road, absolutely. Crashed airship being stripped for its parts by a pack of self-serving scavengers who wanna make a spaceship, it could happen. In general you seem to attract odd event and narratively episode of the week event to your presence, it's an ability you have little to no control over in this world but when purchased for 50 CP you can turn it on or off at will during future Jumps at will. You know, "Live in interesting times" is a curse in some cultures.

No Average Squire [Free/100]
You don't need to take the conventional path through life. You are unique enough to merit something a bit more than a meger Squire or Chemist as your starting point. You have access to a Special Class, default name is Jumper (Or companion if taken by a companion), which is different enough for you to stand out in a crowd of neophytes. For an additional 100 CP you may purchase a Special Job already known to the world (E.G. Skyseer/Netherseer/Astrologer/etc.) Job's which you gain through perks 'fuse' to collectivly be your 'first Job'.

Drop-In
Tavern Jobs [100]
You're one of those folk who just has that look about them. You seem dead reliable so some folk who happen to have jobs also just happen to seek you out for them. With a little effort on your part, usually no more than going to the local bars or hitting up some tea houses, you can find jobs on your level that'll allow you to really stretch yourself.

The jobs seem to spring up from nowhere though, which IS weird. How did no one speak to you about these super strong bandits before? Thankfully they only seem to be around when you happen to be LOOKING for a fight.

A Paradigm Shift [200]
This world has been embroiled in wars with myriad Jobs and skills being used for many years but you are different from all the others. You have incredible and strange ability that allows you to 'grow' in Jobs by experiencing attacks that you yourself are working towards. If there is something that you are using hard work and effort to train and you take it to face you'll learn from that experience and perhaps even learn the skill yourself. This allows one to accumulate skills and abilities that you were already training for on the battlefield more easily. Your rise will be astronomical.

Crystallization [400]
In Ivalice, at least during the War of the Lions, it was common knowledge that to down a foe was to gain their power. This was done because once a foe was slain and their body left upon the open field for more than three minutes the persons experiences and vitality turns into a Crystal which can be used by the canny to gain impressive boosts. A person who shares Jobs with those Crystallized can experience a form of resonance and gain skills from taking the Crystal into themselves while anyone who doesn't will still gain the vitality of the fallen foe, healing even mortal wounds and cleansing away most ailments. There are hints that the use of Crystals could even teach Jobs, but such secrets are not found amongst the common rabble.

You may choose to make this rule a reality in any battlefield you personally join. Allowing other world to partake of the crystal spoils. The vitality and healing effect is instantaneous and can allow a mortally wounded person to heal to combat readiness in a flash and in future world people who share similar experiences to those that the crystallized subject would have undergone will find their actions smoothed as if they had a great deal more experience and practice in those similar actions.

Heretic [600]
What Kind of monster are you? You are not of the Beoulve family in truth but like some of them you are a battlefield monster able to flow between dozens of desperate fighting styles to create a clear clean style that is you own, much like the aforementioned family tended to do so. This ability to create freeform styles from firmly established, rigid

paradigms may even be on the level of founding your own Class like what the Sword Saint Cid did after doing battle for decades during the Fifty Years War, but doing so takes a mastery of the jobs involved beyond most folks and years of time just as Cid took. Taking at least around a decade, you can crystalize a set of skills and abilities that are essentially Jobs which represent a single Jump, as personally experienced by you. This basically means you can craft a branch of the Job System that allow you to, once a person has gone through it, to learn how to be like a mini-Jumper of that Jump alone through the Job you've made.

Aside from your innate ability to blend various styles and techniques together to form a coherent whole, you also happen to have a mind and body like steel. You're able to fight off most demonic possessions and mind magics with willpower alone as well.

War Veteran
The Gray Lion is Scared [100]
You've been in war, or more depending on your previous actions, and may have collected few signs of your previous battles and experiences. You seem to age well, no matter what, and retain a certain level of skill no matter how many years you've put on in addition to wounds that were not significant to you, personally, show no scars and those that do only do so at your bidding and they tend to only accentuate your frame. However it is not this that makes you unique, it is the age in which you grew to find out these things. You start with an incredible amount of experience, where most would be neophytes at the sword you come with the skill of a person who lives and dies by the sword, and this extends to all of your worldly experiences allowing you to have a much more potent start than others in skills that you pick up making you seem to at least have proficiency in the skills beyond what would normally been given. If this is taken and has no real 'past' to lean on it is often taken for raw talent beyond that of even the most ingenious.

Victory to the Paid [200]
It may seem like a small thing but being fresh from a meat grinder like the previous war and then getting shafted your earned dues has made you more than a bit of skill in negotiating prices, with at least half of the pay up front. You are an expert at the wheel and deal and could manage a job at the drop of a hat that you'd be up for the task. Heck you even can figure out locations of local tournaments or explorations that your followers can go to to earn quick cash and you never seem to be unable to find a job

paying good money, though the higher the reward usually the higher the risk involved and none of this talks about the whole… legal thing.

The Goff [400]
You have that special combination of luck, good conversational skills, and just outright charisma that allows one to recruit people to your side who are more than they seem. It's like everyone you pick out of a crowd has some hidden potential that when brought forth will easily be heads and shoulders above the so-called genius' of their generation. This can also help in aiding these shining stars to reach their full potential, or perhaps even give them the drive to go beyond even that. You seem to instill will into those you train and fight alongside, allowing them to equal your own grim determination in those moments.

We All Fight For An Ideal! [600]
It's actually true. Few are the villians in their own story and in this world that is often far more often because from the villains eyes they are in truth on the side of the greater good. Often in this world the wrongheaded fighters are merely guided by something that in itself would be righteous. You, however, have a singular ability to keep yourself on the right path.

When going forward in any endeavor you will know if it is under false pretenses and while you may not know why it is so you'll have and idea or two about where to start looking into your own views to see them resolved. In addition, whenever you deem an endeavor righteous enough you may make the decision to put your all into something you deem truly in need of your hand. In doing so you and your followers are able to attain a nigh limitless will to complete your objectives, and goals slightly easier to discovery, find obstacles slightly less hard to break through, and more this ability allows one to go on an adventure the likes of which only Ramza Beoulve will go through in this generation. It will be difficult, the path fraught with perils, but if you can hold onto your ideals and push forward you can see righteousness overcome your foes.

This doesn't make your actions look any better. Like with Ramza Beoulve, who was later painted as a Heretic of the highest level, you can have your image smeared, but perhaps it is not thanks that you wish for?

Church Member:

Conspiracies Behind a Fake Religion Obfuscated by Politics Dressed Up as a War [100]
You are really rather good at moving a goal oriented agenda forward without anyone noticing it beyond the whole ‘people moved here and stuff happened’ level of generalities. This is thanks to a combination of skills in intrigue, spycraft, and outright black ops that has nothing to do with any Job known to man. Someone with this level of skill in dirty deeds done for cheap could set up a nationwide spy ring with a little difficulty. Though someone who's already figured out that your workings are in motion won’t be magically changed or anything, this is just a inordinate amount of skill in espionage as well as the ability to teach it.

Martyr's Blood [200]
You bear, through either heritage true or through some other means, the potent skill that few had ever hoped to touch. Holy Magicks, the magic said to have been handed down from the great Saint Ajora Glabados, which allows one to act as a channel for light from the heavens into the mortal realms to cast a protective Aegis upon those chosen to hasten their personal time, place an automatic spell which will save the chosen from death once, and shield from both magical and physical harm or call down great ruination upon one's foes sticking both mind, soul, and body as one. This is a potent skill in and of itself, however it also grants you an innate spiritual purity that is so potent that if one were to try they could cancel many lesser magicks with it.

A Crystal Foundation [400]
The secrets of the Crystalization are myriad and many but the Church has been around for a very long time and thus has information on this kind of thing. First and foremost, you are able to, with a little preparation time to create it, craft a resting place for those that have been slain which will then produce a Crystal as if the person were an Ivalice native. With this Crystal, or well any Crystal produced via the Crystallization that Ivalice natives go through, you can produce a statue that looks like the person who had undergone Crystallization and this can allow the statue to teach all of it’s past knowledge to a person in the condensed form, sometimes if there are enough combat applications it even becomes a Job.

Of course the applications don’t stop there though, but to break through the systems used and recreate the potent skills like those of the lost civilization that lie buried beneath the streets of Goug, the Clockwork City, will take incredible amounts of time. Those sacred Relics from the age of Saint Ajora, when airships numerous beyond

counting filled the skies, men of iron walked city streets, and cities manufacture incredible works of antiquity are all within reach.

Zodiac Brave Story [600]
It is more than just a mere story. It is a lesson, a blessing, a plan, a prophecy, and so much more. You, like the founders of the Church, can train people in a suite of special skills, allowing those you chose to become Holy/Ark/Rune/Temple Knights, and tap into the holy energies needed for these Jobs that only a select few can. Holy and Temple Knights focus on creating status effects by channeling holy energy through their blows. Ark and Rune Knights, on the other hand, are both unique Jobs only given over to highly skilled individuals. An Ark Knight strikes with the Blade of Ruin and each strike can sap away speed, physical, mental, or magical prowess causing holes to open where none should otherwise be as each strike becomes like a curse for a while. A Rune Knight invokes Runes to cast high level Black Magic and perform Holy Swordplay akin to a Holy or Temple Knight.

In addition, your long experience with the Glabados faith has shown you how to copy their feat of building a myth or story up until it becomes an unquestioned truth believed by the masses, much as the Lucavi built up the Zodiac Braves and Ajora, you may invent a new myth or story up or you may use one already in existence. This includes all the skill needed to puppet an entire kingdom through the myth or story you've chosen to elevate.

Special:
This Feeling At Your Fingertips [100]
You posses the innate ability to recover from mental and spiritual damage at an incredible rate to the point that you could go from being a complete amnesiac to a fully speaking and functioning adult, though one with few clear memories, in a matter of moments. This recovery doesn't prevent someone from falsifying your past through illusion or mistakes on your own part.

Drawn in Through a Forwarding Device [200]:
It seems like few are those who are going to ask questions about your origins. It's so strange but in spite of just suddenly appearing in the world you often find your presence simply backhandedly explained as everyone doesn't quite ask as many questions as

would be expected. You can still give out information freely but unless you want to reveal the information people tend to treat your origins and abilities as a bit of a taboo.

Learning It With Your Body [400]:
A special trait that almost all Jobs have is the feature to learn a spell/ability automatically when you've been training towards it and you get hit by it, however you have a slightly different form of Learning. Anytime you come in contact with an ability; such as a monsters unique attacks, a specialized sword art, or a spell outside any skillset you've yet to develop and you personally endure the full effects of the ability in question, nullifying the effects of the ability outright won't work, you have the chance to develop a technique, unique skill, or spell similar to the one you endured, a chance that's proportional to how much of it you endured.

A Unique Existence [600]:
You're a being that is, in a word, a singularity. You will never have a problem with foes copying your style, techniques, or even doppelgangers taking your shape. There is only one of you and this fact is so immutable that even acts that would shift reality are flat out ignored unless you grant your express permission. Whilst this won't shield you from, say, the established systems of magic and weapon arts or more esoteric methods, such as dragging the air out of the space you stand in, it can stop the God from just erasing your existence with an effort of will.

Items

[Discounted for their Origins, 100 CP are free for their Origin.]

Undiscounted:

A Lion of a Different Color [400]:

In Ivalice's history the sea has always been to it's back, a grace bestowed by its place upon a peninsula, but beyond the western horizon sits another land. It is a temperate land that could easily call itself the equal to any of the kingdoms who fight in the War of Lions. This is your land now, and it's people are yours to rule as well. This kingdom is approximately as large as Gallionne or Lionel in size. In a war like the War of the Lions a nation putting its weight behind either side would cause massive upheaval.

This nation will follow you, appearing as an established, though unknown, kingdom which few will know the perfect in's and out's of. The locals will change but any improvements to the nation itself will hold over, for better or worse.

Treasure [50]:

Artifacts can be found by the intrepid, but you may purchase a few odds and ends here if you so wish. For just this paltry amount you can gain a number of treasures from the following list to keep on you or sell at your leisure.

Each purchase grants four of the following: Four-Deity Plate a collection of jeweled brooches, a Oriental Tobacco Pipe made of quite sturdy Goldenite, Coin Blade used as a divination tool by a caravan of nomadic merchants it's said, a Black Cat figurine with eyes of lapis lazuli and claws inlaid with diamonds, a Hanya Mask fashioned in the visage of a race of giant demons that ruled over a foreign land in ages past, Calcobrena a particular type of doll said to once have been able to move on its own, a scroll with the long-lost but oft beloved Moppet Bread recipe, a recipe of Goliath Bread which is said to be a soldier friend, Materia stones developed by the ancient Saronians which are said to be the result of experiments in storing knowledge within gems for later generations comes in four colors (Red, White, Black, and Blue), Rat Tai a magickal reagent long used among sorcerers which is also said to be an exquisite delicacy, Yggdrassil Mistletoe said to be used in brewing an elixir of eternal youth, Mesa's Musings a first edition of a

fictional novel depicting the life of the savior Mesa, Nanai's Histories a journal written by the psychologist Nanai that provides an in-depth analysis of the lives of a wide spectrum of people, the Veil of Wiyu is a scroll that documents the life of a woman now all but forgotten, Lance of Longibunne a spear said to be capable of piercing solid stone legend holds it once slew a demon that had seized control of the mortal realm, Enavia Chronicles is an account of Khus Castle sections of importance are penned in an ancient script, now indecipherable, Enchanted Pistol a pistol said to fire bullets with various magics along with the Enchanted Machinegun these weapons show the era of progress from an ancient time, Zanmato a weapon once used to slay a demon in one blow with indecipherable script engraved upon the blade, Excalipoor which was forged in memory of the legendary sword Excalibur and is quite sharp in its own right, Statuette of Lilith is a stone idol depicts a goddess heralded as both the first fiend and the mother of all life, Orb of Minwu is a gemstone storied to store the First Mages soul, Tarot de Bennstat a one-of-a-king Tarot card deck hand-painted by Bennstat which was considered a national treasure, Chocobo Cannon a highly imprecise weapon said to shoot fattened chocobos as a form of artillery, Saint Elmo's Fire azure flames are said to cause spontaneous combustion in humans contained in a glass orb, and the Scriptures of Germonique which are historical accounts of Saint Ajora's life recorded by his disciple Germonique.

The Zodiac Stones [400]:
These auracites are known as the twelve Zodiac Stones of the Zodiac Braves of Ivalician legend. The story of the Zodiac Braves is a highly regarded legend among the Church of Glabados. Often it is used as a central doctrine of the Church's teachings. The twelve Zodiac Braves are said to have fought the Lucavi, driving them back into the spirit world. The legend states that the Braves, carrying the Zodiac Stones, would come to save humanity should they ever be in peril.

In truth, the thirteen auracites are crystals which hold the spirits of Lucavi, demons from another realm. The auracite is said to act as ‘pure power shaped by the will of the user’ and could have been used to imprison those beings, but as of now these stones are used by the Lucavi to facilitate their existence in the mortal realm via possession of those who hold their auracite and eventually incarnating the physical form of the demon into the world via the possessed body and carnage the Lucavi creates.

The reason for the Lucavi being in control of the stones is likely because their will is otherworldly and immense. Thus, when imprisoned within the stones they are often the strongest 'will' in 'contact' with the stone and the power it shapes.

With a single purchase you can gain a copy of the Zodiac Stones for your own, with the accompanying Lucavi to play host to. With a will of steel on could hold out for years before submitting to the Lucavi, however only one has shown to have ever been truly incorruptible to the forces of these demons.

Drop-In:
The Outfitter [100]
During your first day here you handed a down and out man a single gil. Over the course of this Jump the man will meet with you time and time again, each time having upgraded his wares and selling at a slight discount to you. This guy doesn't really carry anything too out of the ordinary for Ivalice but as the years roll by he'll go from simple Potions to selling a steady supply of Elixirs and Phoenix Down by the bale. In future Jumps you'll be able to find a shop and the Outfitter who will have everything he's ever had along with some new stuff he's picked up over his time in this new world.

Airships [200]
Well an airship to be more exact. You've got yourself a piece of ancient technology that was dug out of the ocean. It's about two thousand tons of ship, almost three hundred meters long, thirty meters wide, and thirty meters tall. Were this old beast fully repaired it'd move at almost four hundred knots across the sky, but as it is it manages a gamely hundred fifty knots instead. There is plenty of room for improvement… if anyone knew how to do so in the first place.

Monster Ranch [400]:
We decided Poaching Den wasn't PR enough. This is a location the size of a warehouse for your monster raising needs. Small cadre of monster tamers, hunters, and other infrastructure needed to keep a ranch for monsters active. It's actually bigger on the inside than the outside, for even titanic monsters can fit in easily enough. Owning this grants a license to become taking up the Game Hunter Job with all that entails.

Corset of the Chain [600]

Clothing blessed by a ‘goddess’. This mystic item can be worn by either gender, it’s not always actually a corset that’s the just it’s default form, and provides benefits beyond the pale of many other armements held in this world. This mythical armor protects completely against dangerous forms of Gravity, Flame, Lightning, and Wind manipulation and even the powers of Holy, Water, Ice, and Earth manipulations are halved in their effectiveness. That effect is in addition to the massive boost to your physic that you gain from donning the blessed bustier. You may import other forms of armor and accessories into this legendary laundry, if you so wish, to compile the cloths forms and abilities.

War Veteran:
Bloodprice [100]:
You earned it, every Gil. Through a life given over to the art of war, you have earned quite the nest egg, for a minor dukedom, but instead of just sitting on your laurels you’ve invested in something that folks often forget about, gear. Every sword is from smithies (In)famous for their works, every piece of armor enchanted with the very best publicly attainable magics, and all of it, enough gear to start a professional Mercenary Band, bought through hard choices and a life of bloodshed.

Central Command [200]:
You have a castle for which you can outsource your work. It’s great and it has storehouses full of grains, cellars full of meats and wines, and small, but functional, gardens. In truth the place is more of a heart that pushes life into your various works. The castle itself if merely the command center of a much larger series of boltholes, fallback points, panicrooms, and storehouses you’ve got set up across the nation. In future Jumps if imported in Central Command works as a very solid national level infrastructure though it’ll still be just barely up to par, you’re not government funded or anything like that.

The Key From the Deep [400]:
This is a bit beyond the pale. This key is a book that holds within it the rites needed to keep a incredible beast at your side. With this book you could summon forth the grand Byblos, a massive beast who fights like a demon with special abilities which have a either deal damage in proportion to the mana the target has or can cause a vast (Turning one to Stone, Blinding them, inducing Confusion so profound that it’ll make one hit themselves, anti-magic Silence, coating in Oil, turning them into a Toad, Poison,

instant Sleep) array of ills all at once. Truly it's a beast whose power can be compared to demons.

The Corpse Brigade [600]:
This, this goes beyond making a merc band. You've forged yourself a full out army which could, at your order rebel against the Kingdomof Ivalice. A group of Job System users, along with a cadre of support units and the infrastructure needed to be real contenders in these warring states as not just a small warband but as an army. They're ready and able with access to Jobs common to the era and location of Ivalice, as well as any others you happen to have access to. With this you'll have some folks to rely upon when the chips are down. Cannot be imported, but may improve over time, when one dies a new recruit will be found at the beginning of the next Jump.

The army is probably staggeringly large, do note that other armies of the War of Lions had twenty-thousand plus soldiers for what seems to be a fourth of the nations army, but your own is spread out until you call them to arms. They'll have Dragoons mounted on (preferably flying) monsters, Knights supported by Archers, Black Mages acting as living artillery, and White Mages acting as MASH (Mobile Army Surgical Hospital) Units.

Church Member:
A Secluded Monastery [100]
A place where your practices, whatever they may be, are accepted. It's a simple section of land with a monastery which follows similar beliefs as your own and you'll find the abbot to be a wizened ear to bend if you ever feel the need to speak about your problems. Whilst this doesn't keep the practices from being illegal or heresy it is a fairly secluded local.

Organized Healing [200]
You have a chain of hospitals that use Clerics and Chemists. They act as great faces for the public and are great for getting information. After all their vows say nothing about silence and everyone gets hurt eventually. For some reason though this is also a dang good way to introduce open magic to the world, as the supernatural healing is accepted by the rank-and-file and the local governments with little more than the equivalent of a full trial course.

The Blood of Dragons [400]

Dragons are monsters of incredible vitality and strength. They are the scaled beasts which many fear. There lies a duty, most often found among servants of the Church, that revolves around the taming and use of the blood of dragons. This is a crystal altar formed of mixed dragon and human blood, and it is able to instill the potent abilities of a dragon into a human. This allows those who undergo the ritual, included with the alter, to become Dragonkin.

Becoming Dragonkin is akin to actually being a dragon; the Dragonkin boast the height of physical stats among any Jobs known outclassing even the hardest hitters like Holy Swordsmen and Dark Knights, lording defenses stronger than the toughest Knight, and with access to to the potent Dragon abilities which boost those traits even higher and grants access to the various breath weapons. Truly in this world there are few with the same raw, unrefined power as the Dragonkin

Holy Stones [600]:
In myth stones composed of Aruacite were said to bless the user with incredible power far beyond the kin of man. It was said that such stones were able to take a simple, importantly Jobless, knight and make them able to weather the highest grades of Black Magic like a spring breeze and their sword was said to cut through fortresses.

Whilst the enhancement has obviously been subject to embellishment, these stones are the real deal. This set of twelve stones are able to imbue a person with incredible potency beyond the norm. A normal person could easily match a master of a Job in the same tasks and in the hands of a person who has worked within the bindings of the Job System they will find their limits suddenly turning into a wide horizon of possibilities as their once iron method of learning flows like water under the power of this stone. To speak frankly the power of the Holy Stones is to break limits and allow an instant of frankly prodigious growth beyond the limits that once existed, this makes the experience unique to each person who undergoes it but once it is done a Zodiac Brave is born.

If they mastered their unique power and died with a wish to do so, the person in question experiences may become a part of the legacy of the Stone allowing the next user to inherit that unique transformation on top of their own. In this way the Zodiac can become a force to be reckoned with as the ages go by.

Special:

A Journal Stained with Oil [100]:

A strange sight but this small book is filled with an incredible understanding and comprehension of the unusual devices and artifice that was used in the times long since gone. Whilst it has little use beyond this world in the way of reverse engineering technology the insights within are able to open the mind to a Job not usually seen among the people of Ivalice, the skillset of a sniper and explorer often called Machinist.

Home for War Orphans [200]:

You own a small orphanage that often seems to collect children who have some sort of significance to them. Though what happens next, such as how the children are treated, is up to you this is merely a place where rare talents like special jobs, exotic magics, and other esoteric skills often gather together.

The Forwarding Device [400]

This astonishing wonder of technology is able to, given a power source strong enough to support its ravenous demand, punch a hole through the very fabric of space-time in a way no known magic of Ivalice has managed. If used correctly it could allow one to traverse the local multiverse of a world. There is some evidence in many treasures that shows that this kind of device was used to produce artifacts of another world known as Materia in Ivalice. It's grander mysteries are still yet to be seen.

Weapon of Another World [600]:

A weapon with a crystalline body which is composed of an extraplanar world's life blood coagulant. This weapon can be of any possible type within the eclectic selection of Ivalice's own armories, which extends to but is not limited to lances, rifles, throwing stars, katana, and a myriad of other shapes and forms.

This weapon is unique. It has a special effect that allows its user to access powers that have been embedded within its crystalline structure. You can target some skill, technique, or ability for the weapon and it will carry a remnant of that power within itself if you slay that person. The weapon keeps these abilities locked within the blade, not within those who use it, and allows the use of those powers, though like with the Job System these abilities have a tendency to be much more rigid than their original incarnations.

Of course, the weapon can have been any weapon or arm of war you previously had, in addition to its current form and powers. You may import weapons into this one at no charge.

Companions:
Foreign Imports [50 per]:
Those that stride the lands outside of Ivalice are known to come and go. Getting trapped out in the midst of the War of Lions isn't too surprising. With this anyone you import will gain any Origin other than special and the full benefits of the Perks of that origin. They'll also come with small, 300 CP, allowance for items and such.

This option is free for any number of purchases for those who took A Lion of a Different Color.

Native Host [50 per]:
Folks around here are often tied to down, but you can now offer one such person a chance to to leave their world behind and explore the greater diversity themselves. This allows you to take a canon character, or just some other native of Ivalices world, on your journey.

Scenario:

The Lion Whose Roar Shakes the World

(Requires: Royal Pains and Merely a Peasant Drawbacks)

The throne is in peril to pretenders, conspiracy, treachery, sicking political manipulation, and more, but all of that is just the norm for the War of the Lions where you come in… things change. When lines were being drawn by the Black and White Lions there was a furth scism as you appeared. You're the unknown variable that everyone expected to never come forward, though that doesn't mean the more paranoid don't have a plan for you.

A Prince(ss)-in-Exile could easily tip the balance towards either side of this conflict.

The War of the Lions is fought between the Order of the Northern Sky; Knights of Duke Larg under the banner of the White Lion, and the Order of the Southern Sky; Knights of Duke Goltanna under the banner of the Black Lion. King Ondoria Atkascha III died due to the Black Death and his heir, Prince Orinus, is just two years old. A regent is sought to rule in the prince's place, and both dukes who were decorated generals in the Fifty Years' War were nominated as regent.

One of the main reasons behind the War is the rift between Queen Louveria and the nobles of Ivalice. Queen Louveria is regarded as a power-mad queen who desires her offspring on the throne so that she may rule the kingdom. The Council of Nobles, out to stop her from asserting influence onto the kingdom would usually appoint Duke Goltanna as their preferred candidate for the regency, however your existence is exposed as a Royal-In-Exile held in comfort by the old king who left explicit instructions for you to take the helm in the the case of his death… obviously this wasn't the best decision, but the old king wasn't known for his political panache. This has lead many

nobles to publicly decry you as a pretender to the throne and worse whilst also burning through what political power you could scrap together.

If you can somehow navigate the labyrinth of political nightmares and wrest regency from the various factions then you will not only have a nation to return to equal to the one detailed in A Lion of a Different Color, but you will also have an additional bit of landmass equal to that of Ivalice to carry with you as an improvement and show for your reign. However this duty is heavy and fraught with hidden dangers.

The best way to solidify your claim to the throne as both Prince-Regent and perhaps more would be to find Princess Ovelia wherever she may be and create a match able to solidify the Court of Nobles on the best choice... in the midst of a bloody war with demons making appearances, tens of thousands being slain on the battlefields, over a hundred thousand non-combatants being 'displaced', and the entire Court of Nobles disavowing you as a Prince-Regent Candidate.

Or you could marry the power-mad queen, but that might just end with the entire kingdom going into open revolt.

In addition, you'll have to stay until forty years of time in Jump is up without Ivalice failing due to internal matters acting as both vizer and allied nation to the continued line. How this all works out... up to you Jumper.

Whomever you choose to seat the throne with you is available to be either a permanent follower attached to the nation or as a companion at your choice.

Drawbacks:

Merely a Peasant [+100]:
As it says on the tin, you're merely a peasant in the eyes of most folks. No one can quite tell HOW they come to this conclusion, but expect to be outright spat on by the locals and if you are something more than just some no-name expect to have to explain things to the ignorant fools multiple times, or carry some hard evidence around with you. Misunderstandings will be had.

Blame Yourself or Jump-chan [+100]

No matter what you do, you'll end up embroiled in the plot. You'll cross paths with one Ramza Beoulve pretty quickly. Even if you derail the plot somehow, expect to live in interesting times until someone settles all the civil war and Lucavi stuff.

Timeskip [+100]
This is weird ‘feature’ you’ve hit upon. During travel you find your time suddenly jolting to the next location with no inbetween save maybe a few fights. In addition, about a month into your journey in this world you’ll be skipped forward about a year, just in time for Princess Ovelia Atkascha attempted abduction from Orbonne Monastery.

This Was the Darkened Items Won't Appear [+100]
You, occasionally, hear all speech, including your own, as incoherent nonsense. Sometimes people just sound like they’re speaking in tongues instead. Just try not to get confused when an ally warns you about a dragon's incoming with a shout of "fire bracelet."

Wanted [+200]
Some time after the Jump begins- a month at most- you'll end up with a huge bounty on your head. Maybe you'll stumble across a secret someone would kill to keep, or piss off someone really powerful; regardless, you'll be framed for an awful crime. Your companions will know better and you might convince a handful of others of your innocence, but you'll find it nigh impossible to clear your name within ten years.

A.D. 1455 [+200]
Not gonna lie, this place is a hive of scum and villainy. Taking this makes it worse: the kind and noble are still just that but you’ll come to find that there are quite a few more problems. Notably is how everything just became more ‘realistic’; the War of the Lions is a gritty war between nation sized sections of Ivalice and now it shows harshly. You can expect shops and various other outfitters to close up as supplies get redirected to the soldiers fighting elsewhere, lightning raids using flying mounts and Dragoons, bombing runs on cities using flying mounts and Black Mages, and more.

Animals Have No God [+200]
Ignore your location roll. Forget whatever backstory you would have had. You are now Ramza Beoulve's beloved pet chocobo, and he will drag you everywhere. Castle roof?

Bottom of a the darkest dungeon in the world? Doesn't matter. You'll end up in every battle he gets himself into. If Ramza dies, you fail the chain.

As a chocobo, you can use the Choco Cure and Choco Esuna abilities (heal wounds/cure status effects, works on yourself and everyone in a small radius) and are good at pecking things. You're also extremely swift and can jump very high, with some work you might even be able to fly.

On the plus side, Ramza gains a copy of any perks and items you bought to this Jump, and you gain your chocobo form as an altform post-Jump.

Royal Pains [+300]:
So, good news: you're in line for the throne of a nation. Bad news: recently you're father has proven himself a madman, tried to sacrifice your soul to a 'holy stone', your mother has been taken hostage by the Glabados faith, your father has thrown his (and your future) nation's resources behind said church, and in general your exile has been a rough one. So what're you going to do about it, Jumper?

Riovanes II: Escort Boogaloo [+300]
Once a month or so you'll stumble into a situation where you need to keep some hapless chump from being butchered by dangerous assailants. You'll know who this is on sight. If they die during the battle, you fail the Chain. Your escortee will either be helpless in combat, or suicidally reckless, but either way don't expect any help from them.

The Merger (+300CP)
Your memories are completely scrambled. You have no access to out-of-Jump perks. Companions also lose access to their out-of-Jump perks as well, though their mind is still whole and hale. In addition, your Warehouse is now a physical location somewhere in Ivalice which you have to access by physically going to it, it's somewhere in the local you start out in.

When the pillars of that life came crashing down, I did not stand and watch them fall. I turned, and walked away. [+600]
Is...is this the right Ivalice? It seems Ultima didn't need a specific host, after all. She's already been summoned. The Templar conspiracy already has all of the Stones but

Serpentarius, and all of their Lucavi have fused with powerful nobles or high-ranking members of the Church. Because they no longer need blood sacrifice to resurrect Ultima, any bloodshed in Ivalice fuels the summoning of more demonic servitors- the most powerful of which are fearsome warriors and assassins who can disguise themselves as humans to infiltrate human society, solo entire armies numbering several hundred by themselves, and have access to plentiful resources.

If this weren't enough the entire Church of Glabados is still on Ultima's side. The Angel of Blood is also aware of your existence. This might be a bit rough, Jumper.

Stay?
Go Home?
Through the Forwarding Device?

END NOTES:
On The Subject of Jobs:
The Job System is incredibly diverse and involved, but a list has been requested so here we go:
'Physical' Jobs:
Squire: This job serves as the foundation for all other warrior Jobs, forming the first step on the road to becoming a legendary warrior. The Squire uses the most fundamental of all battle techniques, such as body checks and basic focusing techniques, to increase battlefield performance.

Knight: Often they're the first 'real' physical job a Squire acquires, with abilities that focus mainly on one-on-one combat. They're well known for using their Arts of War skill to rend through a foes armor and even use more mystifying techniques to rend immaterial things like a foes speed, magical energies, and strength, albeit only temporarily.

Archer: Of the physical Jobs it is often thought of as THE long ranged option. Their special ability is called Aim and whilst that seems silly it is about holding the attack back and building up intense amounts of damage. Whilst simple in application the truth of the matter is that based on the weapon and the amount of time a master archer can do up to twenty times the damage that they'd normally output.

Monk: This is considered one of the potent classes for those who are brave enough to put their own bodies at risk on the battlefield. They use the mystical power of their Chakras to stimulate their Martial Arts to high levels. A Monk using Martial Arts can throw energy blasts, rend the earth with their blows, and even kill using secret pressure point techniques.

Thief: Exactly as their name implies these swift warriors, second only to Ninja in speed, are capable of theft even in the midst of the battlefield. Their abiltiy to Steal is so well trained and beyond the kin of normal theft that in the middle of a fist fight they might come out with your wallet, your armor, or even non-material things.

Ninja: The fastest, most silent, warriors in all of the known world. Known for their ability to dual wielding weapons to hit twice as often, their ability to become invisible for a while, a skill that allows them to pass over water as if it were open ground, and for their ability to throw objects... that may be understating it a bit Ninja can thrown anything from books to polearms with the same pin-point aim.

Samurai: Another Job brought over from the Orient this one, these honorable warriors tap into the spirits of weapons, currently only Katana, and use the power found within them to create a devastating move. Most Iado do harm to all foes around you, but some have protected from ills or healed wounds.

Geomancer: Said to be the natural evolution of the Monk Job the Geomancer uses their mystic powers to draw effects from the environment. Geomancy, also known as Elementalism, is potent enough to cause sinkholes to suddenly appear, melt iron works into lavalike liquid, start blizzards, or even call forth sandstorms, however the Geomancer is limited to the envorn he or she finds themselves in.

Dancer: A totally female dominated Job, these warrior gracefully move through the battlefield dancing among the carnage in silken gowns and sashes. However a Dancer should never be underestimated in battle, as many generals are more than willing to remind their subordinate of the simple fact that the mystical effects Dancers dancing can have on a soldier can do so from anywhere on the battlefield. With effects ranging from draining health or mana to stopping a warrior in their tracks with various status effects this range advantage is a key reason that Dancers are seen as weapons of war and not just pretty to the eye.

Dragoon: Said to be one of the most physically demanding Jobs, Dragoons leap about the battlefield striking fear into the hearts of many lesser soldiers with their incredible battlefield control. Imagine a person, in full plate armor with a freaking halberd, leaping dozens of feet to drop strike one of your friends before jumping away out of your unit entirely, should you manage to knock him out of the air he has a high likelihood of just waking up as if someone had raised him with magic or used Phenix Down. This is the true face of Dragoons.

'Magic' Jobs:
Chemist: Opposite of the Squire Job is the Chemist which boast being the core and most fundamental form of the mage classes. At its core the work of a Chemist is the production and use of the magical consumables that can be found in Ivalice.

White Mage: Known as defensive magickal job, able to heal and grant enhancements to the party with White Magick. It's often relegated to the backlines because White Magic has longer incantations than many other means of healing.

Black Mage: The most commonly known mage Job, alongside the White Mage, which use the arcane art of Black Magic to cast a vast variety of dangerous damage dealing spells.

Time Mage: TIme Magic is the practice of shifting the flow of the moment in various ways to achieve results. Time Mages specialize in the use of Time Magic and it's battlefield advantages. They can even bend the laws of time and space to the point where they can teleport!

Mystic: A magic-based Job, they inflict status effects with their abilities, specifically negative ones, and summon Shikigami. They're well known for their ability to restore mana via simply walking and breathing. Their power is seemingly external, formed of some mystical 'weave' which exists everywhere.

Arithmetician: A high-level magick class, that uses Arithmeticks which can cast most magick for free and without a incantation or charge time, assuming they already know the spell and can do the right calculations for it. Calculations are done by choosing a condition, like level, then choosing a number, like 5. With those conditions,

Arithmeticians will cast a selected spell targeting all units (allies and foes) whose level is a multiple of 5. They are often seen as being supplemental to other magic classes and are terrifyingly potent at ferreting out details to figure out a persons 'numbers' though observation.

Bard: Bards are like the male dominated magical Dancers. They use Bardsong and all allies who can even hear a whisper of his voice can have their magical or physical energies restored or find themselves enclosed in protective wards.

Mediator: They are participates in battle using Speechcraft. Words, rather than swords, are the orator's weapons. They can talk to animals and monsters, elicit traitors among the enemy, shatter enemy morale, and make people go into a berserker rage.

Summoner: A strong, magickal-based job, the Summoner can summon Espers to deal massive damage to all enemies, or aid allies. They're often called in as battlefield artillery in the world.

Generic 'Special' Jobs:
Onion Knight: A strange knight who is able to wear anything, and use any of their known skills. It's generally assumed to be used by jack-of-all-trades types, but there seems to be hidden potential within this class.

Dark Knight: A warrior who trades life for power, it's said that the power of Darkness which they use can be seen as a twisted reflection of Holy Sword techniques practiced by Holy Swordsman.

Mime: These people have given up their own identity and copy those around them. Whilst their skill, Mimic, is only able to copy actions they could possibly do themselves the can do this with things they haven't even learned, acting in the moment like those that they are Mimicing.

Special Jobs:
Holy Swordsman: Baptized in the divine light of the Church, the Holy Knight smites foes with powerful Holy Sword techniques. They are seen as above the level of knights and often are incredibly potent in the battlefield.

Mechanistic: An engineer working to revive lost technologies, capable of firing guns highly accurately with the Aimed Shot ability. In truth whilst they are useful in the field they're much better suited to working on the ancient machines.

Skyseer: A person able to bend the laws of nature by speaking the words of forbidden Sky/Nether Mantra. Their powers come from the Mantra alone and often can be used to devastating results.

Templar: Also known as Temple Knight, is a mix of physical and magickal classes, using a sword to cast offensive magick. It is essentially an extraordinarily powerful Mystic with the drawbacks, naturally, of needing a sword to access the abilities.

Dragonkin: The Dragonkin is about taming dragons and using dragon powers to aid allies in battle.

Sky Pirate: A scoundrel who sails the open skies. Uses guns and is similar in the battlefield to a Machinist but, just as with the Machinist, the Sky Pirate shines when allowed behind the wheel of a flying ship.

Game Hunter: A game hunter is someone who partakes of big-game hunting, the hunting of large game. Weirdly enough it has little to do with guns and focuses on being a better squire and having skills at converting monsters over to your side.

And many more that have yet to be fully defined, or are so esoteric as to not be listed.

On the Subject of A Lion of a Different Color:
To use more modern terms it's about the size of the nation France. It begins with a strong background in all common types of technology, magic, and attributes of a nation in the midst of the Renaissance Era.
Access to the Job System is only in its infancy here unless you happen to have bought the perk for it, in which case the nation has access to all Jobs you personally have access to.
How you became the head of the nation is up to you but defaults are:
As a Drop-In you're treated as an elected official who heads the nation.
War Veterans will find themselves in the body of person who has seen great wars between kingdoms and participated like some kind of Warrior-King.

Church Members will be treated in the same manner as a religious leader of a nation is, so think like modern day Pope for instance.
Special origins will be from a strong house which has managed to produce something beyond its usual means, you.
If you were to have access to the Machinist Job this can be a nation heads and shoulders above the other nations in terms of technology, as in on the edge of recreating the airships that were once so common in this world. Access to other, in-setting, technology like airships or special Jobs like Dragonkin are to be expected to have their own, roughly equivalent, effects on the nation's starting status.

On the Subject of The Zodiac Stones:
You requested it so here it is. They're full of demons and they're as potent as the legends tell them to be. They're more than willing to be magical advisors and slowly currupt you the old fashioned way, just a note of caution there.

It's completely optional, but if someone and the Lucavi were to permanently fuse, the result would be a large, physically and magically powerful alt-form along with the knowledge and skill of an ancient demon. In said altform, you could slaughter four or five hundred common soldiers with ease of physicality alone, though elite troops might give you trouble if you are only relying upon the power of the demon, and you'll never know the rigors of age as long as you don't wish to. You'd also gain a marked contempt for humanity, and take extreme pleasure in the death and suffering of others, only as part of the alt-form.

Aries: Belias, the Gigas. A ram-headed, four-armed monster. Good at summoning magic.
Taurus: Chaos, Walker of the Wheel. Resembles a minotaur. Affinity for wind magic.
Gemini: Zalera, the Death Seraph. An emaciated, winged Lucavi skilled at necromancy and magic that inflicts status effects.
Cancer: Zeromus, the Condemner. Has a massive claw for a right arm. Good at gravity magic.
Leo: The Lucavi Hashmal, second in command under Ultima, dwells within it. He's skilled with Planar Magicks, which are Dimensional Magics that bring about natural disasters which range from tornados to dropping meteor on folks.
Virgo: cannot normally be used without special circumstances due to needing a highly compatible bearer. Stone of the Angel of Blood, the High Seraph Ultima. She has the ability to summon Ultima Demons, teleport anywhere on the battlefield, make a sword

out of Ultima spells (No joke), use the ability Grand Cross to inflict status effects (basically all of the negative ones) on multiple foes, kill with a spell, and she's got a stronger form which pushes all of these traits even beyond what is expect of the Lucavi fusions.
Libra: Exodus, the Judge-Sal. Resembles an old man fused with a tree. Fond of Comet and Meteor magic.
Scorpio: Queklain, he is also referred to as the Tainted King. He has powerful attacks that can inflict multiple status effects with a single attack, debilitating his foes quickly.
Sagittarius: Shemhazai, the Whisperer. Resembles a fusion of woman and horse, with guns for hands. Good at soul magic.
Capricorn: Adrammalech, the Wroth. A hulking, goat-headed creature. A versatile mage, comparable to experts in the world of Ivalice.
Aquarius: Famfrit, the Darkening Cloud. An armor-clad warrior skilled at water-elemental magic.
Pisces: Mateus, the Corrupt. A trident-wielding Lucavi proficient in ice magic.
Serpentarius: Nothing is known for certain of this Lucavi other than the fact that he didn't participate in the Lucavi conspiracy as far as you know.