

Welcome to Re:Gaia, a fantastical world of magic, conspiracy, and farming; born from the accumulated sins and despairs of the failure of human civilization…but I'm getting ahead of myself. For the next 10 years you will be living in this world from an underrated rpg/farming sim which will soon experience a great many changes and tribulations to come.

You have 1000 Choice Points (CP) to spend on perks, items, and other options to help make your time a little easier. Now then, its time to wake up sleepyhead!

Backgrounds

Choose one Background to determine your character's place in this world. Abels, Cains, Travellers, and Sirens roll a **1d20+16** to determine their starting age (not accounting for time in hibernation) or may pay **50cp** to choose any age they wish. Omen and Creations can be any age, as such things are meaningless to them. You are assumed to have the same gender as before you arrived in this jump, but may pay **50cp** to change it. Some Backgrounds cost CP to take, and will have the prices next to their name.

Able Abel

You are a human being, one born and raised here in the world of Re:Gaia, a soul birthed by the will of the Astrum Cell of Selene and native to this star. Whether you are from one of the four major settlements (Lethe, Nemea, Argene, or Shatolla) or from one of the smaller outlying villages is up to you, but you have lived your whole life in this world up to this point. Regardless of your origin, you are still a human being, completely and totally. Never forget that fact.

Lost Cain

You are of the original strain of humanity, born of the now broken and ruined Lost Gaia. Your kind are not yet supposed to dwell on Re:Gaia under normal circumstances. Perhaps you arrived here via a spatial distortion, or maybe you were awakened by the Seth due to a malfunction in your hibernation pod, or you are a survivor of one of the failed Eden projects left on Earth. Whatever the case, expect to become a person of great interest, especially to the Seth and other remaining AI left from the destruction of Lost Gaia.

Travelers/Drop-in

You are neither a Cain nor an Able. At least not fully one. Perhaps you were crafted from the body and mind of both races by Selene (or some other planetary spirit) like Ein. Or maybe you are a complete and total stranger to this world and setting, choosing to arrive as you are without any pre-existing history or connections to the setting. Regardless, you are here now, and you have work to do. Should you choose to be a creation of Selene as mentioned previously, you may choose whether you wish to replace Eine or not as the protagonist.

Sweet Siren/Slimy Sahagin (100)

A unique and magical race native to Re:Gaia, you are a Siren, a race of magical amphibious humanoids who dwell in the Coral Shrine surrounding the Summer Seaslight far off the coast of Shatolla. You could be a younger Siren sent away from the shrine to be saved from the Philosophical Flame like Princess Emo was, or perhaps you were an eccentric like Fiasola who left your people behind to pursue your own goals, regardless your kind are all but unheard of so expect to be most often mistaken for a human being. Sirens are supposedly an all-female race, implied to have been created via life seeds planted alongside the the Summer Seaslight to aid in its maintenance. If you wish to benefit from this background as a male, or you don't want to be a female but not a pretty girl, you can instead choose to be a Sahagin, a type of large corpulent fishman that also lives in the waters around the Coral Shrine.

Ominous Omen (100) The Omens, known as the Seth to themselves and those in the know, are a race of robotic beings, granted highly advanced AI by their creators and designed to fulfill their Prime Directive: Ensuring the survival of the human race and managing their populations and lives on their behalf. As an Omen, you are a member of one of the various "clouds" with an important role, whether that be the "Civilization", "Construction", "Defense" or even a member of Geist's faction. You may also choose to instead be one of the "white omens" in charge of running the abandoned Eden shelters on Lost Gaia.

Forsaken Creation (100)

You exist as a monument to the folly and sins of mankind (or Omenkind). You are not a human, at least to fully, nor are you an Omen or any other typical being of the world. You are a creation of science, abandoned by your makers and left the rot like Unicorn, Monokeros, or Tiella.

Location

The following are options for starting locations you may begin your jump in. Either roll a **1d8** or pay **50cp** to choose a place to start. Certain Backgrounds may allow you to instead choose an appropriate location for **Free.**

1 – Lethe Village

A quaint and lovely village situated south of Higan Valley and the Autumn Seaslight. This peaceful farming community is home of the highly respected Dr. Cers, one of the foremost (human) medical practitioners in the world. Lovely place to be, as unlike the other major cities you can still experience the full impact of all four seasons here. **Travellers and Drop-ins may start here for free.**

2 – Nemea Town

To the East and neighboring the Spring Seaslight, this beautiful town of canals and white buildings is eternally basked in a permanent springtime and everblooming cherry blossom trees. Aside from the grand trees and lovely architecture, the most prominent features of this town are the tall Observation Tower and the orphanage which takes in children from all over the land to raise and care for them. **Creations may start here for free.**

3 – Shatolla

To the south is the coastal fishing village of Shatolla, famed for its sunny beaches which bask in an eternal summer provided by the Summer Seaslight which rests at the bottom of the sea just off the shore. Aside from the good fishing, beautiful beaches, and the famously beloved tavern, Shatolla is also home to the eccentric inventor Heine, known for both his skill in mechanics and his playboy antics. **Sirens/Sahagin may start here for free.**

4 – Holy Capital Argene

Held in the grasp of eternal winter, the Holy City of Argene is home to the Seaslight Order, the most prominent religion in the land, who fervently worship and guard the Seaslight from heretics and heathens. Aside from the impressive stonework of the cathedrals, Argene is also well known for its love of incredibly spicy food, and its hardy vegetables. **Abels may start here for free.**

5 – Castle Lewis

Known as Castle Lewis to most of the world, and the Castle of Illusion to the Omens. While most people believe this is where King Lewis and the royal family live, no one has ever seen anyone enter or leave, nor has the drawbridge ever lowered. In truth there is no King Lewis, nor does the royal family exist. The Castle of Illusion is in truth the planetside headquarters of the Seth, who direct the Abels, manage the world, and control the Monolite from here in the halls of this technologically advanced headquarters. **Omens may start here for free.**

6 – The Orbital Cradle

Located high in the orbit of Re:Gaia lies the true headquarter of the Omen, the Orbital Cradle. Here the Omen created the Seaslight for the purposes of terraforming Re:Gaia for humanity, and within the belly of this station lie the hibernation pods where the remainder of humans who fled Earth rest sleeping, waiting to be delivered to their new promised land. **Cains may start here for free.**

7 – Lost Eden

This location is not located anywhere on Re:Gaia, but on the abandoned Lost Gaia, or the planet humans once called Earth. Lost Eden is a bunker, originally designed to be a part of the Paradise Project and meant to shelter the remaining humans who wished to remain on Earth. Sadly, there are no humans left here, all of them either died of ennui or left the bunker to try and find hope in the wastes of their destroyed planet, all that remains are the robotic workers and servitors who still keep Eden operational to this day.

8 – Free Pick

You may pick anywhere of these locations for free, or anywhere else on either Re:Gaia or Lost Gaia for free instead.

Perks

Below are some perks you may purchase. Those with a particular background may receive a 50% discount on perks associated with said background, with the 100cp perk being free.

Undiscounted

Bottom Heavy (50): The art style of the game models of Harvestella has an interesting quirk: every human being appears to have pear shaped proportions. While this may just be a contrivance of the art direction, it doesn't have to be. With this perk you'll find that you have a little more junk in your trunk, no matter what alt form you take or other form is afflicted on you, you will have delightfully wide hips. You may turn this perk on and off as you wish.

Able Abel

Medieval Times (100): Life on Re:Gaia is one that has been purposefully cultivated to stay at a certain level of technology and civilization, as such its rare for anyone there to not have some sort of trade skill to earn their bread. You have a degree of competence in one such skill, whether that be farming, carpentry, medicine, hunting, smithing, or fishing, and are experienced enough to make a comfortable living plying that trade in a medieval/fantasy setting.

A Better Tomorrow (200): The life of a human being is not meant to stagnate, every day we strive to grow and improve yourself, whether that be in skill or character. So long as you make an honest effort, you are able to keep growing as a person, whether that be in kicking bad habits, engaging in healthy life choices, picking up a new skill/hobby, mastering your own craft, or just overall becoming a better person. So long as you keep trying and have an honest desire to improve, you'll find that your efforts will see you grow both in strength and as a person, even if only a little at a time.

Monolite Adept (400): Monolite, the strange and mystical material from which magical energy and power is derived from. It is used for many purposes in Re:Gaia, from lighting, heating, and running wells and lighthouses. However, some people are able to tease out greater power and strength from the monolite, allowing them to empower themselves in combat and perform magical feats. You can now use monolite magic in such a way, just like many of the heroes and party members from the game can. You are proficient in one basic form of magic, usually elemental in some way, whether that be being able to tease out the power of wind monolite like Asyl, or being able to conjure shadows like Istina.

Double Break (600): You should never underestimate how strong a second wind can be. You find whenever you make an important breakthrough in something, you experience a refreshing boost in strength and momentum. Fighitng a formidable opponent and break his guard? You will always have enough strength to capitalize on the opening. Working on research and finally gain an epiphany? You'll have the clarity and strength of mind to finally get it to paper and start working on your new revelation. Your muse finally strikes you? Your memory and motivation will stay fresh enough for you to strike while the iron is hot. Keep in mind you have to reach that point first, and this perk only gives you the strength to grasp at the new opportunity, whether you have the strength to get there or keep the ball rolling is up to you.

Lost Cain

Headstrong Leader (100): You seem to be a regular bull in a china shop. You tend to be able to skirt expectations and standards by demonstrating your competency. Wanna make adjustments to your labcoat to be more fashionable? Well, if you're the best researcher there the people might just let you do so. Keep in mind this doesn't make people agree with you, it just makes people more likely to think correcting you to be more trouble than its worth, though that's also dependent on you being too valuable to lose in the first place.

Medieval Mechanic (200): You're a rather dab hand at mechanics and engineering. You are especially proficient at utilizing more primitive materials to make functional machines, whether that be a basic radio transceiver or even a fully functional submarine (provided you have enough funds and resources) using only that which you could find in a medieval setting.

Mindless Sleep (400): Child 1, Aria Lebenthal, was struck with a curious condition after exposure to the Red Queen, which you yourself can now emulate to an extent. Your body is now capable of maintaining its life and homeostasis even without any form of brain activity to sustain it. I'm not just talking about conscious thought, but even while being totally brain dead your body can remain still "alive" and functional. That being said, this does remove your need for sustenance and removing waste, so if you end up brain dead for whatever reason that you ensure someone you trust either cares for your body or puts it in stasis until your mind is restored.

Harbinger (600): Monolite and the magic that radiates off of it is something that ultimately responds to the will and emotions of people, even those like Aria who are not native of Re:Gaia, who's tumultuous feeling and emotions over the Paradise Project allowed her great power. Using the magic of monolite, you can reproduce and construct any complicated machine or mechanism you can think of, just as Aria was able to create her combat machine when she assumed the role of Harbinger. The limits to this are based on how much power you have at your disposal and your own technical understanding of your own creations, creating a machine without at least understanding how to construct or build it will instead most likely end in failure and wasted energy.

Traveller/Drop-in

Break Time! (100): You're a surprisingly good cook, able to easily make great tasting foods with just a recipe and basic ingredients. More than that, however, you find people are able to bond more easily while sharing your food. Eating with others allows the participants to be more open and talkative, allowing friendships to better strengthen and blossom.

I Can Still Stand (200): Your willpower is something out of this world. No matter what despair or dire circumstances you face, nothing can shake your determination, and so long as you still possess the will to fight and contionue on, you'll keep persisisting even as the world shouts at you to stop. Nothing should of physically disabling you can stop you from trying to stand right back up again.

I Must Save You (400): There is more to saving someone than just ensuring their physical survival, sometimes you must reach into a person's heart to save them. You are talented at reaching out to another person's heart to comfort and aid them, and so long as you are genuine and honest in your attempts your words, encouragements, and dogged determination allowing you to break through the shells of hurt and despair they swaddle themselves in. Further, should your physical body give out when trying to save someone, then your mind and spirit can bridge the gap, allowing you to reach into their psyche to engage in a literal heart-to-heart moment.

Power of Friendship (600): For most, the power of friendship is something metaphorical. Just as with Ein, for you its an actual literal power. When you form a close bond of friendship with another person, you'll find a small amount of power flow through you, granting you a basic proficiency with the same powers they have. This borrowed power is something minor at first, just basic competency in the same skills and abilities they have, however with a combination of training on your part and deepening your bond with the other person, you can continue to increase that power and improve it all on your own. When using the Power of Friendship, you can only use one friend's powers at a time, and must switch between the different power sets to use another's, though with practice and training you can make the change quicker and more efficient. You automatically gain the Power of Friendship with any Companions or Followers you have, but only based on the skills and powers they had in the jumps/settings you first acquired them in.

Sweet Siren/Slimy Sahagin

Siren Physiology (Free and Mandatory for Sirens/Sahagin, 200 for Forsaken Creation): Children of the Sea, Sirens are a sapient race native to the world of Re:Gaia, similar looking to humans yet distinct in many ways. As a Siren you possess pointed ears, the ability to breathe under water, and most notably your "lovelocks". These extra organs may appear at first as heir pieces or accessories, but are actually an organ unique to Siren physiology that acts as a "Celestial Vessel" allowing the Sirens to generate their own magic without the need for monolite. The lovelocks have other functions to aid in ocean living, such as granting a siren a compass that always points to the Summer Seaslight, to changing color and curliness based on one's health. Sahagin likewise possess the same abilities, though they instead look like large corpulent humanoid anglerfish, and instead of lovelocks their Celestial Vessel instead take the form the anglerfish lure on the top of their heads, though it otherwise functions the same way.
After this jump this body becomes an Alt-form you can use in future jumps.

Songs of the Sea (200): Sirens, by their nature, are natural singers and musicians. Your skill at singing is phenomenal, and become stronger the more emotion and heart you put into your songs, allowing you to channel your magic through your singing. Siren magic is generally performed through the thier singing, causing many effects such as simple hydrokinesis, putting people to sleep, and purifying the body of illness and disease (hence why Princess Emo never gets cavities no matter how many sweets she eats). For Sahagin this perk functions the same way, though instead of singing songs pleasant to human and siren ears, instead you produce deep croaking songs, and instead of purifying magic you are better at creating an inflicting poisonous attacks with your magic.

Bulla Builder (400): One of the more interesting forms of magic the sirens utilize is the creation of bulla, magical bubbles that deliver psychic messages to their recipients. Creating a bulla allows you to encode a message into a large bubble that will persist until the intended recipient come in contact with it, where they will receive the message directly into their minds. Bulla are able to transmit not just the words and meanings of a message, but also the emotions associated with them as well. In general, one needs to sing to a Bulla to be able to receive it, but they can be designed to activate without such a thing.

Carmentation (600): Carmentation, the form of song magic exclusive to the Siren royalty, of which Princess Emo is the only living practitioner left. Carmentation is the magic of emotion and the soul, allowing the user to directly alter and affect the souls of the living. Currently we only have two examples of the usage of Carmentation: The Sirens using it in the Forbidden Nocturne to turn their souls into a form to contain the Philosophical Flame, and Emo using it to grant Lorelei peace and releasing her from her torturous existence. With Carmentation, you can weave together songs that can allow you to materialize or release souls and power, though the extent at which you can is determined by your own personal strength and the power of what you're trying to affect. The full extents of its power are vague and unexplored in the base game of Harvestella, so it will be up to you to see what you can accomplish with this forbidden art.

Ominous Omen

Seth Chassis (Free and Mandatory for Omen, 200 for Forsaken Creation): The Omen are not living beings, but rather are a race of advance robotics animated by very sophisticated AI. As an Omen you also possess a basic Seth chassis like most others of your kind, though you may later on may adjustments and modifications like Geist and Dianthus. This body, in addition to being ageless so long as you keep in maintained, also grants you access to the Seth Collective Consciousness, the wireless communication and data sharing network that all Seth are connected to. This body is also efficient, allowing you to recharge your energy in just a few minutes. After this jump, this body becomes an Alt-form you can use in future jumps.

Cloud Disconnect (200): When Geist learned of the true history of Gaia, he disconnected from the Seth Collective to prevent others from being infected by his despair. When Harbinger took control of the Seth, Dianthus disconnected from the Collective in order to fight for her friends and save the world. With this perk not only can you easily disentangle yourself from the collective, you may do so in other collectives. Whenever you become part of any hive mind or collective conscious, you are able to disconnect yourself from these at any point of your own volition.

Societal Prosperity Calculation (400): The purpose the Seth were built and designed for was the managing human populations to ensure the survival and happiness of the species, even if they must be made livestock to do so. You possess an exceptionally large intellect designed around fulfilling this purpose. You can calculate population and ecological dynamics models, have an encyclopedic knowledge of how to best manipulate and direct human societies to keep them placid and happy, whether it be by manipulating their government systems or implementing an artificial moral system/religion. This knowledge isn't perfect, and has a hard time taking into nonphysical novel phenomena. Still, its very useful and when paired with the vast databased of human history and development the Omens possess, can go really far into informing your ability to run a sustainable society or ecosystem.

Genesis Authority Override (600): In the final confrontation against Geist, he was able to wield the power of the four Seaslight to fight Ein and his friends, and now you have a similar capacity. So long as you have the administrative and system authority of a sophisticated enough machine, you can divert its power and functionality directly to yourself, effectively allowing you to wield its power directly. The machine in question must be one that requires computer access, and that you're capable to accessing, whether wirelessly or connected directly to you.

Forsaken Creation

False Humanity (Free and Mandatory for Creations, 200): You are not a naturally occurring life form. You are a being who was engineered and brought forth by scientific meddling, whether that be as an artificial life form like Tiella, Otella, or the Unicorns, or as an advanced artificial intelligence like the Automata or Faeries. First of all, you may decide whether your appearance looks like a normal human's, some manner of mechanical creation, or like some kind of fantastical creature or cryptic (like Unicorn and Monokeros). Your body is functionally ageless, and while you may still be susceptible to damage and harm, your mind will not expire should you still possess the will to persist. Furthermore, you metabolism has been optimized, allowing you to persist on less food or, in case of emergencies, even on the ambient monolite energy in the atmosphere (though doing so will leave you weakened). Should you take this perk as any background that's not a Forsaken Creation, then you will instead be an augmented life form, with much of your body replaced and altered like Scott from Abandoned Eden was. After this jump, the form you gained via this perk will be available to you as an Alt-Form.

Celestial Vessel (200): Within or on your body is embedded a special type of organ called a Celestial Vessel. This vessel, which can take the shape of a horn or other bodily adornment if you wish, allows you to channel and utilize magic yourself directly without the need for monolite. As it is a part of your body, it will grow in strength with you, though please keep in mind that damage to it may also inhibit your ability to channel magic until it heals fully.

Nostalgia Recorder (400): Phantasmagoria was the last amusement park and source of entertainment to exist on Lost Gaia, and among the various attractions was the Nostalgia Recorder, an Automata that could read and recreate images of peoples past. You too are now able to read and scan the memories of others at a glance and, should you have access to either the magic or technology to power it, create projections and illusions of those memories to their owner. Keep in mind not everyone may appreciate you going through memories like this.

Dragon Control Unit (600): This current body of yours is not your only one. Just like Tiella you were created to act as the operating system for a large biological weaponized organism. This other form is just as large and powerful as Tiella's dragon form, though may instead be "loosely" modeled off of a mythological creature of your choice. Despite being separate from your main body, its still a part of you and possesses all the same perks and enhancements you yourself have, though increased in power 10-fold. You may fuse with this large body to control and pilot, and when not fused it sits inert and unresponsive. Furthermore, both you and your weapon form were constructed with a core that produces a colony of nanites, which are designed to help you regenerate from most wounds, necessitating the need to either destroy both of your cores or annihilating you and your weapon form at once to finally put you down, as otherwise it is possible for you to regrow from your weapon form should your main body be obliterated, and vice versa (though doing so would take a month for your normal body to regenerate from inside the weapon and a year for you to cultivate a new weapon form somewhere safe).

Upon starting this jump, your weapon body may also start either close to your starting location, within one of the properties you own, or in your cosmic warehouse. After this jump you may use your weapon form as an Alt-Form, though you may at any point disconnect from it and leave it somewhere if you wish (I recommend your Warehouse or some other hammerspace you may have gotten along the chain), and can reconnect with it again to regain it as an alt-form. Should

your weapon form be disconnected to you when a jump ends, it will be returned back to you as an Alt-Form again.

Items

Below are some items you may purchase. Those with a particular background may receive a 50% discount on perks associated with said background, with the 100cp perk being free.

Undiscounted

Bag of Seeds (50each, 100each): This simple bag contains seeds from one of the commonly grown crops found in Re:Gaia, and enough to fill three "squares" of soil to grow the crops in. Refills at the beginning of each month, and at the beginning of each month can be changed to a different crop instead. Alternatively, you may instead have this bag contain a single commonly bought sapling of your choice, though in such case it will only restock at the beginning of each year. You may purchase this option multiple times, granting you multiple different bags. For an extra 50cp you may instead choose from either the crops available in Lost Gaia (such as Promised Fruit, Macocoa, Eden Rice, or Nitro Pineapple) or Moonfruit instead.

Able Abel

Return Bell (100): A small bell made with a fragment of monolite instead of a normal clapper. Upon ringing this bell, you and those close to you are teleported back to your home (or whatever you consider home) in an instant. Normal bells are one-use items, but this one instead is able to work once every 24 hours.

Holy Pistol (200): Hallowed, a type of shapeshifting monster born of the Seaslight that consume human beings as livestock. The only way to permanently kill them is to use weapons made of a specific ore, just like this Pistol. This pistol is useful for putting these fiends down, and in future jumps can be treated as being made of other sacred material for the purposes of putting down monsters, like silver for werewolves and vampires.

Totokaku (400): Without motor vehicles, it can be long and arduous to travel from settlement to settlement, which is why many people ride Totokaku. This large jackalope-esque creature is a loyal and helpful mount and can travel great distances in its bounding gait. Totokaku are also capable swimmers, able to easily ford most rivers and swim through shallow seas, and can also dig through most soil rapidly and efficiently. An all around useful mount for most occasions.

Jumper's Brae (600): Sometimes its good to take a break from all this jrpg madness and just take the time to farm and work the land. This property is a decently sized farmland of comparable size to Bird's Eye Brae, located just a bit outside of a settlement of choice. The property is furnished with a decently sized house with a workbench and kitchen, and has a lovely spring and river going through it, a small wooded copse that produces forage (such as Wild Leaf, Pink Aloe, Firelight Fruit, and other such gathering ingredients), and a small cave nestled in the corner of the property that regularly produces different types of monolite and elemental cores that you can mine and harvest. With a little elbow grease and investment you can turn this place into a very profitable and productive farmland, though without the help of the Great Fairies I imagine it might be a bit more work to manage. After this jump, this property may be attached to your warehouse, another property you have, or imported into an appropriate place in future worlds. Sahagin squatter not included.

Lost Cain

Diary (100): A small leatherbound diary, when writing it you find it very easy to put your thoughts, memories, and feelings to page. In addition, reading your old words and going over your records can have a calming effect on you, and helps clear your head and makes introspection into your current actions easier.

Scrap Radio (200): A simple boxy radio transceiver made using scraps and primitive parts. Its quite functional in its intended purpose, able to easily pick up most radio transmissions in the area. In addition, it has a special station you can tune into that plays music from the Harvestella Soundtrack that's always perfect for your current mood.

Dimensional Shelter (400): This large crystalline mass has a door on the side of it, which leads to a small climate-controlled shelter inside of it. It possesses basic amenities, a luxurious bed, and even an advanced stasis pod with attached observational computer. The most impressive part of this shelter, however, is that it possesses some means of dimensional travel. By imputing coordinates into the object, it allows you to transport the shelter across space to anywhere else in the galaxy. Currently, it possesses coordinates to both Re:Gaia and Lost Gaia.

Project Gaia (600): After the destruction that was World War 3, a consortium known as Animus tried to invent a solution for human suffering and bring about permanent worldwide peace. Eventually, they discovered Monolite within the earth's core, and a new plan was devised: The construction of a supercomputer to solve the problem of human suffering. They called this Project Gaia, and attempted to create their own god for the Earth. This object is a data drive containing all the information and schematics that went into the creation of the Project Gaia: including the construction of the component parts of The Philosophy Flame, Stella Child Operating Systems, the Automata Computational AI, and how they all work together to create the planetary Gaia Computer. Keep in mind these are just the schematics, gathering the time, resources, and funding to construct all of this is on your own. The Gaia Computer, once made, will sync up with the collective data and knowledge of the planet it is built inside, taking direct control of the planet's core, monolite (which it will produce if it doesn't already), and systems and acting as the planetary spirit. Stella Child cores are designed around answering or addressing one "question", "wish" or "prayer" and will generally use all the resources they have available to answer it, whether that be Gaia's attempt to "end human suffering" or Selene's objective of "ensuring the survival of humanity". Please be responsible with any Gaia systems you create, and try to avoid another Lost Gaia scenario.

Traveller/Drop-In

Prodrip (100): You ever wanted to be able to change your wardrobe to suit your needs? This overly fancy looking shirt (Square Enix designer brand) can change your wardrobe in a variety of ways. How it works is you must come in contact with another unique outfit, then "program" your shirt to copy its appearance based on a specific action you take or power you use. When you first add a design to your shirt, you may choose to make any alterations to suit your needs, such as changing color or hit. If you possess the Power of Friendship perk, you automatically get an outfit based on your friend's iconic clothing whenever you use their powers from that perk.

Faerie Orders (200): This large endless book contains lists of various tasks and challenges for you to complete. The book is organized into chapters based on your companions and followers, and will list various different challenges and tasks based on their likes, wants, desires, and nature. Every time you complete a challenge, it is recorded and then replaced with an even harder challenge, and after completing a few challenges the book will grant you a small prize, The prizes can be anything from knick-knacks, schematics/blueprints, recipes, or skill improvements based off of the companion who's chapter the challenge was in. Challenges are tracked separately between each chapter, and every time you win a prize the number of challenges needed to unlock the next prize increases.

Proshades (400): Your very own copy of the signature weapon of Ein, the Proshades is a shapeshifting monolite powered tool that can take on any form to suit your needs. So long as you know to make or have the schematics for a certain tool or weapon, your Proshades can copy its functionality whether that be something as simple as a hammer or sword, or something more complex like a fishing rod or automatic watering can. If you possesses the Power of Friendship perk, you can make your Proshades copy the signature weapons of any ally who you're emulating with that perk, though its power is only as strong as you are able to copy via said perk

Karenoid (600): Somewhere out there is a seemingly ordinary well. To all others it appears as an abandoned well filled in with dirt, but for you it is a gateway to the realm of memory. Upon entering the well, you will find yourself in a labyrinth where you can fight the memories and recreations of enemies and challenges you've face before, even from places and jumps across the chain. Furthermore, defeating and conquering the challenges within the Karenoid will also reward you with items and materials from those old worlds of memory. The deeper you go in the Karenoid, the more powerful and dangerous the memories become, but also the greater the potential rewards scale to those challenges. Further you need not challenge the Karenoid alone, as the memories of allies and friends will also appear to help aid you it meeting the challenges found here in your heart. If you own any properties, you may have the Karenoid be located somewhere on that property, otherwise you may either have the well located in your Warehouse or imported somewhere appropriate in future worlds.

Sweet Siren

Lyre Stone (100): It is said that a Siren is considered an adult when they are able to create their own Lyre Stone. This stone, which can float over your shoulder, acts as a sound amplifier, making your voice carry and sound louder as one would a modern day electric amp. Also acts as a handy focus for a Siren's magic songs.

Linguacite (200): Another magic stone crafted by the Sirens, this special rock allows the bearer of it to understand any spoken language, and to be understood by others when they talk. Very useful for Sirens since they do not speak the language of the Abels.

Submarine (400): While Heine may be the one famous for his submarine, in truth he based the designs after the one built by the Siren alchemist Fiasola. You yourself now have a submarine made in the same way as Heine's and Fiasola's. This Submarine is able to travel to great levels of depth and, due to the Wind Monocite used in its construction, produces and cycles its own breathable air allowing you to travel for hours on end without any issues.

The Philosophical Flame (600): One of the great inventions of Lost Gaia before humanity was driven from the planet, the Philosophical Flame is a describe as a semi-perpetual energy generator, though it effectively is a perpetually burning flame that can be used as an power source for just about any technology. Even after over 2000 years of operation the one used in the construction of the Gaia System was still going strong, while the other that was teleported into the Coral Shrine was said to produce enough continuous heat to boil away the entire ocean to nothing. What you do with this flame is up to you, though for now you can count your blessing that this copy of it is in a containment unit and unlikely to boil seas any time soon.

Ominous Omen

Motus Magicite (100 or 200): In order to traverse great dinstances across the world at once, the Omen make use of a specially designed cube called a Motus Magicite. This cube, when synced to a crystalline monument called a Motus Monolite, allows one to travel instantly between any Motus Monolites that have been registered to the cube. This Magicite is currently only registered to a single Monolite located at your starting location. In future jumps, small Motus Monolite monuments will appear scattered across the world and setting, usually close to major settlements and landmarks, though its still up to you to register them to your Magicite. You may, if you wish, spend an additional 100cp on this item. Doing so will make it so that a small amount of resources with start to spawn and be found near these monolites, such as monolite crystals, gems, and other base materials from Harvestella. Keep in mind that these resource wellsprings produce much less monolite and resources than the Jumper's Brae does, the resources require at least a season to replenish, and it only produces resources that are thematically appropriate to its surroundings (so a Motus Monolite near a volcano may produce fire monolite and cores, but wouldn't produce water or ice monolite or cores.)

Mk-II Support (200): When Geist launch his Planetary Apoptosis plan, he left behind a small support robot titled Geist Mk II to act as his last will and testimony should Humanity prove strong enough to triumph over him and be trusted to save their own fate. Now you have your own little support robot. This small drone will follow you around and act as a record keeper, recording your words and actions and other things you wish it to. Should you end up indisposed for whatever reason, you may have this little drone act in your stead, providing information and guidance to others based on your goals, objectives, and personality constructed from all the records you left it.

Airship (400): Aside from the Motus Magicite, another way that the Seth travel across the world is via airships. This moderately sized airship is the same model as the one used by Geist (and later Dianthus) and comes equipped with both a basic cloaking system (to keep pesky Abels from noticing it flying overhead) and a basic energy shield to protect it from airborne debris.

Orbital Cradle (600): The true headquarters of the Seth, the Orbital Cradle is a massive space station floating in orbit around the planet of Re:Gaia. This station, furnished with pretentiously pure white walls in a cathedral style, both a massive storage facility filled with stasis pods, teleporter pads to traverse the station, and most importantly of all a Seaslight Manufacturing Facility. Seaslight produced here in the station can be used as useful tools in the terraforming of planets of other celestial bodies, and can inoculate any world with the cloned Astrum Cell of another planet (by default you have the means to produce clones of Lost Gaia's Astrum Cell, but you may harvest and use other planets should you collect samples of their Astrum Cell), allowing you to terraform that planet with a near identical ecosystem as the planet from which the Astrum Cell was originally cloned from. In general this is a major undertaking and the number of Seaslight that need to be deployed to terraform a world depends on the state of the original planet (a barren world like Re:Gaia was requires the deployment of 4 Seaslight to properly terraform and regulate the ecosystem to be like of Lost Gaia). By default, Seaslights will also inoculate a planet with Monolite, but this function can be disabled if you wish. After this jump, the Orbital Cradle can either be attached to your Warehouse, or imported in an appropriate location in subsequent jumps.

Forsaken Creation

Intelligence Division (100): Ever wanted to make news? Or instead want to cover up your deeds? Buying this option gives you a bunch of restocking envelopes, all of them already addressed to "Intelligence Division J". You may write a letter to the Intelligence Division and place one of these envelopes in your mailbox, giving them instructions on whether you wish for them to report major events you are causing or involved in, or to write propaganda to cover up your involvement and tracks. Afterwards whenever you are involved in such an event, the Intelligence Division will publish and mail a newspaper article based on these events according to your instructions to them. All this will do will mass mail the paper to everyone within the nearest country or two, whether anyone believes the publication will be up in the air. You will also receive a copy of the newspaper as well automatically.

Conellu Card (200): This small membership card has a listed location/address on it and acts as an ID card for you. By going to this address you will find an out-of-the-way store or shop appropriate for the area. By flashing this card they will allow you into a backroom where waits a Conellu Merchant. The Conellu will sell you many strange and exotic wares, most of them rare or hard to find, and you may choose to either buy them in house, or order them from an in-store catalog to be shipped to your residence. These wares include not just items that could be feasibly found in your current world, but may also occasionally stock items from previous worlds and jumps you've been to, with the store's stock cycling out every few weeks or so. Due to the secretive nature, most of the items at this store will be expensive, with out-of-jump items having an exorbitant markup on them. Don't think infinite money perks will help either, as in such cases the Conellu will insist on alternative payment methods and currencies to cover the cost, like rare dolls or insider trading tips.

Automata (400): Its somewhat surprising that over the course of the game, the main character can encounter three different Automata class AI, so why not make a fourth one? You know own your very own Automata class AI Unit. While its physical chassis is broken down and decrepit, its processors are still fully functional and waiting for input from you. Automata possess incredibly advanced AI, able to collect and use data to such a degree as to be clairvoyant, such as how ANEMOI was able to predict the destruction of villages nearly a month in advance. Keep in mind though that even in its ruined state, Automata require a lot of energy to run, and can only stay functional for at most an hour before needing to recharge (which usually takes at least 24 hours). Furthermore, Automata are only to make analysis based off of information and data it can perceive. This combined with the fact that it lacks a sufficiently advanced personality means that while its algorithms are indeed powerful it cannot consider or account for novel information or scenarios that have not already been recorded.

Abandoned Facility (600): Perhaps this is the facility that created you? This large, dilapidated structure is an abandoned and ruined research facility, similar to the one found in the Heaven's Egg. Inside you'll find all sorts of abandoned equipment that, if restored, could allow you to conduct all sorts of scientific research, though the equipment and remaining data is geared towards the creation of artificial lifeforms. If you possess the Dragon Control Unit Perk, then these facilities will be geared towards creating mindless minions designed to look and act like lesser versions of your weapon form. These minions are innately loyal to you and will follow any instructions you give them to the letter.

Companions

Below are some options for importing or creating companions.

Friends Forever (50 each): Met someone you've taken a liking to? Want them to join you on your multiversal adventure? By purchasing this option, you may take one of the in-game characters with you on your Chain as a companion, whether they be a normal party member or one of the various NPCs found across the map. Please note this doesn't let you kidnap, the person in question must consent to going with you on your Chain. Furthermore, you cannot companion any of the in-game Great Faeries (unless you have a means of stealing and carrying away an entire Seaslight, though even then they may not agree), nor can you take Gaia or Selene (unless you have the means of stealing and carrying away their entire planet).

Import/Create (50 each/200): If you already have some friends to bring here with you, or if you have your own OC you want to also create, then by purchasing this uption you can either import an existing companion or make one from scratch. Companions imported or created this way have 700cp to spend on backgrounds, perks, and items in this jump, though they themselves cannot select any Companion options, nor can they take any drawbacks except for JUST TALK!, Sahagin, A Quiet Thumb, Fragile Mind, or Meep!. Further, you can instead spend 200cp on this option to import/create up to a full roster of 8 companions instead of needing to pay the full 400cp.

Flighty Fairy (50 each): The Great Faeries: Juno, Aeril, Iris, and Shirii. While they may appear to be magical pixies, the truth seems to be more complicated. While never said outright, the game somewhat implies that the four of them are each one some manner of administrative or overseer AI for each of the Seaslight, hence their elemental powers and ability to repel Quietus. Since that would make companioning them a tad difficult, this option will allow you to take a copy of one of the fairies with you as a companion. Every time you purchase this option you gain a fairy companion. This Fairy must be one associated with one of the four classical elements, but otherwise you can customize their appearance, personality, and name to what you see fit (though they remain the same size as the other fairies). The Fairies themselves aren't too terribly impressive, possessing little power aside from some minor elemental manipulation and advanced linguistic abilities, though they can help do some farmwork. Further, if you possess the Faerie Orders item, then fulfilling the challenges and tasks listed under their chapters will increase their power and ability as well. Additionally, by purchasing one of each type of the fairie, you can channel their magical power in the same way as the Aristotle class, though you will still need to train and develop its power just like in the game.

Drawbacks

If you are in need of more CP, you make take any of the following Drawbacks. Drawbacks persist throughout the duration of the Jump, and cannot be circumvented or removed via other perks, items. or powers. There is no limit to the number of Drawbacks you can take, outside of what you think you'll be able to handle.

A Quiet Thumb (+100): Harvestella is """"supposed""""" to be a farming sim game, but it won't be for you. You are honestly terrible at farming, cooking, and other handyman work. Crops you try to grow just don't seem to survive, Tools and machines you create tend to break apart easily and quickly, and your cooking is comparable to Brakka's biscuits! You better hope you can find some gainful employment some other way, or else you're going to have a hard time putting food on the table for yourself.

JUST TALK! (+100): A great number of sidequests in this game seem to have the same problem: that this wouldn't have been a problem if these people just communicated with eachother! Unfortunately, you're much the same way. Whether through a bad case of insecurity or paranoia, you find it very difficult to communicate with others. Whenever a problem comes up you just seem completely unable to openly and honestly talk about it or how you feel to other people. Instead you will just keep escalating the problem and causing molehills to escalate into mountains with your refusal to just talk about things with other people. Better pray someone can come by and intervene or force you to open up, because otherwise you might end up in some deep poop.

Landlord's Debt (+100): I'm sorry anon, but you appear to be in debt. Or you soon will be. Shortly after the start of the Jump (or shortly before if you aren't a Drop-In), you will find yourself indebted to some rich or influential figure. This person will leverage your debt to try and extort various favors and work from you. Even if you somehow find a way to pay back or anull your debt, circumstances will conspire to see you once again indebted to another the same way within a short time afterwards.

Meep! (+100): You seem to be unable to communicate with others well…literally this time. Regardless of what powers or perks you have, you seem to be incapable to speaking the same language as everyone else, and will have to rely on either people guessing what you're saying, or relying on someone to try and interpret what it is you are saying. Furthermore, while a Linguacite can give you a brief reprieve from this, you seem to have terrible luck with keeping a hold of such things for a long time. If you also have the Landlord's Debt drawback, then those you are indebted to will often use this to exploit you, and try and keep you isolated from any linguacite or other such help.

Conellu Cartel (+200): The Conellu, mysterious doll-like beings who secretly rule many of the different markets and industries, are now upset at you for some reason. These little sprats have lots of sway and influence over the economy, and that's how they'll exact revenge on you. Price gouging, shipment interceptions, blacklists, and "convenient" shortages. And that's if they don't frame you for stuff either! Should you possess the Conellu Card item, then the store will gouge you even more and will often require you to trade in Conellu Dolls and "rewards points" if you wanna buy anything from them. If you possess the Landlord's Debt drawback, then instead your debts will be with the Conellu, who will exploit it mercilessly.

Fragile Mind (+200): With all the conspiracies and great revalations constantly being revealed, its no surprised that those of weaker mental fortitude like Thersites or Monokeros would break under the strain. You too are now prone to mental breakdowns and traumatic episodes. Worse, whenever some sort of reveal would shake your understanding of the world, you fill find yourself becoming dangerously cynical and disillusioned, possibly to a violent extent like Monokeros was. Experience too many mind breaking revalations in a row without therapy, and there a very real chance you may end up as bad as when Aria became the Harbinger.

Hallowed Harassment (+200): Hallowed are a kind of intelligent shapeshifting monster, born from the Seaslight via Gaia's interference and created for one purpose: To consume human lives. It seems that your existence has been noticed by Gaia and so she has given her Hallowed a new prerogative: to hunt down and devour you. The Hallowed are dangerous, they able to take human forms, infect other human beings and turn them into puppets, can only be killed with weapons made of a special ore, and have a chilling intelligence that makes them apt at intrigue and conspiracy. At first you will only have to deal with individual Hallowed, but over time they will manipulate peoples and societies, amass resources and conspiracies, and potentially even jopin forcesw with their brethren to take you down. Should you fail to defend yourself, then you shall be consumed and the Hallow will steal your powers and perks to cause untold destruction to the human race.

Personality Purge (+200): When an omen's logic circuits become compromised, or they start to act too emotional, its common practice to have their personality wiped and a new one inserted into their chassis. Upon entering this Jump you will no longer possesses any of your memories of anything before this jump, meaning you will only have the memories provided from your background, or will be a total amnesiac if you're a drop-in. Don't think you can rely on your imported Companions to fill in the blanks, because the same will apply to them as well, with the exception that both you and your companions will have a general idea what your relationship with each other it.

Shattered Vessel (+300): Its seems your nascent spark vessel has gotten some damage. What does that mean? It means all those fancy perks, power, items, and properties you've gotten from across the chain are gone and cannot be accessed. No access to your Warehouse either, just you and maybe your basic body mod if you took that supplement. Don't think you can get around this either with companions, because they too will have all their out-of-jump cgained capabilities likewise sealed.
Planetary Nightmare (+300): The Planetary Nightmare, the phenomena where objects and locations are teleported from Lost Gaia to RE:Gaia. Unfortunately for you this is more than just a Nightmare. In addition to items and beings form Lost Gaia being summoned by the Seaslight, threats and dangers from previous worlds and jumps you've been to have started appearing as well, causing havoc and chaos. At first it might just be a few creatures or a ruin or two, but over time the danger and scope of the appearances will increase in scope and cause a significant threat to the world.
Space Invaders (+300): I seems that, for one reason or another, some Cains had to be brought out of hibernation and were appraised of the situation on Re:Gaia. This has now lead to an all out planetary conflict and war between the Cains and Abels, with even some Omens splitting off and siding with the Abels. Expect your time here to be tumultuous as the horrors of war are brought to Re:Gaia. Even should you manage to broker a peace between the two subspecies of humanity, it will be an uneasy peace full of conflict and tension for the duration of your stay here.

Planetary Apoptosis (+400): It seems Geist was able to get his plan to start early, and has already initiated the Planetary Apoptosis Protocol. The Seaslight have detonated, countless lives have been lost, and the biosphere of the planet has become unstable. Try to do what you can to survive in this post-apocalyptic hellscape of a planet.
The Disaster (+400): Normally, the events of this game would take place in the year 4108 AD. With this drawback however you are instead stranded on Lost Gaia in the year 2080, shortly after humanity has fled the planet for the stars. Lost Gaia is essentially already a dead planet, and already the few Edens that are functioning are starting to experience a host of difficulties in sustaining their human populations. If taken with the Planetary Apoptosis drawback, then instead several major disasters will rock the planet as well and both natural disasters start to destroy every trace of human civilization and the various reactors and other pieces of technology start to decay and cause critical damage to their environments. Good luck in surviving on this dead world.
Quietus Aeternum (+400): Geist's fears have been realized. Selene's strength is waning fast, and Gaia has been making more headway in trying to destroy the world of Re:Gaia. With this drawback, Quietus will start to happen more frequently and last longer. If nothing is done to solve this issue, then within four years the entire world will be blanketed in Gaia Particles and Abel civilization will perish completely. If taken with the Planetary Apoptosis drawback, then while the Seaslight will be destroyed and cause an apocalypse, this will only slow the process for a year before a new Red Queen bursts out of the planet's crust to start the process. If taken with The Disaster drawback, then Gaia will become much more proactive in seeding Quietus on other planets before humanity can get to them.

Ending

You have managed to survive 10 years here in the world of Harvestella! All your drawbacks have now been withdrawn from you. Now it is time for you to make a choice as what the next step on the journey of your life shall be.

Home Sweet Home

You may choose to end your chain here in the world of Harvestella. You will keep all the perks, items, powers, and companions you have gathered across your chain. Further, if you own any property here you may choose to permanently attach an entrance to your Warehouse somewhere on it.

Back Before Midnight

Had enough of being a cosmic vagrant? You may choose to end your chain and return back to your dimension of origin. You will take your perks, powers, items, properties, and companions with you back to your home universe, and they will still function properly. Rest well Jumper, you've earned it.

Strive for Tomorrow

You still have much more to see and do in this great multiverse. You shall continue your chain, leaving this world behind you. Pick another Jump document and proceed along your grand adventure.