# Lost Odyssey Jump



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Version 1.6

Changelog 1.6

Added Rings and Weapons, Added Ring Crafting to Magitech Engineer. Changed the Drawback limit.

# 『INTRODUCTION』

The World of Lost Odyssey is dominated by four great nations: The expansionistic Uhra, the technologically advanced Gohtza, the resource rich lands of Khent, and the isolationistic island nation of Numara. It is a world where magic and technology have been fused into a new and terrible form, seeing rapid advances, war, and an ever increasing struggle for resources, not just between nations, but between the three sentient races of the world (the Humans, the canid Beastmen, and the froglike Kelolon).

For the last thousand years, this world's fate and history have been manipulated in one form or another by 5 immortals: Ming Numara (founder of the nation that bears her name), Kaim Argonar (a mercenary and the story's protagonist), Sara Sisulart (a witch), Seth Balmore (a pirate and Kaim's friend), and Gongora (a sorcerer and technologist). Soon, this tale, a thousand years in the making, will come to fruition and millions of mortals will die to feed one person's ambition as the world is plunged into war and disaster. What happens next is up to you.

The story opens on a decisive battle between the Magic Republic of Uhra and Khent, on the Khent Highlands of Wohl. In the midst of the battle, the skies will turn ominous and a giant meteor will mysteriously appear over the battlefield. Molten lava will rain from the heavens before the meteor crashes down, completely annihilating all of the troops on either side of the conflict… except for the two Immortals who were present.

A grand mystery a thousand years in the making is about to unfold. Who is responsible for this horrific event? What is the origin of these immortals? What is the mysterious source of the world's magic and who or what is trying to control it? Will you join Kaim on his journey to uncover the secrets this world holds, or do you already know those secrets and will you use them for your own benefit? As you enter this story, the morning before the battle, your choices will bring changes. Will they be for the better, or bring ruin to the world? Who can say? The battles you fight, the dreams you dream, nothing is certain… whatever the case, take this gift of 1000 CP to help you on your way.

# 『ORIGIN』

## BACKGROUNDS

*You may keep your current gender & sex if you like, or change them for **50 CP**. Your age is 4d8+8… at least your apparent age is that. If you'd like a different age, you may change it to whatever you like for **50 CP**.*

**Mercenary (Drop-In):** You have no idea who or what you are. You have, like Kiam, entered this world as a blank slate, possessing no apparent past and no certain future.

**Pirate:** Like Sed & Seth, you are a pirate, a freebooter, raiding the world's shipping and living by your own code.

**Royalty:** Like Ming & Tolten, you're a member of the royalty, be it one of Ming's descendants, or Tolten's ancestors or cousins, or maybe even of a minor nation that doesn't figure into the story of Lost Odyssey, but still exists somewhere in the world.

**Mage:** Like Jansen, Sarah, Cooke, and Mack, you're skilled in the arcane practice of magic. The power to shape the world, for good or ill, surges through your soul.

**Sorcerer:** Like Gongora, you have learned how to harness the true power of magic, the ability to reshape the world and those within it, drawing power not only from the world around you, but from the faith of your fanatical followers… assuming you can find any.

- ★ **Twisted Sensibilities (Required for Sorcerer):** The sheer power and possibility of this world, so rich in resources and magical power, has corrupted you, transforming you into a creature of magic and will that is merely wearing a Human shell. You'll find your judgment a little… shaky for the duration of the jump. Try not to do anything you'll regret later.

# RACES

**Mortal [Free]:** You have your choice of Human or Khent (Beastman). Humans are Humans… Beastmen are mostly humanoid caninoids (foxes, wolves, that sort of thing). We're talking full-anthro here, not just cute ears or tails.

**Immortal [200]:** A thousand years ago, you came to this world from another, explorers of the universe trying to discover the reason your own world was dying. You and five others stepped foot into this brave new world… only to find that you couldn't return to your own world, and you can no longer age or die. Unfortunately for you, you remember nothing of this, as your memory has been erased, leaving you with only fragments of the past. Immortals in this world cannot improve their skills by training, but rather copy the skills of their mortal allies or learn them from items. After the jump ends you regain the ability to learn as normal.

- ★ **Ten Thousand Years of Dreams (Required for Immortals):** You have no memories before your awakening in this world. Instead, all you have is fragments of your past, dreams that float up out of the miasma when you sleep… and only the most powerful memories will surface. Deep traumas from your past, epic battles, and passionate loves… all jumbled and disconnected, without context or substance. Furthermore, all your skills have largely been erased, leaving you knowing how to do almost nothing besides a basic knowledge of how to defend yourself. Over the next ten years, you'll slowly recover more and more of what you've lost… but even at the end of the jump, you'll only have recovered the memories of the last thousand years. Once the jump is over, of course, you'll remember everything. Mercenaries & Pirates remember nothing, while Mages remember the last ten years, Royals & Sorcerers remember the last twenty, but the memories are all from this world. If you are not an immortal, you can take this as a drawback for +300CP, but it counts against your total. If you're an Immortal, you must take this, but it doesn't count against your total.

**Kelolon [+200]:** As a member of this diminutive race of green-skinned, helmet-headed "warriors" all your attacks do minimal damage and your healing effects are likewise minimized. The people of this world are often hostile to Kelolons and, even if they won't attack you on sight, they'll treat you as sub-human monsters and probably won't sell you beer. Also, if you follow the Metallic Path, they'll hunt you for "experience" and if you follow the One-Eyed Path, they'll hunt you because you're evil… power has its price. If you follow the Machine K Path, they'll probably hide from you because you're insane.

# 『LOCATION』

*Roll 1d8 or, if none of these appeal, pay **50 CP** to choose for yourself.*

1. **The Magic Republic of Uhra**, just outside the Central Station. Uhra, once a flourishing and relatively peaceful monarchy, has become this world's most aggressively expansionist nation under the leadership of the newly elected council of representatives. With their magical might augmented by the magi-tech creations of Councilman and Great Sorcerer Gongora, they've gone to war with the Beastman nation of Khent.

2. **Gohtza City**, just outside the Backyard Arena. A heavily industrialized nation located in the north, Gohtza actively pursued magic research soon after its discovery. As a result, Gohtza sustains the most advanced magical industry in the world and Gohtza City is the largest and most urbanized city on the planet.

3. **Saman**, just outside the Auction House. The Port City of Saman is refuge for traders and smugglers and scavengers, and appears to be under a strange curse.

4. **Numara**, just outside the Palace. Queen Ming, known as "The Thousand Year Old Queen" for the length of her reign, governs the southern island nation of Numara. Once known for its peaceful isolation, Numara has since fallen into instability and political chaos as the result of recent events.

5. **Middle of Nowhere**. You are at least a day's hard walk from anywhere important in the game, but may pick any patch of nowhere you like. Pick anywhere from the Dungeons or Sidequest Areas on the map below.

6. **Tosca Mountain Village**, Just outside Tolty's Inn. A small village in Gohtza, far from the bustle of the big cities. Located in southern Gohtza, this isolated village's only link to the outside is the steady flow of draftees heading off to war and the letters they send home. The people of Tosca worship Kelolon as a deity, but always refer to that deity as a singular being, despite Kelolons being common throughout the world.

7. **Khent, The Highlands of Wohl**. Site of the fighting between Uhran forces and the Beastmen of Khent… might want to run, flaming sky rocks are coming. It's the morning of the battle… you have about eight hours to reach minimum safe distance.

8. **Free Pick**




## Cities :

*01. City of Uhra*
*02. Grand Staff Construction Base - South East*
*03. Grand Staff Construction Base - North East*
*04. City of Numara*
*05. Port of Numara*
*06. Tosca Village - South*
*07. Tosca Village - North*
*08. City of Shaman*
*09. Gohtza City - South*
*10. Gohtza City - East*
*11. Refugee Camp - West*
*12. Refugee Camp - East*

## Dungeons :

*13. Ipsilon Mountain - North*
*14. Ipsilon Mountain - South*
*15. Sea of Baus*
*16. Crimson Forest*
*17. Old Sorceress Mansion*
*18. Northern Cape*
*19. Black Cave - South*
*20. Black Cave - North*
*21. Ice Canyon - South*
*22. Ice Canyon - North*
*23. Frozen Trail*
*24. Crashed Magic Train Site*
*25. Burning Limestone Cave*
*26. The Great Ancient of Ruins*

## Sidequests Area :

*27. Numara Atoll*
*28. Terrace Cave*
*29. Kelolon village*
*30. Pirate Fortess*
*31. Forgotten Cave*
*32. Temple of Enlightment*
*33. Snowfields of The Northern Land*

## Shores:

*34. Western Shore of Uhra*
*35. Northern Shore of Ipsilon*
*36. Lakefront in the Mountains*
*37. East Coast of Saman*
*38. Northern Shore (Near Pirate Fortress)*
*39. Southern Coast of Tosca*
*40. Eastern Continent East Lakefront*
*41. Eastern Continent West Lakefront*
*42. Numara Port Landing Point*

*Lost Odyssey World Map v.1.0*
*by Lmagnuz*
*http://www.lost-odyssey.net*

# 『PERKS』

*Each origin receives their 100 CP perk for free, and a 50% discount on all other perks.*

## MERCENARY

**Ultimate Combo [100]:** Sometimes, you have to give your all for a cause, for a friend, for a loved one. Sometimes, you just have to throw caution to the wind and hit your enemies with everything you've got. By focusing completely on an enemy or group of enemies, you can unleash every attack you've got on them in one apocalyptical combination of blows. Each successive hit builds upon the last, meaning they deal more damage as a combo than they would individually. Unfortunately, after performing this combo, you will be unable to move or defend yourself for several minutes afterwards. Any powered defenses will be exhausted (temporarily) by this flury and any blows that actually hit you while you are stunned will be critical hits. Beware of using this on enemies massively out of your weight class. If an enemy is capable of tanking all the damage you can deal without flinching, you're pretty much screwed.

**Crisis Mode [200]:** When you are critically injured, your defenses, concentration, attack strength, and attack speed all go into overdrive mode. The closer you are to death, the greater this effect, but it doesn't kick in until you are in imminent danger of being defeated. If you also have Auto Mode, your regen increases drastically if you do nothing but defend.

**Auto Mode [400]:** A mercenary makes a lot of enemies, and a good mercenary is always prepared for an attack. Your defenses are always active, even ones that have to be regularly renewed (does not apply to active abilities with cool down periods or defenses that continuously drain your power / endurance / mana / etc). If you can cast a shield spell, you'll always have it up when you need it. Defenses established by Auto Mode do not automatically re-engage during a battle. They only do so once active combat has ended. This ability comes with a small amount of mana and health regen, enough to bring you back to full in just a few minutes.

**Parameter Boost [600]:** An experienced mercenary knows all the tricks of the trade and has honed their body and mind to a razor sharpness. Not only can you tank physical blows that would shatter entire enemy formations, but you can withstand magical attacks that would leave whole armies of regular soldiers as food for crows. Your health is increased manyfold as is your mana, and you've learned that the best way to survive a blow is not to be hit… a skill you've gotten quite good at, be it dodging or blocking. Of course, defenses are all well and good, but they don't pay you to just

survive the battle. Your attacks have been honed as well, coming in with perfect timing to find every chink in the enemy's armor, every exploitable gap in their defenses… you'll always be guaranteed to do at least some damage… as long as you can actually land a blow.

If you also have Crisis Mode, any attack that would take you from full health to absolutely dead in a single blow has a small chance to instead leave you merely unconscious. If you also have Auto Mode, you will find it's easier to block enemy counter attacks and you become harder to hurt when you are actively focused on defending yourself.

## ROYALTY

**For Queen and Country [100]:** All good things flow into the city, and all great things flow to she who rules that city. People give you gifts for no reason other than they feel like it, people defer to you when there's no real reason they should, and (in general) those who are generally hostile but not hostile to you in specific will target others rather than targeting you. Even the universe seems to like you, as you seem to master new skills just a little faster than others.

**Royal Largess [200]:** You may freely gift some of your own internal energy to another person to help empower and replenish their energy reserves mid-battle. Should they be unable to utilize that type of energy, this will have a toxic effect proportional to the amount of energy you gave them. However, over time and with multiple infusions (at least once per day for a year), they may develop their own capacity to store and even produce a small reserve of that energy type… assuming they survive. No techniques or abilities are transferred or acquired through this process. You may also, once a day, convert some of your health into mana… but doing so will always take as much health as required to completely refill your mana. This will not kill you, but may drain you to the point where you fall unconscious, and you'll only wake up once you've managed to recover enough health.

**Command Authority [400]:** You possess a certain aura, a majesty if you will, that inspires those around you. In your presence, your allies cast their spells faster, fight harder, evade better, and suffer less damage. But that's not all. Charisma is both a sword and a shield, and you wield it in both modes with equal facility. Your enemies (at least those who understand such things as morale or beauty) will take more damage, fight slower, lower their defenses more often, and counterattack less.

**Monarchal Disposition [600]:** Like Ming your rule, in any country that you have legitimate rulership of, will allow you to remain in high standing with your people. This doesn't mean you won't be deposed due to some form of madness or coercion, just that the populace would look at you with pity and not put your head on a chopping block, even in a revolution or changeover. They probably would prefer to keep you as a figurehead or place your amnesiac arse in a place of comfort as they remember the good things you have done. Enemies might just kidnap you out of respect for your historical goodwill or something. Certainly, killing you will be the last resort. Aside from this your magical reserves soar to the highest levels. Few will be your equal in magical might. Fewer still will be your equal in the wisdom and administrative skill involved in ruling a country, assuming all your mental faculties are intact.

## PIRATE

**Swashbuckler [100]:** There are two kinds of pirates; The Lucky and The Dead. You're just a bit luckier than you should be. Sometimes your hail mary, last ditch blows do extra damage, sometimes your random attacks hit exactly where they should, and sometimes, just sometimes, attacks that should cripple or kill you… don't do anything at all. You also find that looting your enemies' corpses is more profitable and you get more of a benefit from potions and restoratives. Oh, and you know how to navigate on open water (or beneath it) and how to run a boat, ship, or similar maritime craft.

**Analytical Eye [200]:** A wise pirate pays attention to their enemies, allowing them to gage the enemy's status, current health level, type, element, and even what… ahem… loot… they might be carrying. All it takes is a moment's concentration. In case it wasn't clear, you are now a wise pirate in these regards.

**Royal Equipment [400]:** A skillful pirate uses whatever tools and weapons become available, even if the item might object to being used. You can use any equipment, regardless of any lockout features. Being the wrong gender, wrong individual, wrong species… none of that matters. This doesn't mean you'll know how to use the equipment, and doesn't give you any specific operational knowledge. Data encryption is not included in this, so passwords will still block your access to files, but a computer that's password locked will still allow you to use it for its computer functions. This also won't allow you to simply walk through security systems and the like. It only applies to items and equipment you are actively using and/or controlling. Something passive, like a retina scanner, won't be fooled.

**Resist, Nullify, Absorb [600]:** A good pirate is prepared for everything, and should always look their best. You find yourself passively resistant to extremes of heat or cold, to scrapes and bruises from falling, and from the disheveling quality of strong winds. When coming into contact with artificial elemental effects such as wildfires, avalanches (both stone and snow), quakes, or gale force winds, you can nullify the effect as if you were fighting a battle of wills with the creator. And, finally, when you would be damaged by elemental damage from Fire, Water, Wind, or Earth sources, you can absorb the damage, allowing it to heal you instead of harming you.

## MAGE

**Magical Aptitude [100] (First Free for Mage and Sorcerer):** A Mage who can't cast spells isn't much of a mage. Mack is a Spirit Mage, Cooke a White Mage, and Jansen a Black Mage. Choose one magic type from the list below. Multiple purchases are allowed but not discounted. With considerable effort, you should be able to master all the spells in a single type in four or five years more or less, depending on how much you rely on them to handle your enemies. Sure, you could learn this magic in setting, especially if you're an Immortal, but buying it makes your spells more powerful and allows you to teach what you know to others and have it actually work outside this jump, as long as the world your students are in has a source of magic.

- **Spirit Magic:** Mack is a master of Spirit Magic, which specializes in effects that enhance or enfeeble, restore health or inflict damage over time, and deal non-elemental damage. Spells like Dodger which boosts evasion, Powera and Minda which boost physical or magical attack, and Faster which boosts attack speed go hand in hand with spells like Shadow which deals small amounts of non-elemental damage over an area, Gamble which inflicts a random amount of damage to one enemy, or Reversa which inflicts damage to an enemy based on how weak the caster currently is. There are spells like Ailment Break which increases an enemy's elemental weakness, Fear which cripples an enemy with Terror, Virus which makes an enemy sick, or Lost, which makes one enemy just wander away from battle.
- **Black Magic:** Jansen's speciality, Black Magic specializes in damaging spells of all elements (aside from Light) as well as spells that inflict status ailments (other than Kelolon), such as Poison, Sleep, Paralyze, Petrification, etc. Black Magic's elements are "Flare", "Aqua", "Wind", "Ground", and the non-elemental "Force". The most powerful Black Magic Spells include Prismus (massive amounts of random elemental damage to multiple enemies), Forceus (powerful non-elemental damage to one enemy), Leveler (which deals insane amounts of damage to vulnerable enemies), and Death (which just kills an enemy outright).

- **White Magic:** The form of magic that Cooke specializes in, White Magic contains spells dedicated to the healing of wounds and the removal of status ailments, as well as protective barriers and effects. Although largely defensive, White Magic can deal damage via Light elemental attacks and the spell “Divide” which inflicts damage on all enemies based on how much health the caster currently has. The most powerful White Magic Spells include Zephyrus (a powerful area effect healing spell), Resurrect (completely restores the health of a nearly dead individual), Coverus (a massively strong barrier spell that absorbs damage and protects an individual), and the aforementioned Divide. Light attacks like Shine and Shinus can also blind those afflicted.
- **Composite Magic:** This kind of magic, as the name implies, is made up entirely of spells that are a mixture of two other spells, creating new effects or allowing those effects to work on multiple targets at the same time. Purchasing this requires purchasing at least two other magic types and the spells you can learn are based entirely on which White, Black, and or Spirit spells you already know. For instance, the insanely dangerous “Annihilation” (which summons a meteorite that can wipe out entire groups of enemies in one go), requires knowing the Level 8 Spirit Magic Spell “Sacrifice Self” and the Level 8 Black Magic Spell “Leveler”. While Black, White, and Spirit Magic all have 8 levels, Composite Magic only has 4, though a level 4 Composite Spell is usually more powerful than a level 8 spell. After the jump, this allows you to combine spells from other systems, as long as the spells you are combining are both from the same system. The combined spell will always be higher cost than casting either or both of its components, but will generally be more powerful than casting either spell individually. Combining spells cannot be done on the fly. Rather, combo spells must be worked out beforehand and might not work perfectly the first few times you attempt them.

**Magical Proficiency [200]:** Your spells and magic power are much stronger than that of the normal individual and you find that things that would normally distract others (raging combat, pressure, fatigue) have little effect on you while you’re casting. Being actively damaged while casting will slow you down, but probably not cause you to lose the spell you’re casting.

**Lullaby [400]:** Like Sarah, you have an impressive singing voice, and when you sing with all your heart your magic and the world’s natural energies resonate. This effect can magnify all manner of natural effects, allowing you to grant increased power to any natural phenomenon (or conversely to calm them). It also allows you to reach those under the effects of mental tampering or mind control, stirring within them a renewed desire to throw off such afflictions and possibly even restore lost or buried memories.

This cannot be used to overcome the Immortal Drawback in general, but can be used to speed up recovery of specific memories if you know the general time and place those memories came from and have a token of that time and place.

**Master Caster [600]:** Not only can you cast spells faster than anyone has any right to cast them, your efficiency increases as your familiarity with a given spell increases, cutting out up to a quarter of the energy required to power the spell. As an added bonus, experienced combat casters will find that it becomes easier and easier to ignore being damaged in battle… or at least keep the pain from slowing or stopping the casting of a spell. After a few thousand battles, you'll find that only agonizing pain can so much as slow your spellcrafting. A Master Caster will also become adept at shaping magical energy intuitively, learning how to shape area effect spells so they don't harm the innocent, learning how to throw magical energy into the spell casting of others to counter or enhance that casting, and even how to copy the magical effects they've witnessed others using, even without having formal training in a particular spell. Simple effects can be copied almost instantly, but the more complex and alien the magical system used, the harder it will be to replicate, though only the most bizarre and outlandish uses of magic will require more than a single observed usage.

## SORCERER

**Throne of the Gods [100]:** Being an evil overlord requires endless ambition and you've got it. Hell, you've practically weaponized it. You can channel it into any project you're working on, giving you nigh bottomless (some would say obsessive) determination and focus. You can even transfer some of this overwhelming ambition to those who are loyal to you, infecting them with your terrible purpose, creating Acolytes. Whether this is beneficial or not is up to you. So powerful is your ambition that you've gained an immunity to all "Instant Death" effects. No one is going to get rid of you that easily. Of course this also works in reverse, as those who have faith in you, absolute *fanatical* faith, can grant you some of their own ambition, allowing you to work harder, longer, and shape more powerful effects than ever before.

**Dark Acolyte Empowerment [200]**: A world conqueror should be better than everyone else. That's just logic. Attacks that lay low mere mortals should be naught but mosquito bites to you. You occasionally absorb some of the damage inflicted upon you with magic, and are immune to attacks that would drain your magical energy or health. With Throne of the Gods, you can transfer a small percentage of your magical power and defenses into those who are fanatically loyal to you. If you also have Dark Miasma, you can use some of your power to physically warp your Acolytes to be stronger and tougher… as well as more homogenous, their shape reflecting your ideal follower.

**Luminous Beast [400]:** When a potential master of all creation demands it, even the very fabric of reality should rise up to do the master's bidding. Using the magical energies at your command, and in the environment at large, you are able to twist the fabric of reality into a physical form, creating a beast of pure energy and rage, a manifestation designed to bring about the cessation of hostilities... well the cessation of hostilities against you. The Luminous Beast's hostilities will cease at the same time your enemies cease. The stronger your magical power, the stronger the Beast… though the Beast's endurance is, sadly, determined by the amount of magical energy in the environment. With Dark Acolyte Empowerment, you gain an immunity to induced fear, curses, or blinding effects.

**Dark Miasma [600]:** A tyrant of time and space should be suitably impressive, both physically and magically. By unleashing the dark energies within, you can grow an encasing shell of pure sorcerous might, a layer of dark miasma that can interact with the physical world about you. This effect, though ruinously tiring without some external energy source to tap, triples your physical size and massively enhances the potency of your magical attacks. The exact shape (number of limbs, heads, wings, tails, etc) is entirely up to you and can change from use to use. This effect is magnified if you are at a locus where two or more worlds meet, and grows progressively more powerful as the number of realities you can tap for their power increases.

With Dark Acolyte Empowerment, you gain an immunity to poisons, induced sleep effects, dizziness, darkness effects, and petrification effects. If you also have Luminous Beast you are further immune to paralysis effects, harmful transformation effects, and effects that would seal your powers. With Throne of the Gods, and if you have fanatical followers, you can even reshape the world around them, the effects growing more noticeable the more followers you have in any given area. A few hundred of them in a city are enough to make effects such as shadows deeper throughout that city, but millions of them could begin to reshape the very fabric of the planet, altering weather patterns as well as flora and fauna.

# MORTAL

**We Belong Here [100] (Free Human):** Humans are everywhere. Everyone knows that. As long as you don't call attention to yourself, even if you're the only member of your species the locals have ever seen, they'll simply shrug and assume you belong wherever you are, as long as where you are isn't a restricted area or something similar.

**Rip and Tear? [100] (Free Beastman):** As a beastman, you have twice the basic strength of a human, as well as sharp claws and fangs, and better hunting instincts, be it for prey or just good deals in the market place.

**Magitech Engineer [200]:** The armies of this world are in a constant arms race to develop and deploy new type of magi-tech weapons, and engineers are necessary to keep the engines of war going. You're one of those people, giving you a firm understanding of all the magi-tech that exists in the world of Lost Odyssey. With diligent study and practice you may even be able to start a magitek revolution of your own one day. This includes the science of Ring Assembly.

**Memory of Lirum [300]:** Family is important. Bonds shared may be strong enough to reach into the grave and beyond. You gain the ability to remind the departed of the past and beseech their loved ones for a sign that they aren't truly gone… which in your presence may just happen. "Departed spirits" are far more likely to work miracles around you, making flowers bloom in the off season, rain falling from the sky, feathers falling on a grave, all sorts of little ways of giving signs to their still living family members that might just comfort them in their grief. On the flip side, you can sense the presence of malignant shades/spirits if they linger in an area with unfinished business.

**Someone Must be Looking for This [400]:** You come across all sorts of things in your travels, and 99% of it is complete and utter junk. Well, that's about to change. Anytime you pick up anything with any inherent collectability, you will gain a sense of how rare that item is and who might be looking for it / collecting it. This doesn't give you any sense of how valuable it might be to that individual, or where, exactly, you might find the potential buyers, but you'll know the signs to follow to find those who need what you have, be it a rare seed for a creature that lives in a pot or a toy soldier for a little girl whose father is away at war. If the item is part of a limited set, you'll know instantly how many other items are in that set. You are virtually certain to see a return on your time invested great enough to justify the effort expended in seeking out these collectables.

# IMMORTAL

**Immortality [400] (Free for Immortal):** You cannot die. If you receive a fatal wound, you will recover in about five minutes. During the Lost Odyssey jump, you cannot improve any of your skills through practice. Notably, as Seth learned to her dismay, not being able to die does not mean you can't be buried alive on a forgotten isle for a few centuries. Being sealed away for longer than the duration of the jump will result in a fail state. Being hit with an attack that would completely annihilate you also counts as a death unless you have some other way to recover from being completely annihilated. After the end of the jump, being sealed away doesn't automatically end your chain, but you can use it as a chain breaker if that would allow you to escape endless imprisonment.

**Skill Linking [400] (Free for Immortal):** You can learn skills and abilities possessed by non-immortals you choose to hang out with. The more you observe them using those skills, the faster you learn them, but you can only focus on a single skill at a time. This skill is a copy of their own, and not something you've internalized. You cannot improve a copied skill nor use it to teach someone else… unless the skill is educational in nature, of course. You must "Slot" the skill into your mind to use it and you have a finite number of Slots, though you can slowly increase the number of slots you have available, with each additional slot taking significantly longer to gain than the last did. You begin with two slots and the ability to store up to six times as many skills as you have slots for. If you remove a skill from a slot and have no storage available, you will lose it, requiring you to re-link with the individual you learned it from or someone else who possesses that skill. Clearing a slot is virtually instantaneous.

**Skill Transference [400] (Free for Immortal):** You can learn how to duplicate and internalize the magical properties granted to you by items you have equipped, such as a scarf that grants immunity to being shapeshifted or a ring that grants immunity to poisons to a pair of glasses that allow you to see the invisible. This may require wearing the item for several weeks or even months or years if the ability in question is particularly unique, powerful, or broad in effective scope. For purposes of this effect, clarketech is treated as magical. These properties require slots to equip. You begin with two slots for active abilities and six for inactive abilities, and otherwise functions as the slots from Skill Linking. If you have both perks, you can use slots and storage for either skills or magical properties.

# KELOLON

**Bog Standard [Free] (Kelolon Only):** Kelolon are amphibious and can fight and breath underwater.

**Critical Warrior [100]:** Kelolons might be generally ineffective little goobers, but when they land a critical hit, they deal far, far more damage than normal. Whenever you hit your enemy in a vulnerable location, you deal several times as much damage as the blow normally would do.

**Reinforcement Request [200]:** By whistling loudly, you can summon Kelolon reinforcements apparently out of the ether. Normally, these will be standard Kelolon, but if you've taken Kelolon Evolution, you can summon any Kelolon below your evolution level in your own chain. Even if you haven't, sometimes random chance will allow you to summon Kelolon more powerful than you, or in another chain. They will fight with you as long as it looks like you have a chance of winning, but Kelolon usually don't stand and fight if they can help it, though the tougher, more aggressive Kelolon are more likely to stick around. Summoned Kelolon do not vanish after being summoned, but will wander off and explore. In other jumps, you can use this to colonize other worlds for the greater glory of K and Country. They're not extremely hostile or aggressive, but will defend themselves and any settlements they build, preferring bogs, swamps, and other wetlands. Their tech level is surprisingly high. You can do this as much as you like, but the more often you do it, the longer it will take reinforcements to show up and the more likely no one will show up at all.

**King of Ks [400]:** You gain the ability to transform into a giant red royal Kelolon at will. This form can tank a simply ludicrous amount of damage, can cast Coverus (which absorbs a lot of damage before having to be recast) and Divide (which deals damage proportional to how much damage you can still take before passing out), and has a really awesome moustache. Also comes with a really impressive crown.

**Kelolon Evolution [Variable] (Must be Kelolon, not discounted):** Not all Kelolons are created equal. Sure, most of them look pretty similar, but the Kelolon Race has a lot of power potential. As such, you can choose to follow one of the following Paths, but only if you're a Kelolon and only one path may be selected. You must buy each lower level to acquire the levels above it and each level includes all the abilities of the lower levels.

**Kontender K:** A normal Kelolon, but tougher, bigger, and meaner.

- **Flyweight Kelolon [100]:** These special warrior Kelolon are stronger and tougher than their civilian counterparts, easily rivalling the strength of a Human soldier and possessed of the toughness of an armored Beastman knight.
- **Heavyweight Kelolon [100 more]:** If Flyweight Kelolon are a handful Heavyweights are twice as strong and three times as tough, though they're marginally easier to hit, since they're usually too busy beating your face in to dodge effectively.
- **Kelo-Kelolon [100 more]:** Said to possess the strength of a thousand Kelolon, in reality, these TopKek warriors are actually five times as strong as Heavyweights, being about the size of a Human, but far more dangerous. Unfortunately, the Humans know this, and target Kelo-Kelolon first.
- **Million Kelolon [100 more]:** Can't bring you down. Not actually much stronger than their junior-league siblings, the true strength of the Million Kelolon lies in its total immunity to all negative status effects.

**Princess K:** The female of the species is altogether more defensively minded than the male.

- **Keloline [0]:** The bog standard of female Keloflesh, the Keloline is skilled at healing, possessing the native ability to cast basic healing spells without having to be trained. If anything, they're even harder to hit than their male counterparts, especially with magic.
- **Kelolita [100 more]:** While normal Kelolines heal and run, Kelolitas stand in battle and cast defensive magics. Their mana pools are also larger than that of their little sisters and their innate magic resistance is higher
- **Kelogarita [100 more]:** Still need more power? Kelogaritas are the acknowledged master-casters among female Kelolon, having mastered White magic to a degree that Mortal mages seldom achieve. Their mana pools are massive and they have far more magical defenses than even Kelolitas do.
- **Queen Kelolona [200 more]:** Combining the powers of Spirit mage with that of a White mage, the Queen of Kelolon is, hands down, the best caster among her kind… and unlike the giant red King, she isn't so large that she's forgotten how to evade, though she is Human sized and far more… ahem… shapely, than her younger relatives. If a Queen Kelolona uses King of K's, she can choose if the form is the big red round moustached king form or an equally massive pink or robin's egg blue but more shapely form, but must choose at the time of purchase and cannot change later. Since Queen Kelolona can already cast Coverus, she gains the ability to cast Forceus in her "Regal Form".

**Full Metal Kelolon:** Though no better at dealing damage, these Kelolons focus on defense to a ridiculous degree, though they're slightly more vulnerable to lightning than other Kelolon.

- **Silver [200]:** Silver Kelolon are extremely evasive, able to dodge nearly every attack aimed their way and *very* good at running away should it look like the battle is going against them.
- **Gold [200 more]:** Gold Kelolon are swift little bastards you should watch out for since they can dodge attacks like nobody's business. They can flourish their weapons so swiftly as to be able to land multiple slashes in quick succession and have learned the mystical kelolonic arts to turn others into kelolons like them, at least temporarily.
- **Adamantine [200 more]:** Tougher, stronger, better, faster. These daft punks of the kelolon race hit above their weight class... which is pretty heavy as they literally have had adamantine enhancement to their bodily tissues as an experimental procedure. Although nearly indestructible, rapid temperature changes may reduce your staggering defense.
- **Platinum [200 more]:** These little buggers have a peculiar defensive ability, allowing them to shift around their primary resistances in battle. Sometimes that resistance is to physical melee attacks, other times it's against magical ones cast by an opponent directly. The easiest way to bypass this odd defense is to utilize items that give a secondary source of damage, find the patterns in their defensive shifts, or wait until the reserves they use to power this capacity are completely exhausted. As a Platinum Kelolon, you can shift your specialized defensive power towards any one source of damage at a time, though maintaining this specialized defense is fatiguing. While your defenses are focused, it is nearly impossible to damage you using that source of damage, with the degree of defense growing the more specific you get (melee weapon attacks is fairly specific, but rapier attacks is more specific).

**One Eyed Devil:** With bigger helmets and one glowing eye, the Dark Skinned Kelolons of the One Eyed Devil Path focus on dealing obscene amounts of damage, usually with powerful magic. They lack the high evasion of their Metallic Kin, but make up for it with huge amounts of health.

- **Black [200]:** The Black Kelolon are the weakest of the One Eyed Devil line, but that doesn't make them weak. With a frankly impressive ability to soak up damage, they attack with lightning fast attacks that bypass magical shields and can generate random elemental blasts that cover an area of effect from their one red eye. They are, however, vulnerable to paralysis and Earth-Elemental attacks.
- **Hellish [200 more]:** As if the Black Kelolon weren't dangerous enough, their big brothers are even nastier, being tougher, stronger, and gaining the ability to

reflect some of the physical damage they take back on their attackers. They are vulnerable in the same ways as Blacks are.

- **Dark Kelolon [200 more]:** The dreaded Dark Kelolon is the epitome of Kelo-Evil, using its obscene ability to soak up damage to trick people into attacking it physically, at which point it unleashes a powerful counter attack. They are also skilled in killer combos that can take out most enemies with a single pass, as their upgraded Lightning Strike also bypasses magical damage reduction. They are no longer vulnerable to paralysis.
- **Diamond [200 more]:** Known for their diamond bright one eye, the Diamond Kelolon sacrifices the Dark Line's ability to soak up damage to gain an augmented ability to simply deflect most physical and magical attacks that hit its diamondoid surface. Diamond Kelolon prefer counterattack when attacked, but can cast a powerful Death spell that can outright kill most mortal creatures.

**Machine K:** Through the scientific genius of Professor K, these are Kelolons who have embraced the power of technology, integrating themselves into machines.

- **Steam K [200]:** By sealing your frail Kelolon body inside a walking metal hull, you've gained a huge amount of armor, a laser… er… Kelo-Beam attack, and have become practically immune to the magical spells used on this world… though you've lost a lot of your species's signature ability to dodge.
- **Supreme K [200 more]:** A more powerful and larger Kelo-mech body is clearly in order, and so you've been upgraded to a Supreme K (for Killbot). Never mind the electrodes plugged into your nervous system, you're sure Professor K had a perfectly good reason for that. And now you can fire beams that transform your enemies into normal Kelolon temporarily, which is good, right?
- **Professor K 2.0 [200 more]:** You are a master of Magitek, able to build practically any of the hyper-tech machines that litter this world like so many glowing pendulums. Of course, you're not stuck in one of those obsolete mechanical bodies built by your predecessor. You may buy a second evolution line if you've reached this level.
- **Killalon Mark II [300 more]:** As the master of Kelo-tech (the integration of Kelolons into Magi-tech, obviously), it wouldn't do not to have a powerful battle form… so you gain the ability to transform yourself into a massive mechanical spider-tank with simply ridiculous levels of combat regen and the ability to saturate the battlefield with area effect damage spells thanks to your onboard mana reactors. Although it is expensive in terms of mana, you can temporarily throw up a shield that protects you from practically everything, though doing so means you can't really attack. You do have an onboard Kelo-Cannon, just in case you don't feel like using magic to attack.

# 『GEAR』

## PERSONAL ITEMS

**The Mistwalker Collection [Free]:** You gain an XBox 360 with unlimited visual upgrade capacity, unlimited storage, zero loading times (unless for some reason you want loading screens), that can connect to any visual display medium from a stone wall to the stars in the sky, from a campfire to the very mists itself. It comes loaded with Mistwalker's complete slate of games, most notably Blue Dragon & Lost Odyssey, but will play any other CD based video game you put in it, either in Mistwalker mode (i.e. with art and music by Mistwalker personnel) or in traditional mode. You also get a normal Nintendo DS so you can play Blue Dragon Plus, Blue Dragon Awakened Shadow, Away, and Archaic Sealed Heat, and a Wii so you can play The Last Story.

**Basic Gear [Free for All]:** It wouldn't be much of an adventure if we started you out with nothing, so you begin with a decent suit of armor and a weapon, both tailored to your choice of origin and sized appropriately for you. The armor is comfortable enough to wear all day, every day, and never chaif, and looks enough like fairly stylized clothing that most people won't even realize that it actually is functional. The weapon has the property of springing easily to your hand when you need it, but otherwise exists in a kind of limbo where it isn't actually anywhere at all. You may import any suit of clothing or defensive object into the armor and any weapon or tool into the weapon.

**Ring-a-Ding-Ding [First Free for All, 50]:** You also gain a basic combat ring which has a single Level 1 Ring Effect that can be changed once per day. Any other piece of jewelry can be imported into this ring. Rings are such useful things, allowing you to tailor your attacks to add elemental or type specific damage, or to inflict status effects more easily, or to add some special effect to your attacks. Shame you can only have one ring on at a time. There's a pretty comprehensive list in the notes section. In addition being a fashionable piece of jewelry that will never interfere with your grip or get your hand stuck in some piece of machinery, you will find that when you go into combat while wearing this ring you gain the ability to land heavier and more damaging blows to your enemy if you can time your attacks correctly, as well as being much more likely to trigger any special effect on the ring you're wearing. Once you get into the rhythm of it you'll be striking your opponents with significantly greater power than you would normally, at no greater expenditure of effort. Don't worry, if you miss the timing completely, it won't penalize you.

If you have multiple rings, they can be switched out in the middle of combat as long as you are not currently in the middle of an attack. All it takes is a second's concentration to instantly swap any ring you have equipped with any ring in your possession. Buying additional rings costs 50 CP and can get up to six levels of rings for that price, but you can only use this to buy single effect rings. An Ultra Ring (see below) counts as being three levels higher than a Basic Ring. Crafted Rings cannot be swapped instantly and do not come with the damage boost unless they are Damage Boost Rings.

**Ultra Ringer [200-600]:** What's an Ultra Ring? Well, remember how in Ring-a-Ding-Ding we said that you had to time attacks just right to deal extra damage and to maximize your chances of triggering any special effect of the ring? Well, Ultra Rings are approximately three times easier to time, giving you much greater control over your attack tempo. Purchasing this gives you a complete collection of every single effect ring in the world of Lost Odyssey (see list in notes). For 200, it's every Level 1 ring. For 300, it's every Level 2 ring. For 400, you get either ever Level 1 Ultra Ring or every Level 3 ring. For 500, you get every Level 2 Ultra Ring… and for 600, you can get every Level 3 Ultra Ring.

**Legendary Ring [200]:** You have gained possession of a ring of immense potency, carrying a variety of special abilities and effects. You may pick up to eighteen levels worth of effects different special effects to be attached to your ring, with the choices listed in the notes section, and may freely import a ring you already own to gain these abilities. If you have the Magitech Engineering perk, your legendary ring can have up to twenty-four levels worth of effects instead. The effects on a Legendary Ring can be changed by a Magitech Engineer (or Professor K) once per jump / decade.

**Omni Ring [1000]:** This is just silly. Instead of having a Legendary Ring and Ultra Ringer, you can just buy this thing. What does it do? What doesn't it do?! It has the effect of every ring, at Level 3 Ultra. What's better, it automatically disables any effect that would be beneficial to your target! No more swapping, no more balancing. Just go hog wild. Same import rules as other rings.

**Magical Currency [50]:** You gain a small pouch that mysteriously gains a small amount of universal currency every time you defeat a challenging opponent in battle. Each coin is enough to buy a meal and 10 of them can buy a night at an inn. They are accepted everywhere that currency is accepted.

**Sunderch Glasses [50]:** These high tech items allow you to see invisible objects, no matter how they've been rendered invisible.

**Invisible Chest [50] (can be purchased multiple times):** This chest (and all it's contents) is completely invisible to anyone who lacks a pair of CP backed Sunderch Glasses. It is 2' by 4' by 2' and it can hold up to 99 copies of any object small enough to fit through its opening, and can hold up to 255 different items. Unfortunately, it doesn't come with a lock, though if you can figure out how to install an equally invisible lock (or a lock that's completely inside the chest) you can do so. Every time you buy this, the number of chests you have doubles.

**Healer's Kit [100] (Free for Mages):** You gain a bag containing the following precious items that will restock themselves once every month. Five Healing Tanks (restores a large amount of health to one person), five Mana Bottles (restores a large amount of mana to one person), one Heal Full (fully restores any lost health for one person), one Mana Prime (fully restores one's mana), three Goddess Medicines (A magical tonic that is absorbed through a critically injured and unconscious person's skin. Supercharges the body's healing process, knitting their wounds and bringing them back to the prime of their health. Doesn't restore lost limbs.), five Power Drinks (A magical tonic that sends magical energy to the muscles of the one who imbibes it, temporarily allowing far more efficient usage of their maximum strength.), five Cure-Alls (cures any negative statuses for one person) and one Godly Dragon Tears (fully restores health and mana stores while curing any negative statuses.)

**Bomber Kit [100] (Free for Mercenaries):** You gain a bandoleer that contains the following items that will restock themselves once a week. Five of each low-grade elemental bomb (Aqua, Flare, Ground, Wind), three of each midgrade elemental bomb (Aquara, Flara, Grounda, Winda), and one of each high-grade elemental bomb (Aquaus, Flarus, Groundus, Windus). Each deals light, medium, or major damage to one target, respectively.

**Treasure Glasses [100] (Free Pirates):** While you're wearing these glasses, you will be able to see what other people have in their pockets, backpacks, purses, briefcases, suitcases, or any boxes or bags they are personally carrying. This also allows you to detail the contents of any vehicle the size of a semi-truck or smaller. This doesn't give you details, merely a list of objects (two pencils, sixteen rubber bands, a set of house keys, a bottle of absinthe, and a glock-20 with six hollowhead bullets).

**Magic Capsules [100] (Free Sorcerer):** These expendable items contain raw magical power, enough to power a war machine or several buildings for a month. You gain three of them and, unlike normal capsules, they recharge after a month of inactivity.

**Cubic Score [100] (Free Royal):** This magical password system cannot be cracked unless the individual attempting to crack it actually knows the password. Up to nine items or systems can be protected by this system.

**Lost Ring [200] (Discount Mercenary):** This item can recover any item someone lost once per day. It always respawns the next day. It is a perfectly normal ring, but when used (by simply handing it to the target), the ring swaps places with whatever missing item the person you hand it to is looking for. It must be something that individual actually owns or owned at one point. You cannot use it to find items you've lost however, unless you have a way of handing something to yourself.

**Name Plate [200] (Discount Royal):** This plate, which has your name on it, allows you to claim any object as yours (it has your name on it, doesn't it?). Simply attach the plate to any one object, and that object will be granted the full effect of the warehouse guarantee… cannot be an expendable item. This means the object will be restored to its fully operational form within 24 hours if destroyed or damaged. The object must be small enough to fit in your warehouse, or be attached to some other mobile real estate you have (such as the Numara Palace). The plate only works on one thing at a time, and can only be moved once per jump. It cannot be duplicated. It can be purchased multiple times.

**Pipot Seeds [200] (Discount Mage):** These magical seeds cause a pot containing a pipot, small rabbit-like creatures that dwell in pots, to spring up wherever you plant one. These creatures will trade small healing items to you in exchange for seeds, which they are very fond of. They also trade small items for other small items, seemingly at random, but each pipot has its own unique system. If you present them with unique or powerful seeds, they'll probably trade you something nice. They also make cute pets, though they are mostly harmless… unless you're a seed.

**Signed Loan Papers [200] (Discount Sorcerer):** This item grants you the ability to take out a loan in any jump, but if you fail to pay back the loan (with interest) before the end of the jump, you fail the jump. The only limit to how much the loan can be for is the amount of money in the local economy. The bigger the loan, the higher the interest rate, however.

**Kelolon Badge [200] (Discount Mortal if 20 or under):** When wearing this frogface-shaped badge, you gain an almost preternatural ability to evade attacks, almost as if you were a Silver Kelolon… best pray no Kelolon ever gets their hands on one of these.

**General's Pen [200] (Discount Mortal if over 20):** This quill pen allows you to restructure the formations of your troops at a whim, making your troops move as if they'd received orders from you without you actually having to issue any orders. You don't even need to be able to see them, as long as you have accurate intelligence as to where they are. They will reorganize themselves as fast as they can reasonably do so, but can disobey if they'd disobey your actual orders. This does not grant you any special command authority, so you'll have to get troops yourself. It also doesn't allow you to explain the reasons behind your orders.

**Angel Guard [200] (Discount Mortal if female):** A magical armlet that makes you progressively more resistant to any ailment you've ever been exposed to. The more often you've been exposed to any given ailment, the more resistance this item grants. Initially it only works for status ailments native to the world of Lost Odyssey, but it can learn new ailments from other realms, although it doesn't initially offer any resistance until after the first time you're exposed to that ailment while wearing the Guard.

**White Charm [200] (Discount Mortal if female):** This magical item, that takes the form of a pendant or broach, restores half of any damage you've taken over the course of a battle once the battle is over or there's a lull in combat.

**Golden Gauntlet [200] (Discount Mortal if male):** While this singular golden plate gauntlet is equipped, you will always have the Shield spell active. Shield reduces the amount of damage you take from physical attacks.

**Royal Emblem [200] (Discount Mortal if male):** While this item, a kind of small breastplate on two chains worn around the neck, is equipped, you will always have the Barrier spell active. Barrier reduces the amount of damage you take from magical attacks.

**Magic-Powered Locator [300] (Discount Mercenaries):** This radar unit can locate any non-shielded object you can identify as unique (Steve's wallet, that receipt from that restaurant I ate at with the great papadums five years ago, a fresh mango with exactly seventy six seeds that's closer than a ten minute drive). It has a range of planetary but can only point you in the correct direction, not indicate distance. It may take a few minutes to calibrate to each request, and if multiple items fit the bill, it will return the same results as if no items fit the bill.  It is handheld, but takes two hands to operate.

**Legendary Weapon [200]:** Some weapons are better than others; that's a simple fact of life. Quality of materials, skill of construction, and in a world where magic works, the power of the enchantments. Well, in this world, this weapon (which takes the form of your prefered melee weapon) is second to none. If a normal sword has a damage value of 10, this has a strength of 420. This weapon isn't just dangerous however, it's legendary. Stories exist about the weapon going back a thousand years or more, and it features in myths and legends. It's not unbreakable or anything, but if broken it will lose only a third of its strength and there will be some legend about how to restore it. You may import another weapon into this one.

**Secret Ledger [300] (Discount Pirates):** This accounting book (about the size of a large laptop) will give you a detailed financial breakdown of the actual financial status of any business you carry it into. Can be connected to a computer to give you the same for any online business. The first page will contain a quick summary, but the following pages will present the actual state of the company… not its public records.

**Memory Lamp [300] (Discount Mages):** This handheld lantern allows you to replay, record, and display your important memories. This works with any willing individual. If you can't currently remember something (say, because you have amnesia) you cannot record a memory… however, you can replay a memory you previously recorded.

**Royal Seals [300] (Discount Royal):** Like Tolten, you have an inheritance, unhelpfully scattered around the world by your ancestors, nine useful and unique relics of the past tucked away in nine black slabs marked with your family seal, each one someplace out of the way or uncommonly travelled to. While you don't receive a map to these seals, nor any indication where they are, they are all some place theoretically reachable. If you're not a Royal, they'll be items that reflect your origin and station in life. In each future jump, a new set of nine seals will appear, each containing new useful and unique relics customized for and fitting both your origin and the world they're from. If you're a Drop-In, it won't work perfectly, since the items can't be tailored to your origin and instead the seals will simply contain a random assortment of potentially useful items of the same general utility. Either way, the items will always be sealed in matching containers that only you can open, and you'll always recognize them for what they are when you see them, so you don't need to wonder if you've found them all or not.



These items do not follow you from jump to jump, but rather each jump will have its own set. You can choose to keep an item from this set, but doing so means that all future sets will have one less item. This should not be seen as a way to get CP items from other jumps, as the seals will never contain anything that is available for purchase in a given jump. A word to the wise, while no one but you can open them, once they've been opened, it is likely treasure seekers will be very interested in getting the contents of decades or century old mysterious treasure containers from you.

**Bracelet of Efficiency [300] (Discount Sorcerer):** This magical bracelet halves the amount of special energy any of your powered abilities requires to use without noticeably weakening the effects.

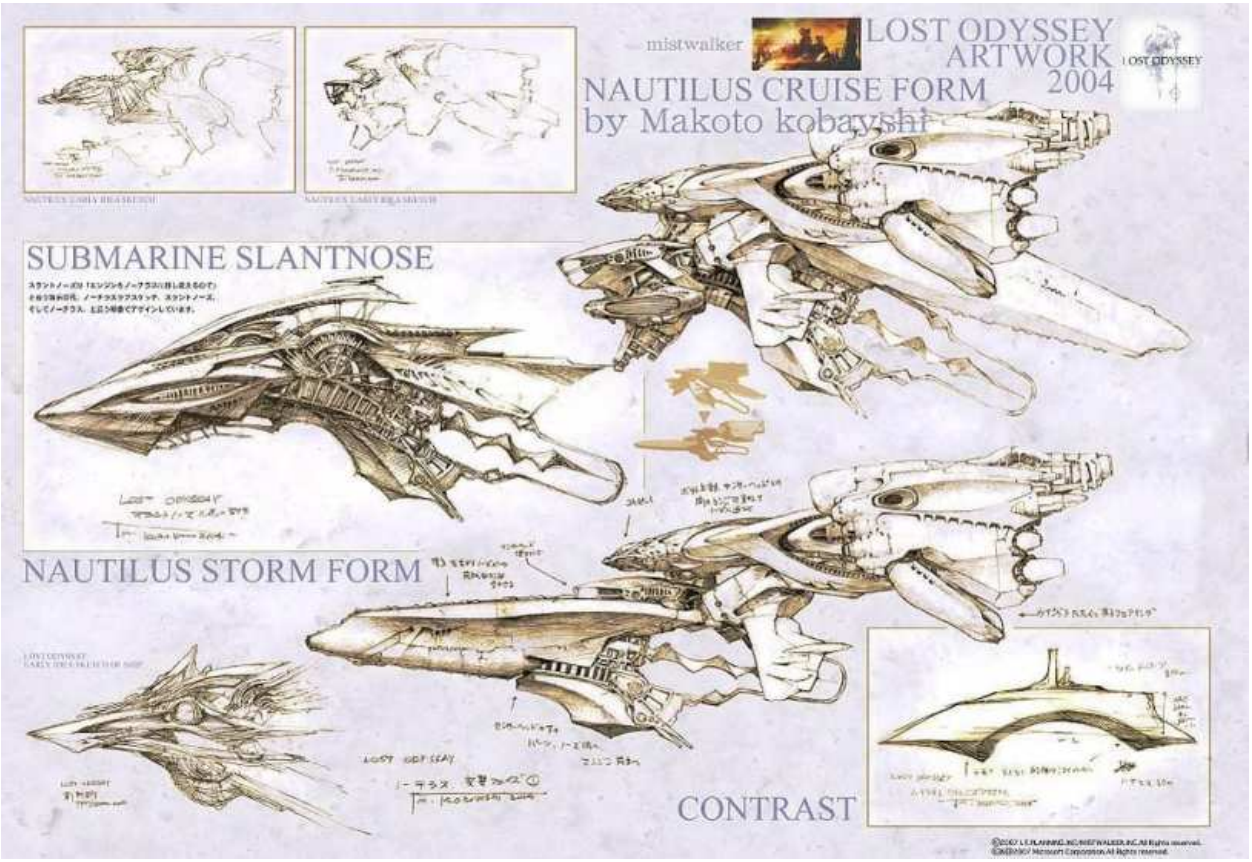
**Rose Quartz [800] (Discount Kelolon):** This large handheld chunk of quartz allows you to cast any spell (that you can already cast) in twenty seconds or less. Any spell that already takes under that can be cast instantly.

**Eternal Magic Engine [1000] (Discount Immortal):** This item, about the size of a small backpack, grants you functionally infinite mana, although it doesn't increase your maximum capacity. Thus, you can't generate any effect that requires you to expend more than your maximum amount of mana, but can instantly replenish any expended mana. Abuse of this item can rapidly deplete the environment of all of its magical energy, as the engine draws it from the most readily available sources first.

# ***VESSELS***

*You may import any currently owned vessel into any purchase to give it an Alt-form.*

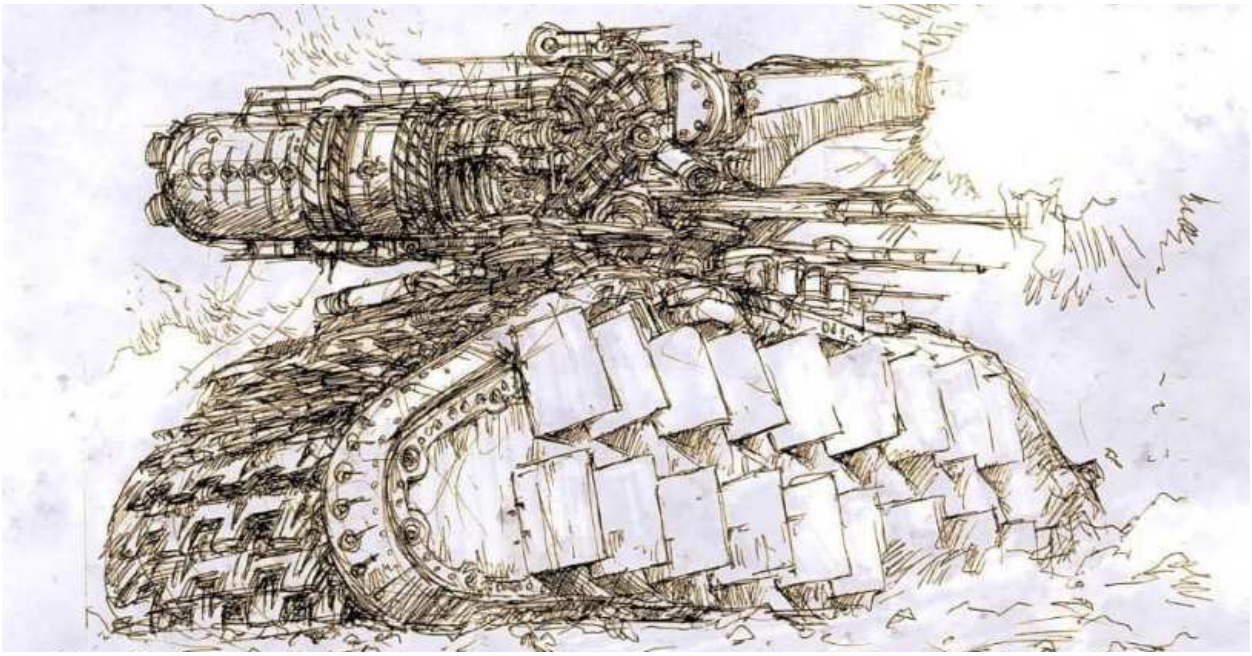
**Slantnose [100] (Discount Mercenary)**: A relatively small high speed cabin cruiser, the Slantnose contains enough room for eight people and enough supplies and fuel to travel round the world, though it doesn't do too well in icy water, in hyper-currents, rough seas, or near shore shallows. It resembles a jet plane skimming across the top of the water rather than a normal boat. It has no weaponry.




**Not-a-lis [200] (Discount Pirate):** Sed's pirate vessel, the Nautilus, is an odd sort of ship which can jump out of water, allowing it to fly and glide for short periods of time as long as there is a nearby body of water to land in. It also is a submersible, able to find its way to sea caves and various underwater formations. Nautilus is large enough for a crew of twenty and can cut through hyper-currents and rough seas if it needs to, though it usually just submerges. It has small anti-ship weapons, suitable for the role of commerce raiding. Of course, this is the Not-a-lis, a copy made by Professor K… so it might have hidden upgrade functions… or strange quirks… who can say?

**Resurrection Tower [400] (Discount Mage):** This battlefield tower has a built in magical reactor and generates a constant magical field that can be harnessed to resurrect those fallen in battle within a sizable radius of the tower. Normally, this would take a team of trained mages and would be vulnerable to ground assault, but yours is a second generation tower and it floats along about ten feet off the ground, has a magical shield around it, and can be operated by a single mage, with seats for up to four "Gunners" who can target potential resurrectees. Its range is also longer, allowing it to resurrect anyone within sight of the tower's operator or its "gunners". The tower is four stories tall and glows a particularly bright blue when powered up. While it doesn't have any weapons, up to four weapons systems can be mounted on the tower, two atop it for anti-air and two beneath for anti-personnel. The tower can cast up to four Revivus Spells every twenty seconds, per mage on board, and can have up to six mages in addition to the gunners. The tower is not particularly fast however, moving at a top speed similar to walking speed while in action, though it can move up to 30mph when the reactor is not in battle mode. If you buy this, and have the Mortal Perk MagiTech Engineer or are Professor K 2.0 or Killalon Mark II you can create more of these towers.

**War Tower [400] (Discount Sorcerer):** Virtually identical to the Resurrection Tower, except that it glows a sullen red and launches Black magic spells instead of White magic. Rather than using more mages to allow more targets, more mages make the attacks this tower generates more powerful. The tower has five modes, one for each element and one for Force magic. It can only fire black magic spells of the mode it's currently in and switching requires shutting down the reactor and restarting it, a process that takes about five minutes. You can create more of these towers following the same rules as detailed at the end of the Resurrection Tower description.



**Alabaster Boa [400] (Discount Royal)**: The White Boa is the royal liner of Numara. It's a palace on the high seas, able to dock smaller vessels. It can shatter pack ice, has incredibly durable armor, and all the weaponry one would expect of a mobile battle fortress. It is huge and fairly unsubtle, as it gleams white and silver and is as tall as a cruiseliner. It is a fleet command ship, able to oversee an entire maritime war… or at least that is what it was built for. It takes a crew of twelve hundred to operate, but can carry six times that. It can navigate even the roughest waters, even the hypercurrents surrounding Numara, without significant effort and has effectively limitless range at sea.



This is The Alabaster Boa though which is a copy, but even shinier, and with your crest on the front instead of the Numaran crest. Wouldn't want people thinking you stole it. It is otherwise completely identical to the White Boa. If you don't have a crew, a crew of reasonable competence will be supplied out of local people. Don't expect too much out of them, but they're not idiots and training will make them better. They're replaced every jump with functionally identical people. The Alabaster Boa can draw fresh food and water from its internal stores (enough for 6 months) or from your warehouse stores if you allow it.

# ***STRUCTURES***

**Auction House [600] (Discount Mercenary):** This building, which follows you from jump to jump, allows you to sell items of questionable provenance at auction and to receive cash appropriate to the setting you are in. It also routinely acquires items of interest from the world you are in or from any world you've ever visited. These will not be CP items, but could include rare or unique items that are readily available (if you knew where to look) in those settings. Want a certain striped hat belonging to a certain shop owner? They might have that. Want a certain military looking flying rat-mobile? They could have that too. These items are always the default for the item and the more interesting, the fiercer the bidding, as this isn't a shop. They specialize in items from areas that have been destroyed, so if you've been to a world where Paris was vaporized by some space rocks, you might be able to find anything from the Mona Lisa to the Eiffel Tower. Storing items you purchase is your problem. The Auction House will always appear in the city you start each jump in. If you steal anything from it (besides mints and matchbooks), it disappears for good. Same for your companions.

**Pirate Cove [400] (Discount Pirate):** You have a hidden base located somewhere in setting, somewhere you and your companions are the only ones who know about. This base is large enough to dock several standard pirate vessels like the Nautilus (after the jump, it is large enough for whatever style pirate vessels are used in the setting), and contains the raw materials and supplies needed to repair, maintain, and outfit the fleet for at least 6 months. These supplies replenish once a year. As long as no one betrays the location of your base, your enemies will not discover it, even if they know its general location.

**Haunted Mansion [400] (Discount Mage):** All good witches need an old haunted mansion, and now you have one too. This building follows you from setting to setting, or attaches to your warehouse, at your discretion. It is always old, slightly run down, and has a subtly wrong vibe about it. When deployed, it can be rearranged internally at your command, shifting rooms and hallways, developing secret passages or traps, growing bigger or smaller (at least internally), and even coming alive to a certain extent, with moving furniture, portraits that follow visitors, and even apparitions drawn from your imagination or memory. The traps and ghosts can be harmless or deadly (to the limits of your magical powers) at your discretion. If this is attached to your warehouse, you lose all control over the place, making it into a true haunted mansion for you to explore over and over again, with the mansion learning from your actions. You do gain a switch that turns it mostly harmless, so that it can be a fun experience instead of terrifying. Regardless, things created by the house cannot leave the house.

**Numara Palace [400] (Discount Royal):** If the White Boa is a palace on the sea, the Numara Palace is a palace on land. This massive structure is a gleaming white edifice full of halls and chambers suitable for a queen and her retinue… as well as her servants and staff. The Palace is now yours, following you from jump to jump. Each time, you'll find it fully staffed (with competent and loyal locals), located someplace suitably stunning and amazing and convenient to the local centers of power. The Palace has no real defenses, though it is incredibly durable, and any upgrades you make to it persist across jumps, though it only repairs itself once at the beginning of each jump. It can be used to display artwork and typical palace goods, but isn't the best storage spot… and anything displayed within it isn't protected by fiat from being stolen. That's what guards are for. Or copies.



**Backyard Arena [400] (Discount Mortal):** Do you ever feel there's not enough challenge in your life? Well, now there can be. Whatever worlds you travel to, you'll find this backyard fight club has followed you, and somehow they constantly have a collection of supercharged versions of local monstrosities for you to fight against. Be careful, as these monstrosities (which somehow the Arena staff have no trouble controlling) are, in theory, capable of killing you… or at least dealing you a humiliating beatdown. Where such things are illegal, the Arena will be subrosa, but where such things are embraced, the Arena will be a major spectacle and you'll be known as a headliner (if you wish).

**Grand Staff [600] (Discount Sorcerer):** This is a massive flying magi-tech spell focus, towering more than a mile into the sky, this experimental magical research facility comes with a ground based dock and can move slowly through the sky, though it's not particularly maneuverable. It gathers magical energy from all over whatever world it is in and can massively augment any spell cast into it, though its experimental nature means it sometimes makes those spells go a little out of control (of course, if mass destruction is all you're going for, more power to you)… and estimating how much of the Staff's stored power is unleashed in any casting will be difficult until you've spent several decades calibrating it. It can only charge while installed in its base, and the area around the base will slowly become massively contaminated with magical energy, mutating the flora and fauna around it. It does not automatically deploy itself each jump, but rather it takes the form of a rather mundane looking handheld staff that must be plunged into the ground where you wish the staff to grow. It takes a full month to unpack itself and anything living inside the staff at the end of a jump will be crushed and folded as it packs itself away for transport.



**Tower of Mirrors [800] (Discount Immortal):** Do you really love this world and or its magic? Well then, this is the item for you. This chamber and the tower it supports appears in all your future jumps, flooding those worlds with the same magical energy that powers all the magitech of this world. Furthermore, once per jump, between jumps only, you may pass through the mirror in the chamber to return to the world of Lost Odyssey for up to six months (does not stack with other vacation options). The world of Lost Odyssey remains paused while you're gone, but each time you return it's at the moment you last left. Anyone not of the world of Lost Odyssey that passes through the mirrors into it becomes an Immortal while in the world of Lost Odyssey. The light from the mirrors will negate the immortality of anyone standing within the chamber at the top of the Tower itself, removing any feature that keeps them "timeless", "ageless", or "undying"... at least as long as they remain within the chamber. It doesn't accelerate aging, however.

**Experimental Staff [400] (Discount Kelolon):** This adds a basement… or rather twenty six of them, to your warehouse, full of nearly insane technological and biological horrors that respawn on a regular basis. While they might not make the best neighbors, they are exceptionally good for training yourself against, as each level becomes progressively harder to clear and each time you clear the entire thing, the respawned monstrosities are stronger. They're also a decent source for loot drops. Monsters from the Experimental Staff are nearly impossible to control and are always hostile to you, but they can't leave the basement unless you allow them to… though they do so through your warehouse. A control panel installed on the lift down allows the basement to retune itself to individuals or groups, so it will be easier for those who haven't mastered it already, though it will always be a challenge.

## 『COMPANIONS』

**Mortal Companions [50-300]:** For 50CP you can import a companion as a Mortal (or Kelolon). For 300CP you can import up to 8 companions through this method. Companions cannot buy Immortal, but do get points back for being Kelolons. All Companions imported this way gain 600CP and a free background, but cannot buy Items or take Drawbacks.

**Immortal Companion [100]:** You can import up to 4 companions as Immortals. They cannot buy items or take drawbacks, but automatically gain the mandatory Immortal Drawback for no points. They gain 400CP and all the Immortal Perks for free, as well as their choice of background. They do not count against your companion limit for this jump, but lose all their out of jump abilities until the end of the jump.

**Kelolon Village People [400] (Discount Kelolon):** You can import any number of companions as Kelolons. Each of them gain 500CP for Perks (they can't buy items or drawbacks or other companions), but automatically gain a discount on all Kelolon Upgrades. If you buy Immortal Companion or Mortal Companion, those companion slots are filled first, then everyone else is imported via KVP.

**Found Odyssey [200] (Discount Mortal):** You can recruit any one canonical character from the story, assuming they survive and are willing to join you. Any Immortals that pass back through the Mirrors to their homeworld are treated as if they'd died. Immortals recruited from this world gain all the Immortal perks only if you pay +100 CP for them, otherwise they become mortal, but otherwise retain all skills and abilities they had previously. You can pay +200 to turn any of the mortals from this jump into Immortals. You can purchase this multiple times, and probably will need to if you wish to recruit Kaim / Sarah or Ming / Jansen, but it's not a requirement.

## 『DRAWBACKS』

*You may take up to 1200CP worth of Drawbacks,*
*or Seeker of the Deep to remove the Drawback Limit*

**Chest Thrust / Pelvic Thrust [+100]:** To use any magical attacks during this entire jump you must thrust your chest (if female) or pelvis (if male) at your enemies.

**Money Money [+100]:** Hh jeez. You are being tracked by small creatures known as Money Money. They will attempt to steal your, well money, and run off. Every so often they'll drop a trail of coins that lead to a chest with one of them inside. Defeat that one and you'll get back the money they stole from you. And they will steal from you. Even if you keep it all in your warehouse you'll find them rummaging through your valuables at odd times. They'll only steal money or things readily convertible into money (ingots, gems, food stamps, etc.)

**Decolletage, You Say? [+100]:** You have a certain style when it comes to fashion. The same kind of style that Queen Ming of Numara has. That is to say you have basically zero modesty and your preferred mode of dress is to put on display your 'goods', to use a euphemism, such that exceedingly little is left to the imagination. Unlike Queen Ming you probably aren't a Queen, and thus the odds of you getting away with this sense of 'style' like her aren't terribly good. If you normally dress like that then instead you will revert to the opposite, and only wear ridiculously complicated, stuffy, and overly-designed clothing that makes it hard to move around in and is just as attention grabbing for how ridiculous it is.

**Full Cast Replacement [+100]:** For some reason, you've been uploaded into copies of the cast of the game. You and eight of your companions must take on the roles of the PCs, are mostly plot-locked (you can't intentionally derail it, but might accidentally do so), and are limited to powers and abilities from this world (except for one ability each of your choice). You may bring one personal item out of the warehouse as well, after which it locks down for the duration of the jump. For an extra +100CP, you and your companions gain none of your characters' memories. Obviously you can't take this if you don't have eight Companions. Additionally you don't get any of the powers, abilities, or skills of the individuals you replace.

**Plot Train has No Brakes [+100]:** Congratulations! You're now certain to experience the plot of Lost Odyssey for yourself from a front row seat, because you're now on-rails for it. You join Kaim and friends pretty much from the very start at the Highlands of Wohl if you're an Immortal, or just afterwards if you aren't, and will be with them every step of the way going forward. Plot rails ensures that your interference can't meaningfully change much of anything, except for the worse, so the best you can probably hope for is to get the canonical ending. But hey, at least you get to experience it for yourself, right?

**Lirum Waiting [+200]:** You have a daughter with an incurable disease that is slowly killing her. None of your healing magics or technologies can save her. Somewhere in the world (or maybe in the world of the Immortals) lies a cure for her condition. If you succeed in saving her, not only from the disease, but from the monsters, and world ending threats that abound in this world, she can join you as a companion at the end of your jump. She is human if you are human or immortal, a beastman if you are a beastman, and a Kelolita if you are a Kelolon. This is the actual Lirum if you took the Full Cast Replacement drawback, otherwise it is a different individual. No matter how heartless you may be this drawback ensures you will not be able to escape the emotional turmoil of having a daughter dying to an incurable disease on your hands.

**Big Dreamer [+200]:** You need at least twelve hours of sleep a day and find it incredibly difficult to wake up. On the plus side, you remember all your dreams in vivid detail, but cannot lucid dream.

**Mistwalker [+200]:** Wherever you go in this world, it is misty. For the entire ten years, your sightline will be no more than 50 feet, and often will be much less than that. Expect a lot of ambushes, since it doesn't seem to bother your enemies. It's almost like your enemies just… appeared out of nowhere.

**An Old Soldier's Legacy [+200]:** Welcome to the wonderful world of PTSD. For the duration of the jump, you will be wracked with nightmares of battles half-remembered, find that certain noises or smells trigger attacks of panic or rage, and that actual battle can send you into a nearly uncontrolled fight or flight condition. You also begin the jump two months early, but for those two months you'll be stuck, powerless to escape, in a prisoner of war camp, only being released the morning of the battle of the Wohl Highlands.

**The Dreamer Wakes [+300]:** Your Shadow keeps… coming alive and attacking things at random. This might be helpful if it did so against your enemies, but it also seems to do this against random passers-by, buildings, or even your allies. With concentration, you can keep it under control, but it will wait for you to become distracted and then act out. It's not actively evil, just vicious and violent and tricksome. Your shadow is as strong as you are.

**Ten Thousand Years? [+300]:** If you aren't an Immortal, you may take this to gain the effects of the Immortal Mandatory Drawback listed above. It counts against your total.

**New Game Plus [+300]:** Worst New Game Plus Option… ever. Congratulations, you're now level 50! Shame you've lost all your items, gear, skills, etc. You begin the jump without any of your offworld items or abilities. You still remember they all existed, you just can't quite remember how to do anything with them. Your warehouse is sealed for the jump, and while your out-of-jump powers and abilities aren't quite sealed, you'll have to remember how to utilize any of them. Even automatic things like "Immunity to Poison" or "Fast Learning" will take experience to unlock. However, you'll find that your automatic boosting to level 50 means that you'll absolutely steamroll any enemy from the first 10 hours of the game, so that's nice, right? Oh, wait… this isn't a game anymore… oh. Sucks to be you. If this is your first Jump, this would be an advantage, not a drawback, thus you cannot take this as normal. However, you can take Big Game Hunter for only +200 CP instead of +400 to gain the bonus of starting at 50th level. You don't gain any CP for New Game Plus.

**No One's This Perfect [+400]:** Every blow an enemy lands on you in the entire jump will be a critical hit. That means they will do damage, even if they otherwise couldn't hope to harm you.

**Big Game Hunter [+400]:** You must defeat Cave Worm, Persona, Holy Beast, Blue Dragon, King Kelolon, Ghost of Eastern Ruins, Golden Knight, and Killalon… singlehandedly… using only equipment and abilities from this jump. Failure to do so won't result in you being sent home. It will result in you having to repeat this jump from the beginning in New Game Minus mode for no extra points. To prevent you accidentally failing this, abilities and items from outside of this jump simply won't work on or against the creatures you're required to beat. If you're suffering from amnesia for some reason you will still know that you need to find and defeat these specific creatures within a ten year timeframe or suffer 'terrible consequences', but you won't know the specifics of why. If you have the perks King of K or Killalon Mark II you have to defeat the originals, not yourself.

**New Game Minus [+600]:** You enter this jump with no powers at all, no access to your warehouse, and you must survive for ten years or be sent home. You only gain the items you bought from this jump at the end of the jump. You begin in the Wohl Highlands, the dawn of the first day of the game. Hope you're good at running. If you bought the Royal Seals, those can, in theory, be found in this jump and can be used if you can find them.

**Seeker of the Deep [+800]:** You must reach the bottom of Professor K's Super Secret Dungeon. Only, instead of twenty six Kevels… er… Levels… It now has fifty two, and they scale with your power level at the start of the jump. Sure, the first level is only 10% of your power level… but expect each level to be 10% (x1.1 for the math impaired) harder than the last. Good luck. To make it a little easier, there are still Conference Areas where you can rest and teleport into or out of the dungeon every 5th level. There are no monsters on Conference Levels, but the difficulty curve still takes them into effect. Leaving the dungeon from any level that is not an even multiple of five will mean you re-enter it at the last conference area you visited and the levels below will refill with insane monstrous experiments. Entering pocket dimensions (including the warehouse) counts as exiting the dungeon.

# 『END OPTIONS』

***Go home.***

***Stay.***

***The Odyssey Never Ends:*** Go onto the next jump.

# 『NOTES』

Entering the Mirror to travel to the Immortal World will be considered choosing to stay unless you're doing so to get the cure needed to complete the Lirum Waiting drawback, in which case you'll need a means of returning before the Mirrors are destroyed to save the world from Gongora's madness.

**Status Effects from this world include:** Sleep (puts the target to sleep until they take damage), Poison (causes the target to take damage over time), Paralysis (gives the target a hard time performing actions of any kind), Seal (prevents the target from casting spells), Weakness (makes the target physically weaker), Petrification (turns the target to stone), Jam (dramatically slows the target's ability to cast spells), Blind (makes the target incapable of seeing anything), Cursed (randomly inflicts any other status), Terror (makes the target so scared that they sometimes fail to hit with physical attacks), Dizziness (renders the target incapable of properly targeting their abilities and attacks, making them mostly at random), Frozen (keeps the target from doing anything as they are frozen in place), Darkness (Inflicts a random status other than darkness or curse on the target every minute or so until it wears off), and Formation Paralysis (Makes the target incapable of moving from their current location, but doesn't prevent them from acting otherwise). Magical Seal outside of this jump will only seal magical spells, not magical abilities or anything like psychic powers or ki attacks.

**Slot Seeds:** These are extremely rare items scattered around the world of Lost Odyssey. When eaten by an Immortal, they grant an extra skill slot, up to a total of 30. If you or your companions consume them, they will unlock the next skill slot you'd have gained immediately… but will not reduce the amount of time it takes to gain the one after that.

## Ring Notes

Rings come in four categories (Elemental Damage Rings, Killer Rings, Status Effect Rings, and Special Effect Rings) and (in almost every case) six different power levels

(Lv 1, Lv 2, Lv 3, Lv 1+, Lv 2+, and Lv 3+, with the Plus indicating Ultra). Ultra rings are not more powerful than their standard counterparts, but they are roughly three times as easy to get the timing down for. Of course, timing is a game mechanic, so what exactly this means in actual combat is vague. Essentially, it means that you're striking at a more optimal pace, and at more precise locations. Rings apply only to Melee and Ranged Missile Attacks such as Guns and Thrown Weapons, not magical spells. Rings with multiple effects are called 'Complex Rings'.

**Elemental Damage Rings:** Perhaps the most fundamentally straight forward of all Rings, these simply add elemental damage to your attacks. How much damage? That's hard to say… let's be super vague and say that for every 20 damage your attack does without the ring, assume it does +1d4/+3d4/6d4 on a Good Hit and +1d6/+3d6/+6d6 on a Perfect Hit… for whatever that means. The terms the game uses are 'damage', 'severe damage', and 'critical damage'. Light and Shadow Rings do not exist in the game. Light damage does exist, but Shadow is non-elemental magical damage.

- **Fire:** Flame (1), Blaze (2), Volcano (3)
- **Water:** Aqua (1), Flux (2), Ocean (3)
- **Wind:** Wind (1), Storm (2), Typhoon (3)
- **Earth:** Earth (1), Tremor (2), Quake (3)
- Light: Light (1), Shine (2), Glory (3)
- Dark: Dark (1), Gloom (2), Shadow (3)

**Killer Rings:** These rings deal extra damage to specific enemy types. The description given in the game divides the amount of damage into 'Significant' (Lv 1), 'Massive' (Lv 2), and 'Critical' (Lv 3). Although that's not the best descriptive, assume this means that on a Good Hit you can deal +40%, +80%, and +120% damage respectively, and on a Perfect Hit +55%, +100%, and +150% damage respectively with each blow, and that's before any modification for 'critical hit' might come into play.

- **Beast Killer:** These rings allow you to deal extra damage to hostile predatory animals. The cutoff between 'human' and 'beast' might be a bit vague, but essentially if it operates mostly on instinct rather than reason, it's a beast. If you're wondering how the ring knows? Magic! Beast (1), Dinosaur (2), Dragon (3)
- **Machine Killer:** These rings allow you to deal extra damage to mechanical enemies. Bioborgs and cyborgs take more damage than non-machines would, but significantly less than full machines would. Jamming (1), Hacker (2), System (3)
- **Magic Killer:** These rings allow you to deal extra damage to magical enemies such as constructs and phantasms. Magictech enemies take more damage than non-magical enemies would, but less than fully magical enemies would. Enemy

spell casters take only moderately increase damage, but their magical defenses will be less effective against such a weapon. Magic (1), Alchemist (2), Wizard (3)

- **Aerial Killer:** These rings allow you to deal extra damage to flying or hovering enemies. Aim (1), Hunter (2), Sniper (3)
- **Bio Killer:** These rings allow you to deal extra damage to biological enemies of any kind. Bio, Creature, Monster
- **Kelo Killer:** These rings allow you to deal extra damage to Kelolons. Of course, since Kelolons are not exactly common outside of Lost Odyssey or Blue Dragon, this bonus now applies to 'signature' monsters. What defines a signature monster, you might ask? Whatever the most iconic enemy type or types in a given setting. Behemoths or Malboros or Cactaurs or Tonberries in Final Fantasy. Slimes in Dragon Warrior. Godzilla in Godzilla. Vampires in Twilight. Only one enemy family per setting… per ring. And so on. Kelo (1), Super Kelo (2), Master Kelo (3)
- **Hardened Killer:** These rings allow you to more effectively fight heavily armored enemies. If the armor is integral to the enemy, this effectiveness is in bypassing the armor to a degree. If the armor is worn, it boosts your ability to directly damage the armor itself. Piercing (1), Gouging (2), Goring (3)
- **Spirit Killer:** These rings allow you to deal extra damage to spirits, ghosts, phantoms, wraiths, and all other incorporeal or semi-corporeal enemies or spirits. Spirit (1), Enchanted (2), Sorcerer (3)

**Status Ailment Rings:** The level of a Status Ailment Ring determines how likely a single blow is to inflict a given status effect on your target (assuming that they are susceptible to that effect in the first place). Level 1 Rings occasionally cause an effect (~30%), Level 2s frequently cause the effect (~60%), and Level 3s almost certainly cause the effect (~90%), though those numbers can be increased or decreased by the target's resistance or vulnerability to a given status effect. Note that the distinction between Poison and Toxin is not made clear in the game and the use of plague and contagion terms muddles the issue further. Therefor, the list and details presented below are modified from the game to create a clear distinction.

- **Poison:** A chemical or biological agent that deals damage over time via cell damage. The effect tapers off over time. Poison (1), Venom (2), Biohazard (3).
- **Toxin:** A rapidly acting biological agent, essentially functioning as a short lived hyper virulent infection, that deals damage over time. The effect grows in strength, peaks, then drops as the body fights off the agent. Toxin (1), Contagion (2), Plague (3).
- **Paralysis:** Introduces an agent into the body of the target that inhibits but does not actually prevent actions, thus lowering accuracy and agility. Numbing (1), Inertia (2), Paralyzing (3).

- **Blind:** Makes the target's primary targeting sense ineffective, thus lowering melee accuracy & ability to evade attacks. Blinding (1), Blackout (2), Eclipse (3)
- **Terror:** Fills the target with overwhelming fear, pushing them towards fright paralysis. Fear (1), Dread (2), Terror (3)
- **Seal:** Stops the target from casting magic. Less effective against enemies that don't use a Mana or MP / Spell Point system, but will always have some kind of effect on effected spell casters. Does not stop them from using magical objects. Might also inhibit psychic and spiritual abilities to some degree. Seal (1), Container (2), Enclosure (3)
- **Sleep:** This puts the target into a kind of daze, not quite asleep, but essentially unable to act in any way except to defend themselves to a limited degree. Sleep (1), Fainting (2), Coma (3)
- **Petrify Effect:** Not only does this stop the target from taking any kind of non-defensive action, it will essentially kill them within a few seconds as their bodies turn to stone. Stone (1), Boulder (2), Asteroid (3)
- **Instant Death Effect:** Alone among the Status Effect Rings, this one has no levels besides Basic and Ultra. Instead, it has a chance to simply kill the target instantly The Slayer Ring counts as a Level 2 or Level 2+ ring if Ultra. It is only effective some 30% of the time, though the more powerful the enemy, the more likely they are to flatout resist the effect.

**Special Effect Rings:** This category of rings is the special catch-all category. Each does a different thing, in a different way. No one guideline covers them all.

- **Damage Up:** When equipped, this ring magnifies the amount of physical damage your attacks deal. Effectively, this increases the kinetic energy at the moment of strike. At Lv 1 (Bruiser) it increases damage slightly (+10/+15%) depending on if it's a good or perfect hit. At Lv 2 (Crusher) it increases damage by +15/25%. At Lv 3 (Demolition) it magnifies damage significantly (+20/35%).
- **Critical Up:** When one of these rings are is equipped, your chance of landing a critical hit, a hit that slides past your opponent's defenses or hits at just the perfect time is increased slightly (Lv 1 - Anger), moderately (Lv 2 - Rage), and significantly (Lv 3 - Fury).
- **Absorb:** When you deal damage with this ring equipped, a small, medium, or significant amount of the target's MP (Spiritual Energy, Magical Energy, Chi, Chakra, Psychic Energy) or HP (Health, Endurance, Stamina, PP) is transfered from them to you.
    - MP Rings - Osmosis (1), Absorber (2), Ingestion (3).
    - HP Rings - Draining (1), Devour (2), Soulsucker (3)
- **Magic Delay:** Those you hit with an attack while you're equipped with these rings will find that their ability to focus mentally, or to summon up any kind of esoteric

energy is slowed slightly (Lv 1 - Daydream), moderately (Lv 2 - Forgetting), and significantly (Lv 3 - Amnesia). The effect wears off after a few minutes, but can disrupt the formation of recent memories.

- **Mug:** Whenever you hit an enemy while you have this ring equipped, there is a chance you will also steal one of the objects they have in their possession. A Stolen object will simply teleport from their pockets, backpack, or gadget belt into your warehouse or personal inventory. Stealing from your enemies using this ring requires no other action on your part besides the act of attacking. Pickpocket (Lv 1) works occasionally (15/25% of the time), Snatcher (Lv 2) works frequently (40/55% of the time) and Burglar (Lv 3) almost certainly works (75/95%). It does not work on items that can be considered 'equipped', such as armor, weapons, clothing, etc. If there are multiple potential items to steal, which is stolen is random.
    - **Rare Item Robber:** This is a functional upgrade of Mug, which does work on items that are equipped, but doesn't work on the items that Mug would work on. RIR Rings count as 3 levels higher than their actual value. Ace Thief (Lv 1, counts as 4/7), Baron Thief (Lv 2, counts as 5/8), King Thief (Lv 3, counts as 6/9). RIR Rings have the same odds as Mug Rings of the same level. RIR Rings can also be used to steal pieces of your enemy on a critical hit… say, a organ you might be harvesting. Again, which item is stolen is effectively random.
- **Area Effect (GC Down):** Since the real world (or anything not working on game mechanics) doesn't really have Guard Condition (the effect that means frontliners take more damage than backliners), this has been modified to be actually useful outside of turn based combat. Attacks made with an Area Effect Ring equipped deal 'splash damage' to standing near the target. This is especially useful if you want to damage someone being protected by someone else, say a mage standing behind a tank. Shockwave (Lv 1) deals 25% of the initial attack damage in an area of a couple meters around the target, Destruction (Lv 2) deals 50% of the initial attack damage for an area of roughly four meters around the target, and Disaster (Lv 3) deals 75% of the initial attack damage for an area of roughly eight meters. This blast damage does not differentiate friend from foe, and while the AoE cannot be stepped down, Complex Rings with AoE as one of the components can toggle it on and off at will.
- **Weakness (GC Damage):** This Ring Effect magnifies the Fleshfeel of attacks. What this means is that amount of pain from the attack is great than the actual damage. For things that cannot experience pain (such as machines) a similar effect will disrupt the system. Effectively, this is like being hit by one kilo hammer and having it hurt like you got bashed with a two kilo hammer. Appropriately

enough the rings of this type are named Hammer (Lv 1, x2 Fleshfeel), Mauler (Lv 2, x4 Fleshfeel), and Punisher (Lv 3, x8).

- **Harmless:** A variation of the above, Harmless rings remove the actual damage, but leave some of or all of the Fleshfeel. While equipped with one of these rings, your blows will hurt your opponents, but not damage them. A Training Ring counts as Lv 1, while an Ultra Harmless Ring counts as Lv 3. A Stunning Ring, which can knock out an enemy without causing permanent harm counts as Lv 2, while an Ultra Stunning Ring counts as Lv 5. Harmless Rings can be equipped with other rings, and Harmless Effects on Complex Rings (rings with multiple effects) can be switched on and off.