World of Final Fantasy:
Mirage Keeper

Introduction:

Welcome to Grimoire, you can consider this jump a slight AU of the game. Mostly because your presence and status as a Mirage Keeper changes some things... Good news, you are a Mirage Keeper. Better news, you are not responsible for the catastrophe that has befallen this world. Bad news, your cousins kinda are, and don't remember it. Your parents did exist... but rather than being possessed they ended up dead. You thankfully get to keep your memories of your background. You barely escaped the Outsiders and returned to Nine Wood Hills to watch over your catatonic cousins. You gain control about a week before your cousins 'wake up'. Other than those mentioned changes you can consider this roughly the same as the Games.

It's dangerous to go alone, take this: 1,000 CP.

Gender and Age: Feel free to change your gender if you wish. Your age however must be at least 21. As you are older than your cousins.

Origin:

Mirage Keeper: You have a natural talent at training, leading, and fighting with Mirages. Mirages are basically Final Fantasy Branded Pokemon. They are living illusions with actual power and presence. Only Mirage Keepers are capable of working with teams of Mirages easily. It is next to impossible for non-Mirage Keepers to accomplish that feat.

Discounts: A single purchase from each price tier for both the Perks and Item Sections are half-off while anything with the default price of 100 CP is free if discounted. Any item that can be purchased multiple times retains its discount for all purchases.

Perks:

Free Jiant to Lilikin: You can switch from normal size to chibi- I mean Lilikin size at will.

Free Stacking: You carry stacking from this world to all future ones. Have fun.

Free Mirajewel Slots: You start with two of these slots but can unlock up to six total by simply reaching level 80 in this world's system. You may unlock two additional slots by finding two unique items somewhere in the World of Grimoire. Said items will transfer into future jumps until you find them.

Free System: From now on you carry this world's leveling system into future worlds. You may also grant it to others at will. It integrates perfectly fine with all other systems you come across.

-100 CP Danger Vision: You can tell how dangerous an individual can be just by looking at them. May not work on someone who is just casually going about their business. Will work if they decide to get serious.

-100 CP Keen Eye: You have a sharp sense of perception. Things like hidden items, switches, and locations where a Mirage's help would be beneficial is obvious to you.

-200 CP Treasure Hunter: Same effect as the Mirajewel in question; stacks with it. Enemies drop their loot more often.

-200 CP Gilfinder: Same effect as the Mirajewel in question; stacks with it. Money earned via battle is increased by 30%.

Free or -400 CP Inventory: A timeless inventory that can hold a stack of 99 of any item. Living beings cannot be stored directly in it. (Prismariums are fair game as long as they are in the Prism Case. Pokéballs are also fair game.) You must be able to lift an item in order to be able to put it inside your inventory.

-400 CP 9 Lives: A version of what Tama does for you and your cousins. This is a rather meh version of a one-up. It only kicks in when there isn't anything preventing it. As for what it does? It is a regenerating source of revival of the time traversing sort. Essentially it rewinds time a bit prior to your death then kicks you out to your warehouse. 9 Charges. Each spent charge requires a week to be recharged.

-600 CP Prismarium Creation: You possess the refined power of both Lahn and his father. The ability to create Prismariums. This can be used to seal powerful enemies even in combat. You can also use it to create Prims yourself. Unlike your cousins you don't need either of their aid to stabilize this power.

-600 CP Summoning: You are capable of summoning beings from other realities. Do note that this is a somewhat imprecise art. While you may be capable of easily summoning those you have met before, attempting to randomly summon may bring about unexpected results. (Based on the Ultima Gate)

Items:

All items are fiat-backed and will reappear in 24 hours if destroyed or lost unless stated otherwise.

Free and Mandatory Prism Case: This is the case that you received from your parents. Unlike the one handled by Serafie this one does not have a capacity limit. It also fits in your inventory. It must be taken out of your inventory to make use of it.

-100 CP Standard First Aid Kit: 5 of the following: Potions, Ethers, Antidote, Eye Drops, Smelling Salts, Rememb Herbs, Pick-Me-Up, Wobblestopper, and 3 Phoenix Downs. Refills every week. A second purchase doubles the quantities of all items in the bag. None of the items may be sold.

-100 CP Teleport Stone: Teleports you and anyone with you to the entrance of a dungeon.

-200 CP Prism Supply: You gain a Prism for each Mirage you encounter for the first time. You get another if a prism was used or stolen a week later. Generates eldboxes for Mecha and Cogna.

-200 CP Professional First Aid Kit: 10 Hi-Potions, 5 X-Potions, 3 Mega-Potions, 10 Hi-Ethers, 5 Turbo Ethers, 3 Mega-Ether, 5 Phoenix Pinion, 1 Mega Phoenix, 3 Elixir, 1 Megalixir, 15 Wobblestoppers, 10 Remedies, and 5 Remedies+. Refills once every three days. A second purchase doubles the quantities of all items in the bag. None of the items may be sold.

-400 CP Full Combat Suite: 15 each of the tier one elemental throw items, 10 each of each of the tier two elemental throw items, 5 each of the tier three elemental throw items, 25 Toy Hammers, 7 each of the support items, 5 each of all status inflicting items except holy torch which you get three of. Refills once every three days. A second purchase doubles the quantities of all items in the bag. None of the items may be sold.

-400 CP Treasure Tracker: Makes a certain noise depending of the proximity of any treasure chests.

-600 CP Ability Seed Mail Order: You have a mail order that allows you to purchase any Ability Seed, including the dummied out ones(yes, they work as expected and scale appropriately). Each Ability Seed costs roughly 1.5 times as much as if you could get them from a store. Post Jump, new Ability Seeds may generate based on Jumps you have already been to in addition to Jumps you go to in the future.

-600 CP Mirajewel Mail Order: You have a mail order that allows you to purchase any Mirajewel, including the dummied out ones(yes, they work as expected and scale appropriately). Each Mirajewel costs roughly 1.5 times as much as if you could get them from a store. Post Jump, new Ability Seeds may generate based on Jumps you have already been to in addition to Jumps you go to in the future.

Mirages: This is undiscounted. Cogna count for this section where applicable. Any Mirages/Cogna in your Prism Case or on you at the end of the Jump count as followers. If you replaced one of the siblings and you didn't pick the Starter Mirage option, you will happen to find the Mirage in its Prismarium in your shared room after entering Grimoire for the first time.

Starter Mirage: If you are replacing one of the siblings this is Tama. As for just being their Cousin? Well you could pick from a Chocochic, a Mu, a Mini Golem, a Mandragora, a Copper Gnome, a Floating Eye, a Babyhemoth, a Black Nakk, a Red Cap, a Goblin, or a Black Chocochick. This is the free option.

-100 CP: You may instead pick a non-hidden area Mirage from Pyreglow Forest, Icicle Ridge, or Saronia Docks.

-200 CP: You may instead pick a non-hidden area Mirage from The Dragon Scars, Valley Seven, or the Low Seas.

-400 CP: You may instead pick a non-hidden area Mirage from The Windswept Mire, The

Phantom Sands, Underground Prison, or the Mako Reactor 0.

-600 CP: You may instead pick a Mirage from Big Bridge, Tometown, The Train Graveyard, The Sunken Temple, or any hidden area mirages in any of the previous locations so long as it was not a unique Mirage.

Companions:

Reynn & Lahn: They are your cousins, and if you manage to help them deal with the catastrophe without them being forced to leave Grimoire then they will happily join you on your chain if you just ask them.

Tama & Serafie: If you manage to aid your cousins in dealing with the catastrophe, you may attempt to freely convince these two to come with you. They are a packaged deal.

Hauyn: Might be willing to join you if you didn't replace either of the siblings. Might be even more willing if the siblings aren't joining you and that they weren't forced to leave.

Others: If you feel like it you may attempt to recruit any non-Mirage, Cogna, or Order of the Circle Members in this world as a Companion.

Drawbacks:

+0 CP DLC Content: You may consider any or all official DLC of the game canon for this AU.

+0 CP Maxima: This is now definitely an AU of World of Final Fantasy Maxima.

+0 CP Cousins?: Oh, I must have misspoke. You are now replacing one of the siblings that are responsible for the catastrophe facing Grimoire. Your choice as to which.

+50 CP Time Extension: Normally you would be stuck in this world for ten years from your perspective. Each purchase of this adds another five years to your jump duration. This may be taken up to ten times.

+100 CP I hope their stupidity is not contagious!: Your cousins(or sibling if you took that toggle) are even more annoying and stupid than depicted in the games. This won't hinder them in solving puzzles, doing quests, fighting, or dealing with the plot; at least not any more than normal but outside of that you will find yourself swearing that they are doing it on purpose to annoy you!

+100 CP It costs how much?!?: Everything costs 1.5x as much when you or your companions are trying to purchase it. You can get around this by hiring a local to do purchases for you. However their price for that service is also affected by this, however it is static. (They will request a single lump sum for how much time that is expected to be spent shopping rather than how much you send them to buy.)

+200 CP Twice the Encounters: That's right twice the Encounter Rate. This can be taken twice. If it is it also doubles the enemies in each encounter excluding any unique encounters

like Bosses. However, if the amount of enemies would exceed 11; any remaining enemies will appear as space becomes available on the enemy side.

+200 CP Instability: You, your cousins, and your Companions are all twice as likely to be knocked over regardless of your Stack Composition.

+300 CP Weakness Lure: Your enemies always know whatever elemental weakness you, your cousins, or your companions have.

+300 CP Family makes the worst enemies: This causes your parents to be possessed just like your cousins. However, their possessors are hunting for you now. They are unaware of your Jumper nature, but are well aware of your potential as a Mirage Keeper as well as any talents and skills you showed off while growing up with your parents. Good luck!

+600 CP They Know.: The Order of the Circle(The primary bad guys) are aware of your Jumper status and even of your build for this jump. They even know how many jumps you have gone through. They even know the builds of any and all Final Fantasy jumps you have taken. But they know nothing of the builds for other jumps. They will be highly suspicious of you and shall do their utmost to eliminate you from the board.

Notes:

Missing Abilities: If its something Reynn or Lahn did assume it comes as part of your origin or the System you received from this jump.

Can you save them: If you have the ability? Sure.

World Rules: Don't worry, you won't break these unless you attempt to rewrite them.

Items from Grimoire: Are fully fiat-backed once taken out of the jump.