Xenosaga Episode I: Der Wille zur Macht Jump

A **Xenosaga** Jump by SpiritualStill
Version 1.0



Greetings, Jumper, and welcome to the future. In the year 20XX CE, an expedition in Kenya led to the discovery of the Zohar. Experimentations on it led to Earth being lost, with the survivors fleeing into space. Their home now a Lost Jerusalem, humanity has come a long way, colonizing over 500,000 planets, bound together by the Unus Mundus Network.

As you arrive, the year is 4767 T.C. (Transcend Christ), or 7277 A.D. Humans have recently come under threat by the mysterious aliens known as the Gnosis, whose extradimensional nature render them resistant to most forms of attack. To counter them, Vector Industries has been creating weapons to oppose them, with one such weapon being KOS-MOS. However, near the completion of the weapon, the ship she is currently aboard comes under attack by the Gnosis, leading to a grand adventure that will determine the fate of the Universe.

Your time here is not going to be ten years. Instead, it is going to be from the time that the *Woglinde* is attacked by the Gnosis, to the incident with Proto Merkabah. Since you are a new arrival, allow me to give you **+1000 Xeno Points (XP)**.

Starting Locations

The *Woglinde* [Free]
A Galaxy Federation starship, built for the purpose of combating the Gnosis. At the current time, it houses the KOS-MOS engineering team, and is carrying a Zohar Emulator.

The *Elsa von Brabant* [Free]
You start off on the *Elsa*, manned by Captain Matthews. You may either start off as some anomaly that was picked up from space, or you work with them for the Kukai Foundation.

Pleroma [Free/+100 XP]
A planetoid formed by fusing several asteroids together. Once an abandoned shrine, it serves as the base of operations for the U-TIC Organization. For **Free**, you merely find yourself stationed here. For **+100 XP**, you begin as a prisoner to U-TIC, similar to MOMO Mizrahi.

Federation Capital Fifth Jerusalem [Free]
The current capital of the entire Galaxy Federation, the fourth in a line of planets named after Lost Jerusalem. You begin in the Orbit Tower, around the time that Ziggurat 8 will receive his mission.

The *Durandal* [Free]
You begin aboard the *Durandal*, a spaceship owned by the Kukai Foundation, captained by Gaignun Kukai Jr. You begin shortly before Jr. receives the signal about the disappearance of Ariadne.

Age & Gender

You can choose whatever age or sex that you want, so long as it reasonably fits within the setting.

Origins

Drop-In [Free]
You aren't from this world, and have decided to remain so. I'm sure you'll acclimate well here, especially since there are a few other weirdos running around.

Vector Industries [Free]
It seems that you are one of the many employees of Vector Industries, the largest business conglomerate of the Galaxy Federation. They create weapons, starships, medicine, and even developed the U.M.N. You decide if you are part of the First, Second, or Third R&D Divisions

Galaxy Federation [Free]
You are one of the big wigs, being a member of the Galaxy Federation's ruling body. Maybe you are part of the Federation assembly, or you could be part of some specific group, like the Subcommittee of Close Encounters.

U-TIC Organization [Free]
I guess being a terrorist can be entertaining. You are a member of the Unknown Territory Intervention & Creation Agency, the military wing of the Ormus religion. It's this group that will be behind the majority of the conflict during this Jump.

Kukai Foundation [Free]
You are a member of the Kukai Foundation. Created two years after the Miltian Conflict, the Foundation's goal was the destruction of the remains of U-TIC, but has since moved into civilian sectors. They gained acclaim for rescuing survivors of the Life Recycling Act.

Ziggurat Cyborg [Free]
You are one of the Ziggurat-series cyborgs created by Ziggurat Industries. At some point, you were likely a donor/victim of the Life Recycling Act, and turned into a person without legal personhood. Obsolete in the modern age, you are nonetheless powerful. Perhaps you were created after Ziggurat 8, or you were one of the seven before him.

Realian [Free]
You are a Realian, a synthetic human being that is mass produced by the Galaxy Federation and several companies. Created via molecular bioengineering and nanomachines, a Realian is fashioned for whatever duty their creator wants.

Combat Android [100 XP]
You are, much like KOS-MOS, a combat android developed by Vector Industries for the purpose of combating the Gnosis. Maybe you are her twin model, or perhaps some sort of prototype.

Perks

Origins receive their 100 CP Perks free, with the others having a 50% discount.

Undiscounted Perks

Astelle & Blades [300 XP]
In different worlds, people can be so different, and yet remain the same at their core. Select another available Origin for this Jump to receive their discounts. This can be done for all available Origins, but does not carry over to the next Jump.

Master Chef [100 XP]
Getting stuck with a bunch of dudes that can't cook is an absolute nightmare, as the crew of the *Elsa* can tell you. You are an excellent chef, able to cook a gourmet meal out of anything you can get your hands on.

Brace For Impact [100 XP]
When gauging the power of your enemies, or simply letting your strength build up, being a sitting duck is a dangerous position in combat. During battle, you are able to "Guard" against any possible form of attack, which dramatically reduces all damage done to you.

Anti-Gnosis Protection [200 XP]
Gnosis are extremely dangerous, and prolonged physical contact with one can turn you into a pillar of salt. This gives you an immunity to that nasty effect, along with a blanket protection against all forms of transmutation and polymorphic curses.

Time at the Firing Range [200 XP]
Looks like you won't be caught flat-footed when under attack. You are a veteran that has gotten into a fair share of combat. You know exactly how to fight in any field, and do not get caught off-guard in the middle of battle.

Ultimate Trauma Counselor [400 XP]
In the setting you are travelling to, a not-insignificant number of individuals have seriously traumatic backstories. Traumatic backstories that, as you'll find, very much impact the plotlines. You are well-equipped to help them with this, as you possess the ability to have anyone enter a dialogue with you. So long as your intention is benign, people are willing to pour their soul out to you about their problems, and while it will take some time, you can help people move on from just about anything.

Open, Ether Circuits! [400 XP]
Now you've got the mystical power! Short for **Especial Theory of Rudimentary**, Ether is a collective name for a lot of special abilities, including actual paranormal abilities, spatial

transference technology, and nanomachine medical treatments. You now have access to the highest levels of all Ether abilities within *Xenosaga Episode I*.

Hilbert Effect [600 XP]
The Gnosis are mysterious beings whose otherworldly nature renders them invulnerable to all attacks. The Hilbert Effect counters this, converting the matter that the Gnosis are made of into one that can be harmed in physical space. You possess the ability to activate the Hilbert Effect, which can be controlled to such an extent that it can range from merely a single room, to that of an entire astronomical unit.

Post-Jump, this can be used to render anything intangible or immaterial into something solid. This includes things like ghosts, conceptual beings, psychic entities, eldritch gods, and extradimensional beings similar to the Gnosis.

Voice of the Moderator [600 XP]
Nephilim Verum is a young woman that is connected to U-DO because of the Zohar, and is a moderator of time. Throughout your journey, Nephilim will provide you warnings and assistance, such as warning of someone's death, helping you and your companions with trauma, or guiding you on where to go. She will assist you even if your powers and memories are locked.

Drop-In Perks

Let's Ignore That [100 XP]
How did I just erase that Gnosis you may ask? Well you see, everyone onboard the ship has their own role to play…People tend to ignore anything bizarre that you do, even if said thing should be impossible. Even in the case where your action is too ridiculous to ignore, you are able to redirect the conversation away.

We Were Just in the Area [200 XP]
Despite being a modified cargo ship, the *Elsa* managed to become a central piece to a grand plot. You tend to encounter plot-relevant characters, items, and events in an advantageous manner. Maybe you bump into the protagonist on the street, accidentally find a McGuffin, or unintentionally shut down some criminal activity.

They Save Our Hides [400 XP]
It's hard to turn somebody down when they regularly bail you out of trouble. When you help someone for the express purpose of helping them, they will eventually repay you in a helpful way. Maybe they'll give you a ride to some inaccessible location, or forgive a loan, or decide to not betray you.

It's Just Something I Can Do [600 XP]
Because obviously, banishing Gnosis is just a quirky thing. Much like chaos, you have the power to freeze any attacking Gnosis, before banishing them to wherever they came from. This is far less effective if you are weaker than the Gnosis is.

In future Jumps, you will be able to banish spiritual entities to the Otherworld, or send them off to the afterlife.

Vector Industries Perks

Workaholic [100 XP]
Unlike others, you won't kill yourself over work. You've got an extreme work ethic that allows for you to work long hours without getting tired, bored, or frustrated. Additionally, time seems to just slow down when you're working, letting you complete twice as much work in the same time as others.

Who Needs Deadlines [200 XP]
It sure is annoying to have people breathing down your neck about work, so let's get rid of that. Whenever something involving you has a time constraint, it is "frozen" until you are ready to deal with it. This includes things from getting the necessary data on your weapon, to doing a bunch of missions before a station crashes into a planet.

They're Really Gonna Do It! [400 XP]
Sometimes, when you need to get your way, you have to be willing to go far. This Perk greatly increases your chances of success when you perform actions that others would view as risky. You could convince someone to take you with them by threatening to open the airlock to your own ship.

Flower of the First Division [600 XP]
Maybe you can help out Shion. You have now become the greatest computer scientist and programmer in all of Vector Industries, surpassing even Kevin Winnicot. You can create control programs like that of KOS-MOS, super AIs, advanced computer chips, and perhaps even your own U.M.N.

In future Jumps, in addition to retaining the knowledge from this hyper-advanced era, you gain the peak of your fields in whatever setting you are in.

Galaxy Federation Perks

Reasonable Authority Figure [100 XP]
Kazuichi Moriyama, captain of the *Woglinde*, is well-liked due to his warm personality, and empathy for the situations of his subordinates. You show similar behaviors, being able to speak to and fully empathize with those who serve under you. You can understand their strengths and weaknesses, what troubles they are facing, and they may even confide in you.

By Order of the Contact Subcommittee [200 XP]
You've worked hard for your position, and it would be unfair for someone to ignore that. At the start of a Jump, you will have some important position, which other people will look upon and obey. This will not work if that person works against the government related to your position.

Traitor in Our Midst [400 XP]
The S.O.C.E. had been compromised due to an operative working for U-TIC, but they will not fool you. Through simply gazing at someone, you are acutely aware of where their loyalties lie, be it to you, your cause, or something else. When you do find them, but have a need for them, you are able to speak and act as though they have fooled you.

Always Prepared, Aren't You? [600 XP]
Representative Helmer is many things, but unprepared is not one of them. You are a bit like him, albeit on an entirely different level. You have an almost prescient knowledge of the future, and can perform actions that will ameliorate such problems down the line. As a byproduct of this, you are extremely good at politicking.

U-TIC Organization Perks

What's One and a Half Billion People to Us? [100 XP]
Either a lot or a little, but it wouldn't hurt to be subtle. Unless you actively want it to, none of your schemes will have collateral damage attached to it, even if it is a failure. Additionally, you are able to easily compartmentalize the deaths and suffering of others who are not personally attached to you. This will not negatively impact your sense of empathy.

Easy Infiltration [200 XP]
U-TIC as a whole seems to be really good at having infiltrators, which you now share. You are able to easily ingratiate yourself into any group, and have them view you as a true friend. Whether you are an infiltrator, or do genuinely wish to help will not negatively or positively influence this Perk.

Picking Up Strays [400 XP]
In spite of Cherenkov's troubled past, Margulis was able to recruit him, and inspire a strong sense of loyalty. Much like him, you possess a charismatic aura that allows you to recruit those who have no sense of self, and/or a poor connection to the world around them.

A Pure Consciousness [600 XP]
You appear to have the same type of power as Albedo Piazzolla, in that you are immortal in both the aging and biological sense. You stay at your prime age, and have such potent regeneration that even destroying your body can't kill you.

Kukai Foundation Perks

Actions Flicks Are Cool [100 XP]
While looking cool is fun, it is unfortunately impractical most of the time. Now, whenever you do something that you would define as cool, such as ridiculous movements or long transformations, your opponents seem to let you do so. This also prevents them from sabotaging anything while you are doing so.

Air of Authority [200 XP]
While Jr. and Gaignun are both responsible for the Kukai Foundation, it's ultimately Gaignun that is seen as the leader by the outside world. You possess an aura that automatically has people view you as a capable leader, while also giving you talent in administration and business.

Telepathic Communication [400 XP]
Being able to communicate with someone instantaneously sounds amazing, so long as the kinks are worked out. You are able to telepathically communicate with all of your companions, followers, and subordinates. This telepathy will be selective, so there is no continuous contact with everyone, nor will they receive any stray thoughts. You will also be able to seamlessly parse through all thoughts coming to you, so you'll never get a headache

Additionally, you can reverse the spiritual link of someone, seizing their consciousness, and dragging out their deepest stored memories. You may have this process be as painful or painless as you want.

Little Master [600 XP]
It takes a lot of effort to be treated seriously when you look like a kid…*unless* you're Jr. You have a strong charisma that shines when you are enjoying yourself, whether or not it's in a serious or lighthearted setting. This charisma is not weakened by whatever form you appear as, nor even if you look like a child.

Ziggurat Cyborg Perks

Cybernetic Enhancements [100 XP]
It's hard to be a cyborg without this, after all. You will receive all available, top-of-the-line cybernetics. Do note that, although probably incredibly advanced from your perspective, cyborgs are considered antiquated.

In future Jumps, you receive the highest quality version of all cybernetics, which all seem to perfectly fit you with no downsides.

Cloaking Mechanism [200 XP]
Ziggy was capable of sneaking into Pleroma thanks to this device, although it malfunctioned shortly afterwards. This mechanism allows for you to camouflage yourself via the refraction of light, making you almost invisible.

Counter-Terrorist Operative [400 XP]
Before he was a cyborg, Ziggy was an agent of the Federation, dealing in counter-terrorism. You happen to be very good at this, being able to identify, destroy, and suppress any insurgent or terrorist organizations and individuals.

Additionally, for reasons that I'm sure have no relevance, terrorists that you are opposing don't target those close to you, unless they are part of the opposition.

Life Recycling [600 XP]
The Life Recycling Act was an abominable law that turned the dead into living property, but maybe it will help you. Upon your death in a Jump, you will be fully revived, so long as there is something left of your brain. This may only be done once per Jump, or every ten years, whichever comes first.

Realian Perks

Seamless Data Integration [100 XP]
Because Realians are not like normal human beings, it is possible to simply download data into their minds, although there is the possibility of rejection. You don't have to worry about that, as you are able to perfectly absorb and comprehend any and all data that you come across.

My Own Will [200 XP]
Realians might be programmed for certain purposes, but they can establish their own identities. You are your own master, and cannot be bound or forced to do anything. Abilities like mind control and illusions don't work on you, and you can even ignore orders from your superiors with only a slap on the wrist.

Observational Unit [400 XP]
100-Series Observational Units are the newest model of Observational Realians, who are able to man starships due to their advanced analytical abilities. You now have highly advanced computational abilities, enabling you to interface with and expertly control any digital system. You can even pilot a ship while it's under attack in the middle of hyperspace.

Febronia's Wish [600 XP]
As a half-human, half-Realian hybrid, Febronia was a kind woman that cared for others, and wished for a time where humans and Realians could understand each other. She died for the sake of that dream, and perhaps you can carry out her wish.

Combat Android Perks

Emotion Module [100 XP]
Rather than having standard human emotions, you possess an emotion module that facilitates human interactions. Unlike the one belonging to KOS-MOS, you can emote as well as would normally be able to, with the benefit that you won't feel things like disgust, fear, sadness, anger, or anything else "negative" in situations where it would be a hindrance.

Double Slot Sensory System [200 XP]
The D.S.S.S. is a long-range sensory array that allows for the detection of Gnosis that haven't been affected by the Hilbert Effect. This array allows you to do the same, along with letting you detect any spiritual or intangible entity.

Transfer System [400 XP]
A significant portion of KOS-MOS' combat effectiveness stems from her Transfer System. Utilizing gate-jump technology, she is able to teleport weapons to and from herself without needing to lug them around. You are able to do the same, and are able to instantly teleport any item that you possess to your person, and immediately return it after use.

Black Box Component [600 XP]
Now what in the world is this? Within you are several black box features from your creation, which give two blessings. The first is that your identity has AAA Encryption, meaning that, unless somebody asks, your powers, perks, items, and history cannot be observed, recorded, or copied. Not even omniscient beings could detect you.

The second, generally useful aspect of the black box is your X-BUSTER, a massive energy cannon that can destroy and absorb the Gnosis. Of course, the X-BUSTER is highly effective on everything.

Items

Origins receive their 50 CP Item free, with the others having a 50% discount.

Undiscounted Items

Proper Outfit [50 XP]
You possess a reinforced outfit that can survive the dangers of space, and suffers no wear and tear from prolonged combat. Also comes with an actual space suit.

Anti-Gnosis Weapon System [100 XP]
A.W.G.S ("Eggs") are downscaled mechs that are used for the purposes of combating Gnosis. Their superior version won't be accessible to you just yet, but this one will not disappoint. Its chassis is capable of resisting sustained damage from gunfire and the gnosis, while also packing enough firepower to tear through all but the greatest of them with ease. Unlike standard A.W.G.S. units, yours has its own energy system that allows it to function autonomously.

Bio-Sphere [200 XP]
A special device that allows for you to fully restore the Health Points and Ether Points of everyone in your party. Normally, you'd only be able to use it at Save Points, but since those technically don't exist, you can activate it any time you aren't in battle.

Zohar Emulator [400 XP]
Now this is something that I'm almost certain that I shouldn't give to you, but I'm doing it anyway. This is one of the twelve Zohar Emulators, a creation of Joachim Mizrahi. As the name suggests, it resembles the Zohar, and can draw power from it, although it is inferior to the original. The Emulator can draw in a nigh-infinite amount of energy, although performing a specific sort of experiment might well destroy an entire planet.

Drop-In Items

Concert Tickets [50 XP]
These are tickets to see the Seraphim Sisters on Keltia, which will always be waiting for you during this Jump, and will replenish a month later.

In future Jumps, these tickets will work for whatever hobby or interest that you have, be it for a concert, amusement park, sport, or something else.

Space Gloves [100 XP]
Special gloves built for the purpose of combat. Beyond augmenting your physical capabilities, they also allow you to use Ether and various other magical abilities.

The *Elsa von Brabant* [200 XP]
A Lohengrin-class high-velocity interstellar cruiser. Once owned by some criminal organization, it fell under the control of the Kukai Foundation, and now belongs to you. Several modifications done to it have rigged it with hidden weaponry, and it has a modern Logic Drive, making it the fastest in the galaxy.

Compass of Order and Chaos [400 XP]
Now this is an unusual artifact to have. The Compass is a powerful tool that allows for one to see the order of phenomena, effectively letting you see into the future. This can only be a copy of the original Compass, as the original is a rather important tool, and literally can't be touched by you, since…bad things will happen.

Vector Industries Items

Multiple Weapons System [50 XP]
The M.W.S. is an immensely powerful device created by Miyuki Itsumi. Roughly the size of a shield, and around the length of an arm, the M.W.S has fighting knuckles, taser rods, anti-Gnosis beam launchers, and more.

Environmental Simulator [100 XP]
The EVS is a powerful tool that utilizes calculations to create imaginary maps. You are able to use this simulator to revisit places that you've previously been to, and collect any items within. These items are perfect replications, and will function even if they should be unique.

Unus Mundus Network [200 XP]
The U.M.N. is a technological marvel created by Vector Industries. This virtual network quite literally spans the entire Universe, allowing for instantaneous connection and communication with anyone, no matter the distance.

Dämmerung [400 XP]
The headquarters of Vector Industries, or at least a perfect copy of it, is yours! The Dämmerung is 1000 kilometers long (A little less than half the diameter of Pluto), and stations the three divisions of Vector Industries. At the top of the pyramid structure, embedded in the center of the ship, is your private office. It is equipped with the Rhine Maiden, a lethal sonic weapon that instantly reduces all Gnosis into salt, without harming any humans..

Should you have purchased the **Compass of Order and Chaos**, it will manifest within your private office, as it does with Master Wilhelm.

Post-Jump, the Rhine Maiden can harm any spiritual entity, and can be modified to harm humans and/or humanoid races.

Galaxy Federation Items

Representative [50 XP]
This is not exactly an item, but instead a position. You have been assigned the role of representative to one of the planets in the Galaxy Federation, much like how Helmer is the representative of Second Miltia. This affords you all the power and influence that such a position entails.

Post-Jump, you can choose to have a high-ranking position in any government, with it being seen as legitimate, and being retained unless said government collapses. The only position you can't have is one that holds chief authority, such as King or President.

True Master Key [100 XP]
A "key" modeled after the one given by Lapis Roman. This tool is something akin to a skeleton key, as it instantly opens any and all locks, be they physical, digital, magical, or even spiritual. If it is lost or destroyed, it returns to your Warehouse.

A Council of Your Peers [200 XP]
Who wouldn't want a reliable team? You have a council of six other people that will help you with any of your tasks. Their advice and recommendations are always sound, and they may even give multiple routes that you did not think of. They cannot be subverted or otherwise betray you.

Woglinde **[400 XP]**
Ah, where our story begins. The *Woglinde* is an anti-Gnosis battleship cruiser, and flagship of the 177th Marine Division. What you have is a complete version of the ship, with the specified parameters of its successor, the *Woglinde II*. It is 8000 meters long, with a top-notch propulsion system, highly competent bridge, and a set of 100-Series Observational Realians to utilize the Hilbert Effect. It is further equipped with the devastating Rhine Maiden.

During the Jump, if your starting location is the *Woglinde*, you will be captain of the vessel, or otherwise have the vessel be rightful possession.

U-TIC Organization Items

Remote Activation Unit [50 XP]
This automaton is a lethal, laser-blasting machine that you may have stationed to protect something valuable. It's usually strong enough to ward off most intruders, but the most skilled and/or powerful can overpower it. If it is destroyed, it will respawn in your Warehouse within a day.

Rune Blade [100 XP]
A copy of the blade belonging to Margulis. This sword, borderline indestructible by itself, allows for the manipulation of fire and lightning.

Asteroid Pleroma [200 XP]
U-TIC's secret headquarters is now yours The Pleroma is a space colony made up of several asteroids, making it something close to a planetoid. It once served as the shrine to an ancient religion, but has since been abandoned. It has a solemn interior, and even a cathedral.

During this Jump, if you choose the U-TIC Organization Origin, you will have control of the Pleroma. If you chose another Origin, you will have memories of a confrontation with U-TIC, but repelled them.

Song of Nephilim [400 XP]
A very dangerous thing that shouldn't fall into the wrong hands, which is why I'm giving it to you! The Song of Nephilim is a space station that sends out an unnatural "song" which drives Realians to madness, and apparently summons the Gnosis. There are a few problems with that explanation, but you don't really need the full picture.

In future Jumps, the Song of Nephilim is capable of driving specific individuals and groups mad, along with summoning either Gnosis or other spiritual beings. This is fiat-backed to *not* cause these groups from becoming a scourge upon reality, and it will not destroy or otherwise detach the planet from standard space-time.

Kukai Foundation Items

Book Collection [50 XP]
Reading literature is a good hobby! What you have is a library containing a copy of nearly all books, poems, manuscripts, or writings ever written in a setting. This includes any allegedly lost works, and all of them are written in your spoken language.

This collection does not contain any "important" McGuffin writings, such as the Y-Data.

Stainless-Steel Finish Makarov [100 XP]
Complete with the original box and everything! This gun has unlimited bullets, and its damage output scales to your own capabilities

Durandal [200 XP]
I hope you like being clandestine. The *Durandal* is a spaceship that belongs to the Kukai Foundation, whose activities are kept from the public eye. It is roughly 4000 meters long, and it uses two wing-like orbitals designed to simulate gravity. It is equipped with over a thousand photon tubes, several rayguns, and a frontal laser.

If you chose the Durandal as your starting location, and/or chose the Kukai Foundation Origin, you will be the captain. If you started off somewhere else, and you didn't choose the Kukai Foundation Origin, you have loaned it to the Foundation. If you chose the U-TIC Organization Origin, you have a copy of the original vessel.

Should you have purchased the **Zohar Emulator**, you will actually be in possession of eleven of the twelve Emulators originally created, If you further purchased the ***Woglinde***, you will be in possession of all twelve of them.

The Foundation [400 XP]
My apologies for not realizing sooner, Master Jumper. You are in control of the Kukai Foundation itself, which is stationed on a free orbiting space station. Initially designated for the purpose of destroying the remains of U-TIC, it has since branched into civilian corporations, and is in the top ten rising origins according to Galactic Finance 500 (Or *Forbes*, which has somehow survived thousands of years into the future). It is home to and staffed by various Life Recycling variants, with plenty of revenue accrued from tourism and entertainment.

If your Origin is not the Kukai Foundation, you will have ownership of the colony, but not the organization. If you chose the U-TIC Organization Origin, you will have a copy of the colony. If you chose the Kukai Foundation Origin, you will be chief director of the Foundation, with your co-directors in Gaignun and Jr.

If you purchased the ***Durandal***, you are able to dock it to the Foundation, and use it to move the colony around space.

Post-Jump, “mutant” groups will flock to the Foundation, and be loyal to you.

Ziggurat Cyborg Items

Robot Pet [50 XP]
I sure hope Ziggy doesn't get flashbacks because of this. What you have is a robotic animal that can perfectly mimic the behaviors of a pet. It's so good that you

Nanomachines, Son [100 XP]
Although pretty cool, having to move around in a partially mechanical body might get a little uncomfortable. Luckily for you, Ziggurat Industries went on to develop nanotechnology after the obsolescence of cyborgs. With this, all of your cybernetics are replaced with nanomachines that will provide the same effects, without turning your body mechanical. It will even let you generate arm blades like Ziggy has, without needing to actually have one in your arm..

Camouflaged Explosives [200 XP]
You have a collection of explosives that, when rigged to explode, render them invisible. You can still feel them out, but it is much harder to actually remove them. You are able to set them off with a mental gesture. You receive a crate of them, which replenish each month.

Personal Vessel [400 XP]
This starship is more like a star car. It can fit up to four people, is equipped with weapons to defend itself, and can travel across the galaxy in a short time. To make it a bit more worthwhile, it is twice as fast as the fastest vessel in a given setting, and so long as you are not in combat, it cannot be detected by those you don't want it to be detected by.

Realian Items

Dark Scepter [50 XP]
The most powerful combat rod (magic wand) available to MOMO Mizrahi. Capable of channeling large amounts of Ether energy for attacks and spells, its most important power is the ability to transmute defeated Gnosis into useful items.

Post-Jump, the Dark Scepter can channel any magic or magic-adjacent energy. It is also able to transmute slain enemies into items that are relevant to their identity, and have some use for you.

Febronia's Church [100 XP]
This is a replica of the Church that was overseen by Febronia, and perhaps represents her lingering will. The lost and injured seem to aggregate here, and are taken care of by the various caretakers stationed here. Additionally, a non-aggression field is present, preventing any sort of harm or damage from occurring, and mollifying any violent urges. This has the side benefit of being able to purge any maddening influences from the minds of people.

Should you have purchased **Voice of the Moderator** and **Encephalon**, you will be able to have Febronia herself appear in the Church as a companion.

Proto Merkabah [200 XP]
Also known as the Wheel of Heaven, this space station was created by Joachim Mizrahi…allegedly, at any rate. For you, it serves as a place where you can research and develop Realians, who are fiat-backed to be loyal to you. Additionally, it serves as a reconfiguration facility, allowing you to treat any wounds and cure any neurological disorders.

Curiously, Proto Merkabah is capable of capturing and absorbing Gnosis, converting them into a power source. If you purchased the **Song of Nephilim**, you can dock it with Proto Merkabah, creating a superweapon that endlessly draws in and absorbs Gnosis.

Y-Data [400 XP]
What you possess here is the root of the entire Miltian conflict. The Y-Data is the sum total of all the research done by Joachim Mizrahi. It contains extremely valuable data, such as knowledge of the Zohar, Gnosis, the path to Old Miltia, and more.

Post-Jump, the Y-Data will grant knowledge that is considered esoteric, lost, or forbidden.

Combat Android Items

Service Module [50 XP]
You've got a cozy place to sleep, if machines can sleep. This coffin-like structure is actually where maintenance for you is performed, and you are put in a dormant state akin to sleep. For the sake of convenience, you are able to automatically repair yourself in the module, and provided that you have the necessary parts, you can upgrade yourself.

Post-Jump, this can be used to heal any of your wounds.

F-GSHOT [100 XP]
A set of chain guns that can be instantly summoned at your side. These high-velocity rounds can pierce through machines, humans, and Gnosis alike. When firing them, they seem to have an infinite amount of ammo.

Phase Transfer Cannon [200 XP]
This weapon right here is extremely dangerous. This massive cannon fires off a plasma beam that directly converts mass into energy, much like when matter touches antimatter. Beyond being able to ignore conventional durability, this is such an extreme level of power that it could vaporize an entire star. To make this usable, you are able to determine its output, all the way from "merely" annihilating a single living being, to its maximum power.

If you need it for less destructive purposes, it is capable of simply transmuting matter into its different phases. Additionally, it can drag certain objects into real space, such as the case with the Song of Nephilim.

Encephalon [400 XP]
The Encephalon is the consciousness of KOS-MOS, which can reflect the collective memories of those that she comes into contact with. Now, it seems that you have something similar. This allows for a near-perfect virtual recreation of real locations based on the memories of those connected to you. Unlike the normal one, this cannot be infiltrated by the Gnosis, nor by anything else that can host or invade the collective unconsciousness.

Companions

Import/Create Companion [50/200 XP]
For every **50 CP**, you may either create or bring along any companion you want, with them getting **+600 CP**.

For **200 CP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 CP** to spend.

Recruitment Drive [100 XP]
If you can convince them, you are able to recruit any canon characters that you want.

Kirsch [100 XP]
One of the 99-Series Observation Realians, whose designation is Kirschwasser. Kirsch was the "personal assistant" of Albedo Piazzolla, whom he physically and emotionally abused. She escaped his custody, and disguised herself as a 100-Series Observation Realian. She's struck up a friendship with you, and hopes you'll keep her safe.

Drawbacks

Prolonged Stay [+100 XP]
Stay a while longer, why don't you? For an extra **+50 CP**, you stay in this Jump for an extra ten years. You may take this as many times as you want.

"Oh…it's nothing." [+100 XP]
For some reason, when something is troubling you, you refuse to explain it to others.

Unlucky in Love [+100 XP]
You are a hopeless romantic, and have fallen in love with someone who does not know about it. They may be your friend, but you never seem to have the courage to spit it out.

"Heh, heh my ass, you sicko!" [+100 XP]
You tend to make bizarre, or even potentially uncomfortable jokes. Luckily for you, this is usually just jokes with poor timing or bad taste, rather than genuine malice.

"I didn't see you there." [+100 XP]
You always tend to find yourself as the butt of jokes, or getting very little respect among your peers, although they do still care for you.

"I don't really care for that name." [+100 XP]
You have an "original" name that you aren't fond of.

Hide the Pain, Shion [+200 XP]
You've experienced a traumatic event in the past that has caused you serious emotional distress. To avoid being consumed by your thoughts, you throw yourself into your work.

Thunder, Rain and Lightning [+200 XP]
You possess a crippling fear of thunder, which will paralyze you unless your life is in immediate danger. You might think this sounds like easy points since this is a space opera. You will suffer for this by having to experience this fear in some fashion once a month.

Cold Bastard [+200 XP]
You don't emote very well, and are indistinguishable in mannerisms from an android like KOS-MOS.

"I am not human. I am merely a weapon." [+200 XP]
Whether or not you are an actual machine, you do not tend to think before doing something cold for the sake of a mission. You could shoot your ally to take down an enemy purely so you

wouldn’t reduce your fighting abilities more than if you avoided them. You can avoid this by having your allies be thorough in what your mission parameters are.

“Remember, you're older than I am.” [+200/+300/+400 XP]
Looks like you really will be a “little” master. Your body is now physically the same as a young child, and while you can get around the leadership troubles of this, it will make you weaker. For **+200 XP**, you physically appear as twelve years old. For **+300 XP**, you look ten. Finally, for **+400 XP**, you look eight years old.

No One Holds Debt Like the Captain [+200/+400/+600 XP]
Like Captain Matthews, you appear to owe a considerable debt to someone, which you are going to need to pay off if you want to leave this Jump. For **+200 XP**, you owe ten million G to the Kukai Foundation, who are pretty kind about it. For **+400 XP**, your creditor is an asshole that may get violent to receive what they are owed. For **+600 XP**, you now owe the asshole creditor a hundred million G.

For the **+200 XP** version, you cannot just waive your debt if you are part of the Kukai Foundation. For all versions, trying to deliberately kill your creditor before paying them off will result in a chain failure.

Not at Full Capacity [+200/+400/+600 XP]
Maybe you were hurt in battle, or maybe you have some faulty programming. The end result is that you are far weaker than you should be. For **+200 XP**, you are at 50% power. For **+400 XP**, you are at 30% power. Finally, for **+600 XP**, you are at a measly 10% power.

Violent Urges [+300 XP]
You were made for the field of battle, and unfortunately, nobody installed an off switch. When in the midst of battle, you develop violent, nigh-uncontrollable urges. These urges also flare up when you are experiencing something traumatic or otherwise deeply upsetting.

Gnosis Bait [+400 XP]
This is going to be a problem, to be sure. It seems that you have something about you that draws in Gnosis to you, similar to how the Zohar Emulators function. The only way to avoid this is by operating in a specialized protection chamber, which coincidentally is also how the Zohar Emulators are stored.. To prevent immediate problems, your properties and starting location all possess a special chamber that you can stay in to prevent the drawback. You will further know how to create other chambers.

Extensions of yourself that you have considerable control of (Such as controlled clone bodies) will trigger this effect. This will not affect any companions or followers that you can telepathically communicate with.

Total Lockout [+500/+1000/+1500 XP]
I suppose you want to only rely on the stuff from this Jump? By your choice, I am able to seal off your out-of-Jump memories, Perks, and/or Warehouse/Items. For **+500 XP**, only one is sealed off. For **+1000 XP**, two are sealed off. For **+1500 XP**, all of them are sealed off.

Your Darker Half [+1000 XP]
You have a twin, Jumper, and they are unhinged as hell. More specifically, they've got some deranged behaviors, and an obsession with you, being willing to cause terrible actions for the sole purpose of pissing you off. They scale to whatever you personally possess at the start of your Jump (Perks and Drawbacks included), and have capabilities that are equal yet distinct to your own. If you kill them, you will be rid of them for the rest of the Jump.

Your twin does not scale to your companions, although how helpful this is depends on how powerful you are relative to said companions at the start. Additionally, even if you select **Voice of the Moderator**, they will not have access to Nephilim or some equivalent to her.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes

Summation

Xenosaga is a series that I've known about for awhile, in part due to accidentally discovering it because of KOS-MOS' appearance in *Xenoblade Chronicles 2*. It was only recently that I actually watched the full story (My laptop is a potato and can't emulate it), and really enjoyed it. I also learned that there weren't any Jumps for it, which was unfortunate, but led me to create this one.

I intend on making a Jump for all of the games.

Perk Notes

Astelle & Blades: This is named after a side-character in Xenoblade Chronicles 2 that appears in KOS-MOS' Blade Quest, who is intended as an obvious reference to Shion. This also references the fact that KOS-MOS is in Xenoblade Chronicles 2 at all, albeit as a Blade.

Febronia's Wish: This will not work on the Gnosis. They are theoretically an intelligent race due to their natures, it is that very same nature that makes them so irreconcilable.

Item Notes

Anti-Gnosis Weapon System: This is intended to be equal to the Erde Kaiser summon. If you want, this can be the actual Erde Kaiser.

The Compass of Order and Chaos: Technically, this should go to Vector Industries, but I decided against it for a few reasons. The first one is that I already decided to have the *Dämmerung* be the 400 CP Item, and the Compass was too important to be anything less. The second reason is because the Compass has some connection to chaos, which is what this Drop-In is partially inspired by.

And for clarification, the Compass cannot be blocked by anyone or anything, save for beings like chaos.

Y-Data: See this article to fully understand what the Y-Data has within the context of Xenosaga.

Drawback Notes

Your Darker Half: While your twin will have Drawbacks attached to them, this may or may not be good for you. For example, you can force a draw via **Thunder, Rain and Lightning** to cripple the both of you, and have your companions pull you out of there. However, **Gnosis Bait** could very well result in your twin deliberately summoning Gnosis to some location to force your hand.

Your Perks also present a far harsher challenge. For example, if you have **My Own Will**, then you can't just imprison him. Similarly, if you purchased **Life Recycling**, and didn't completely vaporize them, they can come back to life one more time.

Other Points

Explanation Vagueness: I'm trying to have the Jumps follow the information that would be available to you in the game. I'm well aware of the full plot, and what everything does, but I'm writing this based only on what could be gleaned from Episode I.

Powerful Jump?: Xenosaga is a space opera that deals with whole planets being destroyed, and the fate of the entire universe being on the line. It's incredibly overpowered, and I'm not going to nerf it.

Gnosis Origin?: *No*. Not yet, at least. The Gnosis are not explained much in Episode I, and since I intend for these Jumps to follow what is presented in the games, they don't have access to enough to make a worthwhile Origin.

Rejected Perks

- **You Call Shooting a Coin a Martial Art?**: Jr. has an attack where he shoots coins that ricochet and attack the enemy, which obviously reminded me of Ultrakill. I decided against having this as a Perk, as it felt too minor to do. You can use **Action Flicks Are Cool** to pull it off.
- **Friend to All Children**: This was originally intended to be the **100 CP** Perk for the Ziggurat Cyborg Origin. I changed it because of its rather limited utility in the Jump itself (MOMO is friendly with everyone unless you are a blatant bad guy), and I somehow forgot to add cybernetics to the cyborg origin.