

Is this a Dream? Or a vision? No, this is reality. Though, I suppose a traveller like yourself is the last person who'd need to hear such words. Say what you will about the choices you've made to bring yourself this far, it was nothing less than destiny itself that led you to the glistening fields of Gaea. This strange, fantastical world, where the ocean drenched rock you might have called Earth hangs in the sky as this planet's own moon.

All semblance of peace has collapsed under the mad ambition of the Black Dragon Clan. Spreading endless destruction and horror, in the name of bringing an end to suffering, even if it means an end to Gaea itself. But even an army is not enough for such a feat. The destruction of a world is a task suitable only for a god. The prophesied god of battle, Escaflowne. As was ordained by their bloodline, the right to control the power of the cursed armor falls to two estranged brothers, blinded by mutual hatred and the destiny that pulls them together. However, the fate of the world was not placed in their hands, but those of the gentle Wing Goddess, a weak, despondent, and emotionally vulnerable schoolgirl from Japan: Hitomi Kanzaki.

Do not let yourself feel that fate is an ultimately unreasonable master. Its immutability is matched only by its endless patience. Take **1000 choice points**, so that you may at least direct your own fate in this world, within reason.

Origins: You may choose your age and gender freely for any origin.

Wing God or Goddess (Free): A visitor to this world, in the truest sense. You were called here from the Mystic Moon, or wherever your prior journey concluded. You possess no new memories or connections, but all things happen for a reason in Gaea. Don't be surprised if you repeatedly wind up lost in the currents of fate during your time here. Visitors like you always have a special way of leaving an impact on Gaea.

Abaharaki (Free): One of the many crestfallen and vengeful refugees who've united to form a meager resistance to the Black Dragon clan's ambitions. Still, the Dragons have you outnumbered one million to one. This resistance would be all but futile, but you have two things that the Black Dragon clan does not: the young heir to the fallen kingdom of Fanalia, and an unexpectedly accurate quack of a fortune teller. Still, with these two, you may very well have a god in your hands before long.

Black Dragon Clan (Free): With unparalleled technological and mystic might, countless soldiers like yourself have gathered under the banner of the Black Dragon. Maybe you were drawn in by a lust for glory, or perhaps you truly sympathize with Commander Folken's desire to bring about an end to all suffering. Regardless, your clan's ambition has led you to trample through countless lives, and will likely push you to ruin many more in the days to come.

Cursed Armor (600cp): Once, there were others like you. Organic colossi who stood high atop Gaea, bringing destruction upon the sapient races below you. You have been in slumber for the last few centuries, before being disturbed by sudden shifts in the balance of fate. It is unknown how many of your brethren have survived to this day, but you sense the faint heartbeat of the greatest among you, Escaflowne. You could easily become the tipping point in the fate that is quickly tangling around this ancient dragon.

You are flesh and bone, but your body behaves more like a vehicle or machine. You stand above even castles in height, and have the strength to match. While you can move around clumsily on your own, it is only by accepting a sapient pilot within your body and continuously draining their blood to fuel yourself that you may move around freely and make use of your full power. You are capable of transforming your body to fly through the air, but who knows what other mystical secrets lie within your being.

Perks: Perks discounts are 50% off, and 100cp perks are free for their origin.

General Perks:

Blood of the White Dragon (200, 400, 600cp): In some capacity, you have inherited the royal blood of the now destroyed White Dragon Clan. You have gained magic power through this heritage, able to create sudden bursts of force within your surroundings, and pilot the dreaded Cursed Armors, even those not bought here. The purity of this blood in your veins will determine the extent of the power provided to you.

For **200cp,** you are the result of a bastard birth within the royal family. Your personal magic can destroy stone and even steel swords and armor, though nothing comparable to the strength of a pure blooded dragon. Attempting to pilot a Cursed Armor will place immense stress on your body.

For **400cp**, you were a pure blooded member of the royal family. You possess stronger and more directed bursts of magic. If you concentrate, you can even destroy living beings from the inside out, or cause an entire castle to crumble. You may pilot Cursed Armors with greater ease and control. You are now given the additional power to sprout white angelic wings from your back, with which to fly. Buying this will allow you to take either the Goddess or Cursed Armor companion at a discount, but not both.

For **600cp**, not only were you born directly into the royal family, you were blessed with a freakish natural talent and potential that far exceeded your peers. No longer limited to crude bursts of force, you may now mentally manipulate matter from a distance, with the precision to break individual fingers on a human hand, and the power to crush even steel structures. With sufficient infrastructure, you may cause immense structures to levitate indefinitely with nothing but your presence. Your wings have been strengthened as well, able to fly higher and farther than those of your kin. Purchasing this will allow you to take both the Goddess and Cursed Armor Companions at a discount.

Wing God or Goddess Perks:

I Too am Alone (100cp): For a species as social as humans, it's ironic how quick they are to close off their hearts to others. You can see past these walls to identify kindred spirits. Those who can genuinely empathize with you, due to similar circumstances or disposition. This also makes it easy to identify when people really don't understand you in the slightest. You'll always know whether someone really understands what you're going through, or just projecting their own personal views unto you.

Until Then (200cp): I suspect that you are no stranger to displacement, given your nature, but return is something that even one such as yourself should crave. On any occasion that you should be displaced or removed from your environment of choice against your will, having this will ensure that a path leading home shall always exist for you. Whether that way is a physical path, or some kind of complex magic ritual, at least one method will be accessible to you in such circumstances. These paths may not be easy to traverse or even detect, but you will never be left without a way home.

Foretold Since Ancient Times (400cp): Across your travels, you may come across items or artifacts that can only be wielded by those who are "worthy". While this does not make you worthy yourself, such artifacts will now see you as an ideal guardian, one who can protect the artifacts until one who you consider worthy appears. These artifacts will be drawn to you, as if by pulled by fate. Once the items are in your possession, you are given full authority to determine who is and isn't worthy to wield them. Even if someone would fully qualify for use of the artifact normally, if you deem them unfit, the artifact in question will reject them like any other. Similarly, if someone who you saw to be more deserving came along, who comes close to fitting the artifact's criteria, but just barely falls short, you will be allowed to use your position to force the artifact to accept them anyway. If one does not even come close to meeting all the criteria, your endorsement will not be enough to make the item accept them.

I'll Always be With You (600cp): The first step in saving anyone is to understand their heart. For those that you hold even the slightest of empathetic bonds with, you may resonate your own heart with theirs to enter their "inner world". This is a dream like place within their minds. It is a place where pride, pretense, and delusion simply do not exist. You may communicate with them in this state, where their true feelings and insecurities are laid bare, and they are similarly vulnerable to your own words. They aren't required to accept whatever you tell them if it's not in their best interests or obviously false, but they will listen and at least consider every last syllable, without their own prejudices or personas to get between you two.

Abaharaki Perks:

I'll Fight You Anytime (100cp): There is no room for pacifists in war, only soldiers like yourself are needed. You know how to fight competently with bladed weapons, whether thrown or held. You can split this effect between the two categories, where you have the talent equal to the average soldier who specialized in one over the other in both. You may also simply specialize in one or the other, where your skill is equal to a hardened master, capable of holding your own against even talented swordsmen.

What a Beautiful Stone (200cp): You're someone who's unexpectedly good with their hands. You know your way around dexterous tasks, and crafting in particular. Your creations are not only good, but magical artifacts and similarly esoteric items are oddly accepting of your changes when you include them as a part of them. Assuming you don't damage the object too badly in the process, they will slightly alter their functions, so that your changes remain intact and do not inhibit the object's functionality in the slightest. Even for artifacts that transform, somehow any pieces you tack on will remain attached and appear right where you left it as soon as in changes back, assuming it changes back.

That Must Have Perked you up (400cp): Your hands have a strange impact on people. Not just your hands actually, for any pain you inflict in any amount, the lingering sting you inflict is undeniably "real". Those who feel it first hand simply cannot deny the fact that they are really experiencing this pain. They cannot deny it, nor can they completely ignore it. Whether one is lost in the midst of their own delusions or even true illusions, this pain will reach them. Though, it depends on the individual whether that pain alone will be enough to free them entirely, it'll at least give them a decent clue. Naturally, these are efficient for quick reality checks. Additionally, this makes it easy to determine whether "you" are real or not, as this cannot transfer over to imposters or illusions, given the nature of the effect.

Another Dragon (600cp): Are you some kind of thief? Or maybe it would be more accurate to call you a true heir. Whenever another individual possesses some form of destiny or prophecy surrounding them, you are able to interject and actively steal their destiny for yourself, and all that comes with it. This isn't an exact science, to hijack someone's fate in this fashion requires you to travel to places or objects that do or will hold great importance to the destiny in question. This may require prolonged proximity to trigger, depending on the exact correlation. Any rewards that individual would have reaped from following this fate will instead fall to you, although so will any tragedies foretold. Though, you may find ways to circumvent such things. This will not trigger if you do not intend it to.

Black Dragon Clan Perks:

No Need for Slaves (100cp): Equal to man's drive to love and create, is their inborn craving for destruction. You have a peculiar charisma about you, with your words, you can take hold of this repressed Thanatos, and bring it forward into the light of day. You can appeal to this darker side of man to turn them to your cause, or simply direct their hate towards a convenient target. Past a certain point, they won't even need a pretense to spread destruction for destruction's sake.

A Girl in White (200cp): You have been enhanced by the Black Dragon Clan's sorcery, or perhaps this is just a relic of your own heritage, it doesn't really matter. You are privy to a technique, in which your physical body enters a trance as your very spirit astrally projects across relatively large distances as an invisible and intangible force. You may use this technique for long-distance viewing and listening, even passing through obstacles to reach your destination. However, given your inability to interact with the material world, observing is all this technique is really good for.

Damned Sorcerer (400cp): It is less than ideal to find yourself toying with forces beyond your comprehension, but at times such gambles are necessary. When dealing with ancient or mysterious artifacts, you have a talent and intuition for reviving and restoring them. Even if you have no comprehension of its inner mechanisms, you would have a fairly good chance of restoring even the likes of a cursed armor from centuries of neglect and exposure. At the bare minimum, you need to know generally what an artifact is supposed to do if you want to restore it.

The Prophecy of a Divine Being (600cp): It appears as if an actual god lies in some distant recess of your ancestry, and it has enhanced your awareness of the universe appropriately. You have something of a sixth sense for the "vibrations" of fate. These vibrations exist between all people and things, though you can only detect them at especially strong frequencies right now. The strength or weakness of these vibrations depend on the strength of the bond between the two actors, whether in the present or near future. With this awareness, you may strengthen or weaken these bonds at will. Altering bonds in this way will alter how forcefully fate will pull these parties together, as well as how soon. Unfortunately, you cannot control the nature of bonds, only their intensity. At the moment, you are incapable of severing a pre-existing bond, or causing individuals to traverse impossible distances in an insufficient amount of time to bring them together. Who knows what heights you may reach with practice? Though, it may be many decades before anything of note is born from those efforts. Optionally, you may decide to inherit the distinct pointed ears of your ancestors.

Cursed Armor Perks:

The God of the Sky (100cp): You are a god, yet a tool, a destroyer of life, and yet a servant to the living. You are aware of this hypocrisy, and you accept it. You are able to detect a weak pull between yourself and those who would desire you. You are not privy to the nature of this desire, but you are well aware of its intensity, and the direction of its origin at all times. This pull can be just as easily ignored, and even disabled if you find it intolerable, but follow this to the source, and you may very well find a worthy, or just plain gullible pilot to bring out your full potential.

Sleeping Dragon (200cp): Occasions where the planet is in need of one such as you are unfortunately few and far between. With but a moment's concentration, you may seal your own being away, rendering your power and consciousness totally inaccessible from the outside, though the same cannot be said for your physical body, as you can still be damaged by external forces. You accomplish this by encasing yourself in stone, or by condensing your body into a lightweight gemstone. While you can theoretically remain in this stasis indefinitely, you are required to determine a clear time limit, or a particular stimulus that will trigger your reawakening, prior to entering this stasis. Otherwise, you run the risk of remaining asleep until the end of time, or until you manage to die.

To Extinguish All Sorrow (400cp): Akin to the Dragon Armor itself, you may now take on a second, darker form. Entering this state requires both you and your wearer to give up all control to your darker instincts, swallowed up by your desire to annihilate everything in sight. Your skin will shift to black and your combined destructive ability will swell tenfold. This state will persist so long as neither of you regain your sanity. Those who witness you in this state will understand it to be a “natural disaster” rather than an inherently malicious being. You will not be held personally accountable, but witnesses are still free to fear the possibility of you entering such a state again.

I Too Have Wings (600cp): To be a god is not to be strong, but rather, it is to be the strongest. Depending on the beings you allow to ride within you, you are able to evolve to further increase your own effectiveness as an organism. However, this takes quite a bit of blood and time to make significant changes. The variety of pilots you take on will also determine the specific changes. If you mainly utilize pilots of a certain bloodline or sharing a certain genetic factor, you will begin to take on any hereditary abilities or prominent traits they may possess. However, if you ingest a wider variety of blood, the broad genetic diversity will result in slower, if more directed developments. These will usually relate to your immediate needs, such as growing gills if you need to cross a body of water, or armor if you’re caught in an environment full of predators, etc.

Companions:

Import (100cp/ per): Take along a few allies to brave this strange world alongside you, or perhaps even against you? For every 100cp spent here, up to 400cp, you may either import or create two companions in this world. They are given 600cp to spend as they see fit, though they are free to take any drawbacks they wish independently, barring any +0cp drawbacks.

Canon Companion (100cp/ per): For every 100cp you spend, you may take a canon character from this world as your own companion. You may only do so upon receiving their consent, but this will ensure that you meet time and time again on good terms.

Cursed Armor (800cp): One of the legendary cursed armors that, for some reason, has decided to obey you unconditionally. This armor must still drain your blood if you wish to pilot it, but will try it's best to stop before you're put in serious danger from this. This is a creature of immense size and strength, with at least one weapon inside its body. This creature is nothing compared to the full destructive power of Escaflowne, but as it stands, there is no military on this planet who can stand up to this living weapon. Unlike most of the Cursed Armors, which can only be worn by those with the blood of the White Dragon clan, this armor seems to accept any blood, though blood rich in mystical power, like that of the White Dragons will always be far more effective as fuel. Should you already possess a biomechanical, or simply mechanical, behemoth of similar proportion and stature, you are free to import them as your own Cursed Armor in this world. Sufficiently advanced armors are able to be imported in this fashion as well.

Goddess (800cp): Possibly one of the only survivors of an ancient clan of divine beings, who were thought to be wiped off the face of Gaea by Escaflowne's wrath. In spite of their untimely fate, these beings held immense magic power, as does this somber ally of yours. She can sense the vibrations of fate quite clearly, resulting in accurate but vague predictions of both the present and future. She can speak telepathically, send visions, and astral project across great distances. However, her most impressive power is to summon other beings through immense distances, even across dimensions. The caveat to this is that such beings can only be summoned to that which they were already bound to by a strong fate, making this ritual unpredictable, at best. A companion already in your company may be imported into this role, if you wish.

Equipment: Item discounts are 50% off, and 100cp items are free for their origin. Imports are allowed wherever applicable.

General Items:

Looking the Part (Free All, 100cp): This is not anything particularly unique, just a simple set of attire and accoutrements to help you fit in better as your origin. That being said, since you shall only be receiving one set, all of this equipment is oddly resistant to filth and general deterioration. For 100cp, you may receive the attire of another origin.

A ***Wing God or Goddess*** will receive a single set of ordinary clothing from the Mystic Moon, possibly reflecting a particular position in society, as well as a cheap wrist watch that never seems to need resetting, even across time zones or on alien worlds.

Members of the ***Abaharaki*** receive a light set of leather armor, tailored to match your own combat style. You are also equipped with a bladed weapon of your choice, alongside a series of small throwing knives for emergencies.

Soldiers sworn to the ***Black Dragon Clan*** will receive a thick yet unmaneuverable set of the clan's iconic black and gold steel armor. You also receive a single bladed weapon of your choice.

If you are an ancient ***Cursed Armor***, instead of receiving clothing or attire, which would be somewhat redundant, you awaken with enough dried blood lingering in your veins to fully exert yourself for twenty minutes, or walk at a leisurely pace for a single day before drying out and requiring the blood of another to move properly.

Unassailable Fortress (500cp): An architectural marvel, the likes of which Gaea has never seen before. An absolutely enormous floating fortress, truthfully, it would be more accurate to call it a mobile kingdom. You can direct and stop this fortress at will, though, should you desire it, you may release four heavy anchors to make certain that nobody else can move it either. Aside from your castle, most of the structures atop the fortress are military in nature, though there's no particular reason that you couldn't repurpose these. You may have this fortress appear somewhere in the world at the beginning of each jump, and you may even allow for inactive companions to inhabit and roam around here, though they are not permitted to interact with the outside world in any meaningful way. The fortress comes staffed by a small army of indistinguishable fodder, reminiscent of Black Dragon soldiers, to maintain and defend the fortress from invaders. Though, you may choose for this not to be the case at the start of each jump.

Wing God or Goddess Items:

Recurrence (100cp): Can anyone really be said to "own" a dream? In any case, upon entry into each new world, you will have a prophetic dream. The dream will be vague, but they will contain one piece of invaluable information in relation to your time in that world. The message is usually simple, "trust this person", "don't go to this place", so on and so forth. The hint given will always be 100% accurate, and abiding by this advice will always result in a better future than had you not, assuming you interpret it properly.

Dragon's Egg (200cp): A beautiful gemstone crafted into a simple necklace that hangs comfortably around your neck. This gem has the power to store any single organism of any size or mass within itself without any alterations to its own weight. Mind you, this is not a prison, the being within is unharmed and can choose to exit at any time they please. While stored beings may still perceive their surroundings, their body is placed in a kind of stasis that requires neither food nor water. With this, you have the power to sneak a dragon into a bar, or to preserve an ally on the brink of death until you can reach a proper doctor.

Somewhere High (400cp): You'll find a place like this in any populated area, in any world you enter. The one thing these places have in common, superficially anyways, is that they will always be somewhere high above the ground. Maybe in a tree, or a tower, or just the roof of your school. This is a place where you can go to be alone with your thoughts if you don't wish to be bothered, though, a friend will often show up without warning if you find yourself getting lonely. People up here always seem to have an easy time thinking clearly, and coming to understand one another. If you find yourself truly distraught by the challenges before you, taking a break to appreciate the world below in all its simplicity may very well give you the peace of mind you seek.

Mystic Guide (600cp): An ever present ally to guide you home. While on any world that you consider to be your home for a given setting, this will appear as nothing more than a normal moon, however this moon appears to follow you, even when you arrive on different worlds. Though, this time you shall see the back of the moon, revealing an ornate carving of a dragon's eye, furthermore behind this moon will always appear the image of your home world. This is more than an illusion, should you accomplish all the tasks you have been assigned in a world, and hold no lasting regrets, this moon will lock it's eye on you. From this moment, golden wings will sprout from your back and you will be soon after teleported back to your home world at the same place you left from.

Abaharaki Items:

Herbs of Adom (100cp): Herbs gifted to you from the beastmen of Adom. This collection was prepared for healing purposes. If you burn, rub, and peel all the herbs properly, there's hardly any injury short of death that these can't heal. Unfortunately, these herbs are slow-acting, to heal a minor scratch would take only a day without a scar, but for severe damage to more vital organs, such as the heart or lungs, it may take multiple months of rest just to get your patient walking again. This is all assuming you can keep them alive for that long. Fortunately, these herbs never seem to run out.

Trusted Tavern (200cp): You are the documented owner of your very own tavern in a city of your choice. You serve decent drink, have absolutely stunning performers of all kinds in your service, and you'll never find yourself lacking customers, no matter where you go. No matter what political climate the city around you is in at a given time, the jovial atmosphere of this place persists regardless. Those in power will never object to your ownership of this tavern, or your claim to the resultant profits.

Somewhere Forgotten(400cp): A civilization inhabited this place, or rather, these places, at one point, but they're long gone now. All that remains are decrepit cities that not even the most obsessive of archaeologists would bother to wander in. These ruins seem to be everywhere, it's strange you never noticed them before. On any occasion where you or an enemy is about to induce immense collateral damage, you have a way of finding yourself in these ruins, where there's nothing and nobody of value to be lost. These places act as a kind of cushion for the destruction, which rarely extends past the borders of the ruins. Unfortunately, this is only the case where the collateral damage is incidental, if such indiscriminate carnage was your or their intention from the onset, ruins like these will be conveniently out of sight.

Fortified Landship (600cp): A ship to call your very own, though despite possessing sails and enough food and water to last a small crew half a year, this is not a seafaring vessel. This massive fortress rolls on armored wheels of different sizes to traverse the earth, with the whole structure pulled along by three enormous bulls. The ship has multiple floors, containing enough housing for a large crew, along with a galley, an assortment of heavy duty canons, and a stable, housing several trained horses. There are surely plenty of other accommodations to serve a variety of purposes, but I'll let you explore for yourself. Despite its size, the entire structure is made of wood and iron, making it just as easy to repair as it is to damage. If you'd prefer to wait, just wait outside for two days and the ship will be back in one piece. All present animals don't seem to require food or water for some mysterious reason, nor do they defecate.

Black Dragon Clan Items:

Vengeful Talon (100cp): Only the gods may know what boundless wrath was forged into this blade. This is a masterfully crafted sword in its own right, however it's true potential can only be seen when wielded in the name of revenge. Should you wield this sword in pursuit of your sworn enemy, all fear and pain that would have inhibited your pursuit will be unable to reach you in the slightest. Though the same cannot be said about the injuries they would have warned you of.

Fiery Breaths (200cp): A set of meticulously crafted candles with the workmanship of the greatest sorcerers of Gaea. These candles are meant to be inserted into an ongoing ritual, or simply in the vicinity of a spell casting. By sitting between two of these candles, you will have inserted yourself into the spell, as either the focus or recipient, regardless of the effects. Place them as your companion astral projects and you will astral project instead. If a spell would strengthen someone's body, you will instead become stronger. You must sit between the candles until the spell is cast, and for spells that must be actively maintained, you cannot move from that spot unless you wish to break the spell.

Claws and Scales (400cp): The Black Dragons are not a family, nor are they a kingdom, they are a nation of soldiers, an entire society working towards the single goal of invasion and domination. As described in **Looking the Part**, every single one of your companions or mounts, active or inactive, present and future, will have their own set. Their set will be of the same origin that you selected, and where appropriate, their equipment will be designed to fit their body, and to match their fighting style of choice.

Pitch Black Wings (600cp): You are now the captain of one of the Black Dragon Clan's flying battleships. This ship functions off of technology far above that of any other country, able to fly through the sky freely while carrying nearly thirty troops. There are resting areas for the crew, but there is very little else in terms of recreation. The ship has a notably large cargo bay, that can be used to carry anything lighter than a house. The ship also comes equipped with cannons to be fired away at the earth below, as well as a strange crate that can be dropped from the ship loaded with over a dozen standing soldiers, and yet their impact on the ground will be cushioned enough to let them march off as if nothing happened. The body of the ship is constructed primarily out of steel, but the large balloon that keeps the ship afloat is far less durable.

Cursed Armor Items: Can be used in any form. These items can be made to vanish and reappear from your body with a moment of concentration, should you desire.

Sinuous Mantle (100cp): A symbol of the dignity held by the beings known as Cursed Armors. From within your own body, thousands of thread-like tendrils can be expelled to quickly weave themselves into a flowing cape appropriate to your size and aesthetics. This cape may be biological in nature, but it can easily pass as an ordinary article of clothing. Naturally, the cape can be withdrawn into your shoulders and back as easily as they were expelled. Unfortunately, these tendrils don't appear to serve any other function besides becoming your mantle.

Vertebral Claymore (200cp): Perhaps not actually a claymore, but a bladed weapon of your choice is now harmlessly stored within your own body. You may sheath and unsheath this weapon at no harm to yourself, and this doesn't appear to affect any of your bodily functions. This blade is biological in nature, but appears to be just as, if not more durable than even the finest steel weapons. With that being said, by flowing the blood of another through this blade, this blade will begin to cut deeper, hit harder, and even begin to regenerate damage done to itself. Being a part of your own body, the size of this blade will always match that of your current body.

Mucous Steel (400cp): Your body appears to have developed an entirely new bodily system. A series of vein-like formations that generate and circulate a strange kind of liquid metal throughout your body. This mucus can be excreted through various points on your body in a multitude of ways. You can pressurize it into a spear to pierce enemies from a distance, you can harden it at will to form improvised blades, or even ignite it launch a gout of flames towards your opposition. This is still a bodily function, so you must wait for your metabolism to create more of this mucus if you run out in battle.

Geminated Heart (600cp): Your body has been blessed with a secondary heart, with an accompanying circulatory system. You only require the beating of one of these two hearts to function. Meaning that, as a cursed armor, you may store blood for later in these subsidiary veins. This would allow you to function at full capacity without a pilot for up to 24 hours. This secondary system is completely superfluous to your body's functioning, meaning that draining all the blood in one of these systems will leave your body fully functioning, so long as the remaining system is unharmed. This also means that you have twice the amount of blood flowing through your body as before, with all the beneficial effects that would imply and seemingly none of the negatives.

Drawbacks: No drawback cap, take as many as you'd like. 0cp drawbacks are mutually exclusive.

Hitomi: The Vision of Escaflowne (+0cp): You have appeared in a world both similar and distinct from the one you were originally meant to arrive in. Hitomi, an average highschool girl is sent to the planet of Gaea, where her precious heirloom necklace is revealed to be the key to unleash the power of Escaflowne, a devastating weapon created by the kingdom of Fanelia in an age long past. This is a land where the Zaibach empire have taken to invading kingdom after kingdom in the name of peace, while the feeble emperor Dornkirk artificially extends his life so he may one day reunite with the young girl from the Mystic Moon that he had crossed paths with so long ago.

Tenkuu no Escaflowne (+0cp): The world has been changed, now nearly unrecognizable, save for a number of shared names and events. Here, the corrupt empire of Zaibach has begun to chip away at the planet's life force, to harvest the super fuel known as energist to some unknown end. Standing against them is the young king of Fanelia, along with the human energist, and power source to the Fanelian god Escaflowne, Hitomi kanzaki. There are deeper secrets to be uncovered in this world. From the true nature of the energist to the ancient civilization from the Mystic Moon who created the very planet of Gaea through their unfathomable technological might.

Escaflownocchio (+100, +200cp): It appears that for whatever mysterious reason, you were born with an excessively prolonged nose. For 100cp, this is only an inch or so longer than it should be, still, enough to catch strange looks from bystanders. However, at 200cp, your nose takes on a life of its own. Your nose will actively extend in length whenever you experience stress, with lies being especially pronounced. Your nose will distend to its normal length, as determined by the 100cp version of this, only once you have calmed yourself, or confessed to any lies you have told. Your nose can extend up to the length of a horse, but it is no more durable, so do be careful not to get it snapped off.

Desire? (+100cp): It appears as if hypocrisy has become an integral part of your very being. You have the mentality of one who will lecture those around you to no end of your own woes and ideals, but stubbornly refuse to take even the slightest interests in the suffering of others, even those you are directly responsible for. You victimize yourself on all occasions. Should you beat someone to death with your bear hands, you will soon begin to curse them for scarring your fingers with their broken bones. You may be able to accrue followers, but a true friend is beyond your ability.

It's Too Exhausting (+100cp): You don't know why it is, but you always feel so tired. No matter what you do, nothing ever seems to make you experience true joy, and the only thing you can do right is push all your loved ones away when they just want to help. It's hardly rare that you think of how happy you might be if you could just disappear, though you're well aware that you're too cowardly to make that a reality. I guess all that's left is to just endure, alone. Maybe there's something or someone in this world that will be able to show you the beauty that everyone else seems to find so easily, but what are the odds that something so lucky would happen to you of all people?

I Will Slay All my Enemies (+200cp): Life has not been kind to you. At some point in the relatively recent past, you witnessed atrocity. Your entire family, rather, your entire clan was slaughtered before your eyes, with you and the perpetrator as the sole survivors. This has filled you with a bottomless rage and impatience. To make matters worse, the perpetrator has placed himself in a position of power where he is all but untouchable. Your rage has made you standoffish, needlessly confrontational, and rash. You are all alone, even among company, save for those that forcefully break down your barriers. Maybe these people will be able to finally quell this burning inside your, or at least stop you before you do something you'll regret for the rest of your life.

There's Always Another War to Fight (+200cp): Regardless of what, if any, faction you've aligned yourself with, you have for some intelligible reason sworn your undying loyalty to the worst kind of commander imaginable. They're abusive, sadistic, and are beyond incompetent as a strategist. Their only redeeming trait is their combat prowess, and even if it is impressive, there are still many warriors who could trivialize them as an opponent. No matter what you do, you don't have it in you to betray, abandon, or even stand up against this bumbling leader of yours.

You'd be a Dead Man by Now (+300cp): It's so frustrating, infinitely so, this humiliation is outright unbearable. It's as if fate itself had decided to curse you, but no matter what actions you take, or what abilities are at your disposal, you will never be able to defeat a single opponent during your time here. No matter what is at stake, each and every conflict of any nature will end in humiliating defeat for you. And to make matters worse, you've been infected with an unflappable hope that will never let you stop trying to succeed in spite of this.

This Has to be a Dream (+300cp): The young Hitomi Kanzaki was never called to this world. In her place, you have been dubbed as the Wing God(dess), the being who will destroy Gaea with the awesome power of Escaflowne. Now, all factions are seeking to procure you for their own ends, and even the Dragon Armor itself has accepted you as its guardian. From this point forward, the white dragon hangs around your neck as a pink gemstone, and cannot be removed. Should it come into contact with one possessing the blood of the White Dragon clan, Escaflowne will rise and destroy all of Gaea. In this instance, the destruction of Gaea will signal the end of your chain. Once Escaflowne has been awakened, it is not impossible to convince its pilot to stop this madness before it's too late, if you can convince them that they don't need to fight anymore.

Ending Options: Just as you were called here, it is time for another world to request your presence. That is just your nature. Though, I'm sure you'll be back, fate has a way of making everything work out for the better.

- ***Until the Mystic Moon Calls you Back:*** Go Home
- ***Until Then, I will be With you:*** Stay Here
- ***We will Always be Together:*** Move on

Notes:

Jump by Gene

For all origins, you may be a beastmen, instead of a human at no cost.

For both the Cursed Armor origin and companion, anybody's blood will do, pilots aren't required to be of the White Dragon clan.

If you take **I Will Slay All my Enemies** with **Blood of the White Dragon** , then you're free to say that you were one of the three survivors of the clan's destruction, maybe even a sibling to Van and Folken/Dune.

If you take **This Has to be a Dream** alongside the Cursed Armor companion, then you may take Escaflowne himself as your armor. Though, their destructive potential will be reduced to that of the default companion option until post-chain.