

A Jump by Sistercomplexkingpin

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Introduction

In the realm of Valisthea lie two continents named Storm and Ash, where eight gigantic mountains made of crystals, called Mothercrystals, exist. Humans harvest small chunks of these Mothercrystals to perform magic through them. These crystal shards can channel many elements, such as fire, water, earth, wind, ice, lightning, light, and darkness. Humans use these crystals to aid their daily lives, from producing drinkable water and providing light inside their households to healing the sick and wounded. Magic has been so widely used that it has become integrated into their lifestyle. The inhabitants of Valisthea believe that the Mothercrystals generate Aether, the source of all magic. As such, the people of Valisthea flock towards these towering beacons, building their settlements near them in pursuit of their blessing.

Sometimes individuals are born with the ability to use magic without the aid of the crystal. Instead, they channel Aether through their body to perform magic. These individuals are known as Bearers and Dominants. The Bearers are born with an elemental affinity, being able to use the magic specific to their element. Meanwhile, Dominants are born with the ability to host Eikons, powerful, god-like beings that embody one of the eight elements. However, this power is not without a price, as the Bearers and Dominants suffer from the crystals' curse. In Which their body will sluggishly petrify each time they use magic through their bodies.

The Blight, a mysterious ever-advancing environmental disaster that appeared on Valisthea, renders the land it touches uninhabitable. The Blight had almost made the entire continent of Ash uninhabitable and destroyed two of the eight Mothercrystals. Because of this, the nations of Valisthea had waged wars with each other over the resources of the crystals.

The story of this land follows an individual named Clive Rosfield, whose homeland was destroyed by an unknown Eikon, Ifrit, setting him on a path of vengeance. However, there appears to be a darker plot at work. You will begin your adventure here a week before the Battle of Nysa and stay in this realm for the next decade.

Take these +1000CP to start your journey into Valisthea.

Locations

You can start at any location, or gain +100 CP to roll for your starting location.

1. The Grand Duchy of Rosaria

A seafaring nation ruled by the Dominant of the Phoenix, Eikon of Fire. The people of Rosaria pride themselves on tradition and chivalry. Rosaria is mostly composed of swamps and marshlands. The capital of Rosaria, Rosalith, borders the Boiling Sea, where the Mothercrystal known as Drake's Breath lies. However, in recent years, the duchy has been annexed by the Holy Empire of Sanbreque, becoming a vassal state.

2. The Holy Empire of Sanbreque

The largest theocracy in the realm, is located in the northeastern reaches of the continent of Storm. Sanbreque is the home of the Greagorian church, and it’s ruled by its Holy Emperor and the five cardinals. Sanbreque built its capital, Oriflamme, around the Mothercrystal known as Drake's Head. Due to this, the people of Sanbreque lived in comfort thanks to the abundance of aether. The Dominant of Bahamut, Eikon of Light, serves as Sanbreque's champion.

3. The Kingdom of Waloed

Waload, the sole surviving nation in Ash, is led by the Dominant of Odin, Eikon of Darkness. Plagued by Blight, it is surrounded by rocky terrain, large hills, and mountains, making travel difficult. Waload built its capital, Stonhyrr, near the Mothercrystal known as Drake's Spine. The current Dominant of Garuda, Eikon of Wind, serves as the Royal Knight of Waload.

4. The Dhalmekian Republic

A nation composed of five city-states located in the southern regions of the continent of Storm. The land of Dhalmekia consists largely of savannas, canyons, and deserts, with ruins of ancient civilizations scattered throughout the landscape. Dhalmekia built its capital, Ran’dellah, near the Mothercrystal known as Drake's Fang. The Dominant of Titan, Eikon of Earth, serves as a special advisor to the ruling parliament.

5. The Iron Kingdom

A kingdom of small islands off the west coast of Storm, the Iron Kingdom is ruled by the high priest of the Crystalline Orthodox. The Iron Kingdom worships the Mothercrystals above all else; as such, the kingdom bans the use of magic and crystals, deeming them sinful. However, the Iron Kingdom is the most technologically advanced nation in Valisthea, able to survive without magic. In recent years, the Iron Kingdom has enslaved the Dominant of Shiva, Eikon of Ice, and plans to use them as a weapon of war.

6. The Crystalline Dominion

A dominion built around the highest Mothercrystal, Drake's Tail, located at the center of Valisthea, this is also the smallest nation in Valisthea, only claiming the islands around Drake's Tail as its territory. However, due to the strategic importance of this land, many nations have fought over it for centuries. A peace treaty was signed by multiple nations, and the Crystalline Dominion regained its independence on the condition that it remained neutral.

7. Village of Haven, Mysidia

A village hidden by a large illusionary dome called Glamor. Mysidia is located within the northern continent of Storm. The Motes of Water reside within Mysidia after the Greagorian Church tried to hunt them to extinction. The village is surrounded by mountains and forests, close to the sea. Haven is also the only human settlement that treats Bearers as humans and doesn’t enslave or brand them. The current Dominant of Leviathan, Eikon of Water, had been imprisoned in Mysidia.

8. Free Choice

If you roll on this option, you may choose any location in Valisthea as your starting location, even places such as the Interdimensional Rift or the Origin if you so wish.

Origins

Any origins can be taken as Drop-In. You would receive no additional memories from your background besides how to communicate with the inhabitants of Valisthea.

Guardian of the Flame

You were once an ordinary soldier of the Rosaria dukedom. However, after the imperial occupation of Rosaria, you grew dissatisfied with the new policies of crippling taxation and oppression of Bearers and commoners. Because of this, you decided to join the Guardians of the Flame. A secretive group of ducal loyalists trying to rebel against imperial rule.

Greagorian Nobility

You are part of the nobility within the Holy Empire of Sanbreque. The people of Sanbreque practice the Greagorian faith, which worships the goddess Greagor and dragons as sacred servants of their goddess. Because of this, dragons are bred and protected to serve as support for the imperial army. Recently you've heard that the empire has some nefarious plans for the neighboring nations. What would you do with this information?

Royal Knight of Waloed

You are a member of the Royal Knights, the main armed forces of Waloed. The Kingdom of Waloed is heavily militarized, with the entire kingdom centered around maintaining its armies. The Dhalmekian Republic has recently called upon its ally, the Kingdom of Waloed, for aid. Whether or not you are part of the group sent to assist Dhalmekia is up to you.

Merchant of Dhalmekia

You are one of the many merchants from Dhalmekia. The culture of the Dhalmekian Republic revolves around trade and wealth. Their capital, Ran'dellah, is the largest hub of commerce, where merchants and traders from across Valisthea gather to conduct business. You've been searching for a place to set up shop, hoping to sell your wares to the locals.

Northern Tribesman

You were once a member of the now fallen Northern Territories. The Motes of Ice used to rule the Northern Territories, having their own Mothercrystal, Drake's Eye. However, due to the Blight, the land of the Northern Territories became uninhabitable, and the Drake's Eye were destroyed as a result. After the destruction of their homeland, many of the tribe members had scattered across Valisthea in search of new homes, including you.

Cursebreaker

You are a member of the resistance group led by the Dominant of Ramuh, Eikon of Thunder. The resistance group conducts various operations across Valisthea, freeing Bearers from slavery, and removing their brand. The ultimate goal of this group is to liberate all Bearers and Dominants from servitude. Many of the members in this group are hidden, with you among their ranks.

Mote of Water

You are a part of a hidden tribe called Motes of Water. Members of the Motes of Water are known for their ivory hair and azure eyes. Most tribe members would not leave their village for their whole life, with only a few having traveled beyond the village's Glamor.
Whether or not you had traveled outside the village is for you to decide.

Unknown Figure

You are unknown to the inhabitants of Valisthea. Perhaps you're an alien being or an outsider from another world. One thing is certain; you have no connection to anyone or anything in this land. However, the question is, do you bring benevolence or malevolence with your arrival?

You can choose your gender freely for all origins. Your age for all origins except Unknown Figure is 15+3d8. Your age as Unknown Figure will remain the same as your last jump or your current age if this is your first jump. You can adjust your age for 50 CP.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being freebies.

General Perks

Tunes of Valisthea (Free)

With this perk, you can now play the entire soundtrack of Final Fantasy XVI inside your head. You can choose which music to play or let the perk select the best song suited for the situation. You also possess a mental interface to access all the soundtracks from this perk and other soundtrack-related perks, allowing you to switch songs on the fly with a thought.

Bearer (-100 CP)

You have been born with the ability to use magic without using crystals. Choose one of the eight elements: fire, water, earth, wind, ice, lightning, light, or darkness, to be the elemental affinity you're born with. You can manipulate the element of your affinity and cast spells associated with your element, such as Firaga for fire, Aerora for wind, Dia for ice, etc. Because you're paying for this, you won't suffer from the crystal's curse each time you use magic. And wouldn't turn into Akashic from overexposure to aether. In future jumps, you'll have to use a mana pool to cast spells or use your stamina if you don't possess a mana pool, as there's no ambient aether.

The Accolade (-200 CP)

Some Dominants can bless ordinary people with the ability to use magic associated with the Eikon they host. Now, you can grant blessings as well. You can bestow a more generalized version of your perk on someone by imparting some energy to them. For example, they would gain the ability to use fire magic when you bless them with the Phoenix. Or the ability to use Ki when you bless them with a Super Saiyan perk. The people you bless will not suffer any negative effects from the powers they receive.

Immaculate One (-400 CP)

Unlike the residents of Valisthea, you aren't affected by any negative status effects. You become immune to poison, burning, curses, mind control, illness, paralysis, etc. This also makes you immune to the effects similar to the deadlands, allowing you to use your abilities regardless of the environment. As a side effect, this perk also makes you completely clean and aseptic no matter what. You can turn the effects of this perk on and off.

Mythos Logos (-600 CP)

By purchasing this perk, you have become the second Mythos, a vessel for god. The Mythos is a being crafted by the gods to serve as the perfect vessel for the divine. Designed to hold limitless power, the Mythos have the ability to absorb Eikons from their Dominants, thereby gaining the Dominants' powers. The Mythos can also transform into the unknown Eikon of Fire, Ifrit, as those who host this Eikon are a sign of them being the Mythos.

Unlike the first Mythos, you are the perfect vessel, capable of holding and utilizing limitless energy without harm and capable of absorbing the powers of any being, increasing all of your attributes with each absorption. Those you absorb will lose access to their powers, only having embers of their powers remain. However, you can only absorb the powers of beings that are either willing or unable to resist. You can use your abilities and transformations simultaneously, even if they conflict with each other, without any side effects. Meaning you don't need to switch between powers. You may decide on the appearance of the combined transformation.

As the Dominant of Ifrit, you can access the Eikon's powers by entering a semi-priming state. In this state, you will take on some of Ifrit's qualities, including replacing your arms and legs with Ifrit's limbs, and all your physical abilities will be enhanced. You'll also be able to use the ability Limit Break. During Limit Break, all your fire-related attacks and physical abilities are enhanced even further, making you an unstoppable juggernaut. Additionally, you can manipulate fire and use fire magic for various purposes, including boosting your strength or forming shields to block attacks.

Your most powerful ability as the Mythos is the ability to transform into Ifrit itself. Ifrit is a giant humanoid beast with demonic features. Its body is composed of fire and skin resembling lava rocks. It features large, backward-facing horns, a wolf-like muzzle with sharp fangs, and a white mane running down its neck. It has sharp claws on its hands, digitigrade feet, glowing blue eyes, and a long tail. When you've transformed into Ifrit, your physical and fire-related abilities receive a massive boost, and you can use Ifrit's signature ability, Hellfire. Using Hellfire will create a giant sphere of fire that can be launched at an enemy and explode upon impact. The explosion clause by Hellfire is akin to a small nuclear blast. You can maintain the semi-primed state and the Ifrit transformation indefinitely.

This perk discounts every Warden of ___ perks in this jump.

Guardian of the Flame

Knight of Rosaria (-100 CP)

You've completed the necessary training to become one of the knights of Rosaria. You now know how to wield a sword, ride a Chocobo, have knowledge in hand-to-hand combat, and are knowledgeable in several warfare tactics. You're able to dispatch a group of bandits by yourself with ease. However, your powers are nowhere near the heavy hitters of this realm.

Power of Will (-200 CP)

You have willpower akin to that of Phoenix's flame. When faced with impossible odds, you have the determination to not give into despair and push forward. With your willpower, you can still fight unaffected when suffering from unimaginable pain. You're also unshakable when faced with temptation. It's no joke to say that the only way to break you is to make you dead.

All as One (-400 CP)

Like the Rosfield brothers, you can turn your bonds into strength. You can turn those bonds into raw power, enhancing your abilities based on the numbers and strength of the bonds you have. Alternatively, you can fuse your powers with people you have a strong bond with, combining your attacks or fusing transformation states with them.

Warden of Fire (-600 CP)

You have become the second Dominant of Phoenix, obtaining the power of the Eikon through an unknown means. As the Dominant of Phoenix, you can harness the Eikon's powers by entering a semi-priming state. In this state, Phoenix's tail feathers will manifest on your back, and all your physical abilities are enhanced. During this state, you are able to use Phoenix's signature ability, Flames of Rebirth. This ability unleashes a wave of fire that burns enemies while healing you and your allies. Additionally, you gain the ability to manipulate fire, use fire magic, heal injuries with fire, and conjure magicked barriers that can withstand any attack, though it is draining to maintain. You can also conjure Phoenix's wings to strike enemies and fly.

Your most powerful ability as the Dominant of Fire is to transform into Phoenix completely. Phoenix appears as a gigantic bird, similar to an eagle, having glowing blue eyes with feathers in shades of orange, green, and blue, and tail feathers reminiscent of a peacock's. The feathers glow with fiery light, and a blue light radiates from its chest. When you've transformed into Phoenix, you gain a massive increase in physical, healing and fire-related abilities, and Flames of Rebirth gains the power to revive recently deceased allies. You can maintain the semi-primed state and the Phoenix transformation indefinitely.

Greagorian Nobility

Beloved by Dragons (-100 CP)

There's just something about you that all dragonkind love. Dragons and beings with dragon blood flowing through their veins will act friendly towards you. Even the most malicious would at least feel neutral about you. This perk works better on dragons with low intelligence, as highly intelligent dragons might not save you from danger. However, dragons driven by instinct would protect you as if you're their kin.

Charisma of the Prince (-200 CP)

You have displayed a shining charisma that inspires loyalty. The morale of any people under your command will be extremely high, negating any effects that inspire fear in your allies. Once you form a strong bond with those you command, they would even betray the faith they believe in and follow you to kill their deity incarnate.

Dragoon of Light (-400 CP)

You are a part of the Holy Order of the Knights Dragoon and have received training to become a Dragoon. You are an expert lancer, capable of jumping into extreme heights and landing safely, with only a few in the realm matching your skills with a polearm. You're also trained to ride dragons. And able to perform risky air maneuvers with ease. As a Dragoon, the armor you don won't hinder your movements and will feel light as a feather. As a bonus, Dragons fighting alongside you will have incredible synergy with you.

Warden of Light (-600 CP)

You have become the second Dominant of Bahamut, obtaining the power of the Eikon through an unknown means. As the Dominant of Bahamut, you can draw upon the Eikon's powers by entering a semi-priming state. In this state, Bahamut's wings will manifest on your back, and all your physical abilities will be enhanced. During this state, you are able to use two of Bahamut's signature abilities, Megaflare and Gigaflare. Megaflare unleashes a barrage of homing light streams onto the opponents. Gigaflare fires a massive beam of light capable of doing heavy damage. You can also gain the ability to use white magic, fire bolts of light, create small constructs that fire lasers, and use flare breath. Additionally, you can use Bahamut's wings to fly and dodge attacks.

You're at your most powerful when you transform completely into Bahamut. Bahamut is a large wyvern with steel-green scales accented by gold, having blue eyes, and a third eye on its forehead. It has a massive bat-like wingspan with four spear-like protrusions on each wing, a long whip-like tail, and two narrow horns on its head. When you transform into Bahamut, your

physical, holy and light-related abilities receive a massive boost. And Gigaflare is upgraded to the even more powerful Teraflare. You can also perform Bahamut's ultimate move, Zettaflare. When executing Zettaflare, enormous wings of light emerge from Bahamut's wings. And it unleashes a colossal beam of light capable of burning the world. You can maintain the semi-primed state and the Bahamut transformation indefinitely.

Royal Knight of Waloed

Naval Officer (-100 CP)

Waloed is known for its incredible navy, and as such, you've received the necessary training to become a skilled sailor. You're an expert in piloting, able to steer 18th-century ships with ease and navigate even the most dangerous waters unscathed. You also gain the knowledge to operate any equipment found on an 18th-century vessel smoothly. Each time you board a new ship, you'll automatically gain the knowledge needed to maintain it.

Royal Intelligencer (-200 CP)

The Royal Intelligencers are a secretive information-gathering and covert missions group of the Kingdom of Waloed. As a part of this group, you are an expert in infiltration, disguises, and being able to put on multiple different facades in an instance. You're also trained in the art of assassinations, being knowledgeable in torturing people for information. As a result of your training, your footsteps make no noise, and you're an excellent combatant.

Reborn in Akashic (-400 CP)

You experience an aetherflood and are unable to escape. Like many others, you have turned into an Akashic; however, unlike them, you've retained your sense of self. As an Akashic, you no longer need to eat, drink, sleep, or breathe. Your attributes are greatly enhanced, allowing you to easily defeat a group of Bearers. Additionally, you can use all types of magic without needing a crystal and are unaffected by the crystal's curse. You've also become ageless, always remaining in your physical prime. As a result of becoming an Akashic, your skin has turned gray, with crystalline cracks forming all over it. Somehow, Ultima has no control over you, despite your transformation into an Akashic.

Warden of Darkness / Wind (-600 CP)

By purchasing this perk you can choose to either become the second Dominant of Odin or Garuda, obtaining the power of the Eikon through an unknown means. You can purchase this perk again to gain the opposite Eikon of the one you have purchased.

As the Dominant of Odin, you can utilize the Eikon's powers by entering a semi-priming state. In this state, your weapon transforms into Odin's sword, Arm of Darkness, and all your physical abilities are enhanced. While in this state, you can perform Odin's signature technique, Zantetsuken, an attack where multiple slashes occur so quickly that they appear to happen simultaneously. Additionally, you gain the ability to use darkness magic, energy attacks, inherit Odin's skills with weapons, and summon Odin's spear, Gungnir. You can also channel your powers through Odin's weapons.

You can tap into the Eikon's full power by transforming completely into Odin. Odin is a giant humanoid clad in dark armor with a dark cape trimmed in gold. His helmet is adorned with large antlers, and his eyes emit a blue glow through the visor. Odin wields a large black blade similar to a katana. When you transform into Odin, all your physical and darkness-related abilities receive a significant boost. Zantetsuken is also greatly enhanced, and capable of erasing matter from existence. You also gain the power known as Woden Worhte Weos, which allows you to enlarge Arm of Darkness and/or Odin to gigantic sizes. Additionally, you can erect a magical barrier called the Glazheim Wall. This wall is seemingly indestructible and can repel all corporeal and magical attacks, annihilating any being that tries to pass through its bounds.

As Odin, you can summon an Egi named Sleipnir to assist you in battle and serve as your steed. Sleipnir is a large six-legged horse with black fur and golden-hued cracks across its coat. It can wield darkness magic and manipulate lightning to aid you in combat. Sleipnir can also transform into a human form of your choice, including their personality, gender, and appearance. If Sleipnir is defeated, it will respawn the next time you transform into Odin. You can maintain the semi-primed state, Sleipnir, and the Odin transformation indefinitely.

As the Dominant of Garuda, you can access the Eikon's powers by entering a semi-priming state. In this state, Garuda's wings will manifest on your back, and all your attributes will be enhanced. During this state, you can use Garuda's ultimate ability, Aerial Blast, which conjures a tornado that tracks enemies and shreds anything it touches. Additionally, you can manipulate the wind, use wind magic, and manifest a pair of Garuda's claws to grab and attack enemies. You can also summon two Eigs, Chirada and Suparna to aid you in battle. Chirada and Suparna would use wind magic and their claws to battle enemies. If Chirada and Suparna are killed, you can summon them again in your next battle.

You can unlock Garuda's full power when you transform fully into her. Garuda is a large harpy-like creature with two pairs of large wings, one on her upper back and another on her lower back. The upper pair features claws. She has wing-like extensions on her head, yellow eyes, and a mouth filled with razor-sharp teeth. Her body is covered in white and green feathers, and her hands and feet are large talons.

When you've transformed into Garuda, you gain a massive increase in physical and wind-related abilities. In this transformation, you can summon Chirada and Suparna instantly if they've fallen in battle, though it's draining to summon them this way. You can maintain the semi-primed state, Chirada and Suparna, and the Garuda transformation indefinitely.

Merchant of Dhalmekia

Merchant of Sand (-100 CP)

As the Dhalmekian Republic is the most massive trading hub in Valisthea, you have picked up a thing or two by being born in Dhalmekia. First, you have a fantastic knowledge of the economy, being able to learn about the local economy just by visiting a few traders and talking to the locals. Second, you'll instinctively know which items are popular to sell. And which are not. Finally, you're great at negotiating prices. Being able to buy cheaper and sell for higher, though this doesn't work as well on people who possess high willpower.

Desert Hermit (-200 CP)

The land around the Dhalmekian Republic is pretty much a barren desert. It takes special abilities to survive out of towns and villages, abilities you now possess. Your body has become incredibly resilient to the harmful effects of the heat and the sun of the desert. Your skin will stay pale even if you stay out in the sun all year round with minimal coverage. You'll also be able to survive on less food and water. For example, you can survive five months without drinking water and a year without consuming any food.

Golden Lord of Dune (-400 CP)

Like a certain Dominant of Earth, you too can gain immeasurable wealth, even if you have nothing to your name. Treasures and riches are drawn towards you like moths to a flame. You can find items worth millions just by stepping outside, and opportunities for greater fortune appear at every turn. You will always win lotteries and other chance-based games that offer money. Even if you do nothing, you'll quickly become a millionaire. And if you put in effort, you'll become the richest in the realm in no time.

Warden of Earth (-600 CP)

You have become the second Dominant of Titan, obtaining the power of the Eikon through unknown means. As the Dominant of Titan, you can access the Eikon's powers by entering a semi-priming state. In this state, yellow crystalline formations will grow on your body, and Titan's arms will replace your own, enhancing all your physical abilities. While in this state, you can use Titan's signature ability, Gaia's Wrath, where you drive your hands into the ground and send a surge of rising rocks forward. Additionally, you can manipulate the earth, use earth magic, and manifest a pair of Titan's arms to strike and block attacks.

You'll gain Titan's true power, when you fully transform into the Eikon. Titan is a massive, dark-skinned giant made of granite, with his body composed of living rock. He wears golden

jewelry on his fingers, and his face features a steel plate attached to his jaw, leaving his teeth exposed due to the absence of lips. Titan's immense size dwarfs every other Eikon, and he possesses superior physical strength compared to them. When you have transformed into Titan, all of your physical and earth-related abilities receive a significant boost. Gaia's Wrath is also strengthened incredibly. To use Gaia's Wrath in this form, you need to punch the ground, sending a surge of massive columns of rock in all directions, generating a level-eight earthquake. You can maintain the semi-primed state and the Titan transformation indefinitely.

Northern Tribesman

Wolf Tamer (-100 CP)

As a wolf tamer, you can calm any canine no matter how feral they are. Canines of any kind won't be hostile towards you unless provoked. You're also able to form a bond with any canine, and they would understand the meaning you're trying to convey without a problem. Any canine receiving training from you will learn twice as fast.

The Love that Binds (-200 CP)

You and your significant other can turn your love for each other into strength. You and your partner have incredible synergy, instinctively knowing what each other would do next. In battle, this synergy is intensified, fighting together so smoothly that people would make the two of you as one being. When you are near each other, you both will gain an increase in power.

Witch of the North (-400 CP)

Like the Witch of the North, you are a genius regarding magic, able to improve and create spells thought impossible. You can modify existing magic and strengthen them, giving them different attributes. With resources and time, you can even recreate the magic unique to Eikons. And perhaps even create magic to stop time itself.

Warden of Ice (-600 CP)

You have become the second Dominant of Shiva, obtaining the power of the Eikon through unknown means. As the Dominant of Shiva, you can access the Eikon's powers by entering a semi-priming state. In this state, Shiva's mantle will appear on your body, and all your attributes are enhanced. While in this state, you can use Shiva's signature ability, Diamond Dust, summoning forth a blizzard to freeze your enemies, then sending out waves of ice to crush them. Additionally, you are capable of manipulating ice and using ice magic.

You can gain even more power by fully transforming into Shiva. Shiva is a woman with pale white skin, pointed ears, and long platinum-blonde hair adorned with gold accessories. She wears a three-pronged crown and a white dress with dark-blue decorations, complemented by a large, flowing mantle. Shiva is also the smallest Eikon, only slightly larger than an average human. When you have transformed into Shiva, all of your attributes and ice-related abilities receive a significant boost. Allowing you to freeze things with a touch. You can maintain the semi-primed state and the Shiva transformation indefinitely.

Cursebreaker

A Little Shortcut (-100 CP)

When you choose a destination, information about shortcuts will be sent to your brain. These shortcuts can let you travel undetected to your destination, though they may be unsafe, as they often lead through unknown or dangerous areas. You will also gain exceptional spatial awareness, ensuring you never get lost deep in the wilds.

The Outlaw (-200 CP)

You have the ability to lead a resistance, excelling in guerrilla tactics and subtle warfare, effortlessly executing hit-and-run tactics on key locations. Those who join your resistance will sympathize with your goals and support you, even if they don't fully share your ultimate objective. You also possess a roguish charisma, allowing you to form strong bonds quickly, attract like-minded individuals, and inspire others, boosting the morale within your group.

Unbranded (-400 CP)

When a brand's removed from a Bearer, it typically leaves a large scar on their face, marking them permanently, until you come along. You can remove any brand or mark from people without causing harm, magical or otherwise. The process is painless, and once the brand is removed, it will appear as though they were never branded at all. However, while you can remove brands from people, you cannot remove them from inanimate objects.

Warden of Thunder (-600 CP)

You have become the second Dominant of Ramuh, obtaining the power of the Eikon through unknown means. As the Dominant of Ramuh, you'll gain a deeper understanding of the world around you, and gain access to the Eikon's powers by entering a semi-priming state. In this state, your hair will turn white, your eyes glow blue, and you will emit an electrical aura. Your physical abilities will also be enhanced. While in this state, you can use Ramuh's signature ability, Judgment Bolt, summoning a massive Levinbolt to strike down your enemy. Additionally, you can manipulate lightning, use lightning magic, conjure purple lightning known as Levinbolts, and summon Ramuh's staff. The staff serves as a throwing weapon, magic catalyst, and lightning rod. You can control the staff telepathically.

You can transform completely into Ramuh to gain even more power. Ramuh is an elderly man with a long white beard, glowing blue eyes, and pointed ears. He is dressed in a flowing purple robe and wields a black staff shaped like a lightning bolt, with purple crystals decorating the staff. When you have transformed into Ramuh, all of your attributes and lightning-related abilities receive a significant boost. You also gain the ability to teleport. You can maintain the semi-primed state and the Ramuh transformation indefinitely.

Mote of Water

Mirage of Water (-100 CP)

Having gone into hiding, the Motes of Water often disguise their physical appearance when they leave their village. Like them, you too can disguise your features. You can hide any physical traits or change them to different colors, such as skin tone, ears, horns, hair color, etc. This ability is not shapeshifting, as it only conceals your features from sight, and people can still touch what you're trying to hide if you're not careful.

Gentle Waters (-200 CP)

The Motes of Water showed incredible kindness to an exiled witch. In return, the witch had taught the tribe her most powerful spell. This perk makes it so that the kindness you showed to others will always be repaid, either by the one who received it or in another way. The more effort you put into helping others, the better the reward. However, if the kindness you show is not genuine, the effect of this perk will weaken severely.

Raging Tide (-400 CP)

You gain the ability to enter a berserker's rage at will. While in this state, rage takes control of your body, but your skill and technique remain intact. During your rampage, your powers are greatly enhanced, and you will become immune to abilities that affect your mind. You will only regain control once the battle is finished, so use this ability wisely. Rest assured, you will not harm any allies during your rampage.

Warden of Water (-600 CP)

You have become the second Dominant of Leviathan, obtaining the power of the Eikon through unknown means. As the Dominant of Leviathan, you can utilize the Eikon's powers by entering a semi-primed state. In this state, Leviathan's head will replace one of your arms, with the neck extending outward from your elbow in the shape of a whirlpool. Your physical abilities will also be enhanced. While in this form, you can use Leviathan's signature ability, Tsunami, to unleash a massive whirlpool of water against your enemies. Additionally, you can manipulate water, use water magic, and summon a water Egi called Perykos to assist you in battle. Perykos can fly and use water magic to fight your enemies. You can fire water bullets from Leviathan's head like a rifle or condense them for a shotgun blast. You can also shoot a beam of pressurized water that leaves explosive water bombs on impact, which detonate shortly after.

You can unleash the full might of the Eikon by transforming fully into Leviathan. Leviathan is a colossal, serpentine creature with blue scales and red accents, especially on its

head and tail. It has large, dragon-like wings for flight, multiple fins along its body, and long, flowing tendrils on its head. Its head features a long, narrow snout, and Its mouth is lined with razor-sharp teeth. When you have transformed into Leviathan, all of your attributes and water-related abilities receive a significant boost. Tsunami is also greatly enhanced, summoning forth a massive tidal wave that can swallow an entire nation. You can maintain the semi-primed state and the Leviathan transformation indefinitely.

Unknown Figure

Deep Hibernation (-100 CP)

You have the ability to enter hibernation at will. While hibernating, you can choose to experience lucid dreams and maintain a rough sense of your surroundings and how much time has passed. During this state, your body requires no sustenance and will remain in perfect condition, regardless of how long you sleep. You can stay in hibernation indefinitely. And you can exit your slumber whenever you like, although someone can wake you physically if enough force is applied.

Aetherial Possession (-200 CP)

Your soul can now leave your body, taking on an incorporeal form. In this state, you can fly, are immune to physical attacks, and can only be harmed by abilities that target the soul. However, if your physical body dies, you will perish as well. Additionally, you can possess others and use their bodies as puppets, but if their will is stronger than yours, the possession will fail. The eyes of the possessed will glow blue when you're in control.

Akashic Corruption (-400 CP)

You can corrupt any organic beings into Akashic by overloading them with your energy. This transformation is irreversible. Once someone becomes Akashic, they lose all intelligence and sense of self, unless you choose to allow them to retain their will. Those transformed into Akashic will turn gray, with crystalline cracks forming across their bodies and gain a boost in physical abilities. Akashic do not require sustenance and are immune to aging. Although Akashic are typically mindless, they can still follow simple commands and retain their combat skills from their time as unturned. Additionally, you can speak through and control any Akashic. However, if they are already under the command of someone else, you'll need to wrestle control through a battle of wills.

Ultimate Power (-600 CP)

This is thought to be impossible, but somehow you have obtained this power and become the Dominant of Ultima, The Creator. As the Dominant of Ultima, you gain incredible powers by entering a semi-primed state. In this form, two broad floating segments appear behind your shoulders, each with a large pair of wings, one white and one black. Your physical abilities will also be enhanced. While in this form, you can use Ultima's signature ability, 'Ultima,' where you gather aether, drawing enemies towards you, and unleash a powerful burst of non-elemental magic. While you don't have access to Ultima's elemental powers, you can manipulate aether to create blue flames, teleport yourself and others, and manifest large aether swords, fire beams, and bolts of aether. You can also strike enemies with Ultima's wings

and fly with them. As a bonus, you can convert your energies into aether, allowing you to use Ultima's powers in a land without aether. The Ultima you host has no will of its own and is more like an Eikon than anything else.

You can transform into Ultima's strongest form, becoming Ultimalius, gaining immense power. Ultimalius appears as a muscular figure encased in an emerald-colored crystalline substance that covers his body like armor, including his head. This crystalline armor is accented with glowing blue highlights and golden markings. Behind his shoulders are two broad floating segments, each with a large pair of wings, one white and one black. When you have transformed into Ultimalius, all your physical, magical, and elemental abilities are increased immensely. You can also cast the spell Raise, which can terraform the entire world and recreate it to your liking, though it requires an almost unlimited amount of energy to cast. You can maintain both the semi-primed state and the Ultimalius transformation indefinitely.

Items

All origins gain a bonus of +300 CP to spend in the Items section, except for companions. Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies. These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Final Fantasy XVI Jump Edition (Free)

You get a copy of Final Fantasy XVI that can be played on all platforms. The copy you receive runs smoothly on any machine and contains no bugs, with all the DLC already being included. After this jump, you'll receive a copy of this game that adds your involvement with the story. Just be careful not to show it to the locals. They might get an existential crisis from this.

Fantasy Cosplay (Free)

You receive a closet full of the outfits worn by every character in Final Fantasy XVI. These clothes are comfortable to wear, self-cleaning, and repaired overnight. Now, you can cosplay as your favorite Final Fantasy XVI without an issue. However this closet doesn't contain any full-plate armor, and the outfits themself don't offer much protection.

DLC Weapons (-100 CP)

This option allows you to obtain replicas of iconic weapons from the Final Fantasy franchise, such as Coral Sword, Ancient Sword, Excalibur, Masamune, Ragnarok, Braveheart, Blood Sword, Onion Sword, and Buster Sword. These replicas are of higher quality than any common weapon found in Valisthea. But they lack the special abilities of the originals and aren't quite as powerful.

Crystal Shards (-200 CP)

In Valisthea, people use crystal shards to channel ambient aether to manifest their imagination into reality, conjuring spells through one of the eight elements. If the crystal is too small, the spell will fail to work. You gain a crate of crystal shards similar to those mined from the Mothercrystals. However, unlike those shards, you don't need to channel ambient aether to use magic; these shards draw from your mana pool or stamina instead. The crate includes a hundred small shards, fifty medium shards, and ten large shards. These shards will break after a month of frequent use, but don't worry, you'll receive a new crate every month.

Crystal Fetters (-400 CP)

Crystal Fetters are shackles made with steel and crystal shards that prevent the use of magic on whoever wears them. The shackles you purchase here are unbreakable and also block the use of any supernatural powers of a person who is restrained with them. You will receive five Crystal Fetters, along with the keys to unlock them.

Jumper Crystal (-600 CP)

Unlike the other Mothercrystals found in the realm, the Mothercrystal you obtain functions exactly as the people of Valisthea believe. Its appearance is up to you to decide. This Mothercrystal generates aether in such abundance that the surrounding land becomes rich in ambient aether in days. It can also store an infinite amount of the aether it produces. You can mine crystal shards from this Mothercrystal, and it will repair itself quickly as long as its core remains intact. The crystal shards mined from this Mothercrystal do not drain the land of its aether. Instead, they draw aether directly from your Mothercrystal. You can absorb the crystal's core to evolve your transformations into a stronger form.

Guardian of the Flame

Sparring Swords (-100 CP)

A pair of sparring swords nearly identical in weight, length, and balance to weapons used by the Shield of Rosaria. They inflict only manageable bruises, making them ideal for training. These swords are unbreakable, and training done with them is twice as effective.

Swords of Rosaria (-200 CP)

You can choose to buy one of two of the seven sets of swords passed down through generations, used by the Archduke's family and their closest Shields:

Invictus: A silver greatsword wielded by Clive Rosfield, featuring a red crystal in its crossguard. It is exceptionally sharp and capable of cutting through steel effortlessly. You can channel fire-related powers through Invictus, incinerating anyone in your way.

The Burning Thorn: A silver longsword wielded by Joshua Rosfield, adorned with the Rosaria emblem on its crossguard. Its tip is incredibly sharp, ideal for piercing. When wielded, it enhances your fire and healing abilities.

You can purchase this option twice to obtain both swords.

Phoenix Gate (-400 CP)

You obtain a replica of Phoenix Gate, an enormous fortress fully furnished with the finest furniture found in Valisthea. Beneath the stronghold lies an ancient ruin, with the entrance accessible only to you and those you approve. Within these ancient chambers, you can perform the Rite of Ancestral Communion, enabling you to communicate with your ancestors and seek their advice on your troubles.

The Undying Order (-600 CP)

You acquire an organization akin to the order that serves the Phoenix, known as the Undying. This secretive order worships you as their god and assists you from the shadows, supporting you as best as they can. They excel in information gathering, able to uncover even the most hidden truths. The group puts your safety above all else and insists you at least take one guard with you along your travels. The group will follow your orders no matter how dangerous or bizarre. They also chronicle your adventures, creating books about you to share within their ranks. If a member dies, they will respawn after a week.

Greagorian Nobility

Wyvern Tail (-100 CP)

A white flower resembling a ghost orchid. The Holy Empire of Sanbreque uses this flower as its symbol. Whenever you gaze upon this flower, you will feel the bonds of those who love you and be reminded of your happiest moments. You won't have to care for this flower as it will never wilt and remain forever pure.

Draconic Armor (-200 CP)

A set of silver-plated armor resembling that of a dragon with a white cape. When worn, this armor greatly enhances your acrobatic abilities and agility. Allowing you to do sudden thrusts, leaps, and dives with ease. This armor feels comfortable to wear no matter the location, protecting you from extreme heat or cold. This armor offers excellent protection, causing mundane weapons to bounce off the armor. Additionally, the armor repairs itself overnight, ensuring it’s always in perfect condition.

Partner Dragon (-400 CP)

A dragon that has chosen to serve as your steed. When you ride this dragon, you will never be dismounted unless you want to, and your riding skills are enhanced. The dragon is fiercely loyal to you, willing to sacrifice its life to protect you, and possesses great physical abilities. In battle, they will use powerful dive and breath attacks against your enemies. You can decide on the dragon's appearance, gender, personality, and elemental affinity. If the dragon were to perish, they would respawn in a few days.

Jumperian Church (-600 CP)

You gained a church that worships you as their deity. This church provides you with a group of priests and nuns well versed in the art of healing, capable of mending even the most severe wounds. Among their ranks are also a group of knights and a few Dragoons. The members of this church are extremely loyal and willing to carry out your orders without question, placing your happiness above all else. The church generates passive income for you. And if you allow it, your followers will actively spread the tales of your deeds to convert others. Should any church members fall in battle, they will respawn after a week.

Royal Knight of Waloed

Material of Plenty (-100 CP)

Inside this large crate, you'll find every ore and metal available within Valisthea. The crate is primarily filled with common ores and metals like Clutchmine, Meteorite, and Amber, with only a small quantity of rarer materials such as Orichalcum, Star Ruby, and Darksteel. You'll receive a new crate filled with the same materials every month.

The Einherjar (-200 CP)

A copy of Waloed's flagship, the Einherjar. This massive four-masted wooden ship is capable of transporting entire armies. The Einherjar is incredibly durable, able to withstand a Dominant's attack, and is highly flame-resistant, making it difficult to set ablaze. It comes with a skeleton crew, allowing the ship to set sail. The Einherjar is fully furnished, ensuring comfort for your soldiers during their journey.

Armor of Darkness (-400 CP)

You obtain a copy of Barnabas Tharmr's armor. The armor is a dark gray plate armor with small blue trimmings and silver scrollwork on the breastplate. The helmet features a metal crest and small vertical slits on the visor, complemented by a midnight blue sash draped over the shoulder plates and hanging down the back. While donning the armor, your strength and darkness-related abilities are increased. The armor feels comfortable to wear no matter the location, protecting you from extreme heat or cold. It also offers excellent protection, as only a Dominant can damage the armor. Additionally, the armor will repair itself overnight.

Akashic Army (-600 CP)

You gain an army of 10,000 Akashics, capable of toppling kingdoms without a Dominant. You can control each Akashic directly. Though mindless, Akashic can follow simple commands and retain their combat skills from their time as humans. Your army includes Akashic Osfreyr, Akashic Tognvaldrs, Akashic Gandfreyr, and some Akashic Warlords. If your army is defeated, they will respawn in a week.

Merchant of Dhalmekia

Big Bag of Gil (-100 CP)

A leather bag filled with 100,000 gil. Enough starting funds to begin your journey. While you won't be able to buy anything too fancy, you're at least guaranteed to survive in a populated city. And if you have no use for the gil remaining, you can always melt them down and repurpose the metal.

Medical Chest(-200 CP)

A Chest filled with various medicines. This large Chest contains 50 Potions, Strength Tonics, and Stone Skin Tonics, along with 30 High Potions and 10 Elixirs. With these supplies, you'll be able to recover quickly. Each month, you'll receive a new box filled with similar medicines.

Big Scary Kitty Cat (-400 CP)

You are now the proud owner of a Coeurl, a creature resembling a sabertooth tiger with tendrils extending from the sides of its head. The Coeurl can manipulate lightning and possesses great physical abilities. It is highly protective of you, driving away anything it perceives as a threat and guarding you from danger. The Coeurl understands the general meaning of spoken words and if it perishes, it will respawn in a few days.

Jumper's Store (-600 CP)

Your very own store. You can change the interior, appearance, and layout of this shop at will. There's a section in the shop that provides an unlimited supply of commonly sold items from the world you're in, but the items in this section are of higher quality. No one can attack each other inside the shop, and customers will be more inclined to purchase items while inside. Your store is unbreakable and self-maintaining, always appearing clean and orderly. The section offering unlimited items will automatically update when you visit a new world, and you can switch back to items from previous worlds at will.

Northern Tribesman

Tattoo Ink (-100 CP)

You possess a popular tattoo ink favored by the people of the Northern Territories, made from the roots of a wyvern's tail. This ink is highly venomous, making tattoos created with it extremely difficult and painful to remove. The removal process, even if successful, can be fatal. Additionally, you have a special ink made from the wyvern tail's gall, which is even more poisonous. If this gall ink is applied to wounds, it will cause death. You receive five bottles of regular ink and one bottle of gall ink. The bottles are refilled after a month.

Bit of the Fallen (-200 CP)

You can purchase one of the following three specialized bits from an ancient civilization to assist you in various ways. These bits are spherical constructs that can cloak themselves from sight and typically flit around their owner like a hummingbird.

Escapement Bit: Reduces the cooldown on your abilities and restores some of your health every time you successfully dodge an enemy's attack.

Bombardment Bit: Enhances the power of your ranged attacks and increases the damage you deal to airborne enemies.

Disengagement Bit: Improves your reaction speed and highlights which attacks can be parried. After a successful parry, your attack speed temporarily increases.

You can purchase this option multiple times.

Magitek Golems (-400 CP)

A squad of Magitek creations called Iron Giant is now under your command. Iron Giant are oversized suits of armor wielding swords and shields created by an ancient civilization. Despite their large size, they are incredibly swift and have incredible skills with their equipment. They are created with otherworldly metal, as such making them nigh-impenetrable.
If the Giants were to fall from battle, they would respawn in a few days.

Omega Weapon (-600 CP)

A sword made from living flesh and synthetic bone. This blade effortlessly slices through most materials, never dulls, and repairs itself if damaged. However, its true power lies in its ability to summon a Magitek sentinel called Omega. Omega is a four-legged, arthropod-like golem equipped with powerful laser weaponry, capable of firing bolts and beams of energy and setting up laser traps. Omega possesses immense physical strength, enough to challenge an Eikon in battle. It can also grow two additional arms, further enhancing its combat capabilities. Its ultimate ability, Omega Protocol, compresses the dimension around it, crushing all enemies within its range. If Omega is defeated, you can summon it again after a week.

Cursebreaker

Final Fantasy (-100 CP)

A book detailing your adventures in this world, written by Joshua Rosfield. The cover features the emblem of the Cursebreakers, and the book is exceptionally well-written. Its captivating storytelling makes it enjoyable even for children. After each jump, you will receive a new book written in the same style, based on the journey during that jump.

The Thousand Tome (-200 CP)

A self-updating book that provides summaries of the characters, creatures, events, and locales you encounter. The book automatically updates itself with new information as you learn about the world and its inhabitants, ensuring accuracy. It also includes local terminology to help you understand the context and avoid confusion. You can read the book in a traditional format or view the information in an interface-like display.

Enterprise (-400 CP)

You receive a copy of Enterprise, a ship designed by Cidolfus Telamon and his daughter, Midadol Telamon. The Enterprise is a barque constructed from wood and covered with Fallen materials, giving it exceptional durability. It features a Mythril engine, making it the fastest ship in Valisthea. The Enterprise has infinite fuel, is fully furnished, and repairs itself overnight. It also comes with a skeleton crew to operate it.

The Hideaway (-600 CP)

You receive a copy of a broken airship called Invincible, built by an ancient civilization. This airship serves as your base and includes a variety of facilities: a smithy, a bar, a library, a workshop, a dock with a wooden elevator, a sparring area, a farming area, a mess hall, a lobby, massive hallways, and numerous rooms that you can repurpose as needed. While it is possible to repair the airship, it would require an immense amount of materials and advanced technological knowledge beyond this era. Made from Fallen materials, the Invincible is nearly unbreakable, making it the ideal safe haven.

Mote of Water

Reflection Fragments (-100 CP)

A crystal formed from an Eikon's lingering aether on the battlefield. When you carry this crystal, it enhances your elemental abilities that align with its element. You can also cast magic through the crystal, with spells of its element receiving a further boost. You can choose one of the eight elements for your crystal to embody.

Glamor Field (-200 CP)

You receive a couple of magical cairns capable of generating a large illusionary dome that covers an entire island. You can control the illusion created by the glamor, making the island invisible, appear as a wasteland, or even alter the appearance of the sky. The glamor works both ways, allowing you to adjust the illusion within and outside the dome. The glamor here requires no energy to maintain and you can change the illusion at any time.

Aire of Hours (-400 CP)

Aire of Hours is a tall floating contraption that houses a large crystal at its core. This device can cast a powerful spell that shoots a beam, freezing time in the area around whatever the beam hits. The device also comes with a protector called Timekeeper. Timekeeper is an Ice Egi clad in dark-plated armor adorned with gold and a white cape. They also wear a golden helmet decorated with wings. The Timekeeper possesses exceptional physical abilities and combat skills. They can also use ice magic to enhance themselves and attack their enemies.
If the Timekeeper and the Aire of Hours are destroyed, the time-freezing spell will be undone.

Kairos Gate (-600 CP)

The Kairos Gate is a monolith that transports you to a pocket dimension designed to test your strength. It consists of twenty floors, each called a "circle." As you progress through each circle, you will face waves of enemies or a single strong adversary based on your current jump. At the fifth, tenth, and twentieth circles, you will encounter a boss enemy instead. Successfully clearing a circle for the first time will reward you with rare and powerful items related to your current jump. You can leave the Kairos Gate at any time, but if you exit before completing all twenty floors, your progress will be reset. If you fail to clear a circle you will be ejected from the pocket dimension instead of dying. Subsequent clears of the circle will reward you with rare materials that can be sold for a high price. The initial rewards from the Kairos Gate will refresh when you go to a new jump.

Unknown Figure

Circle of Malius (-100 CP)

An ancient mural that depicts the Divine and their messengers. When you gaze upon it, the mural provides visions of the being that will bring about the apocalypse. With these visions, you receive clues that can help you identify and possibly prevent the apocalypse, provided you can interpret the clues effectively. When you enter a new jump, the mural will update its artwork to reflect the new apocalyptic threat.

Obelisks (-200 CP)

The Obelisk is an ancient monument predating human civilization in Valisthea. It can direct energy to a specific nexus or location of your choice. The Obelisk you receive includes teleportation capabilities, allowing you to teleport yourself to the Obelisk you've placed. You'll receive several Obelisks and the blueprints to create additional ones.

Ultima Weapon (-400 CP)

The ultimate weapon with no equal. The sword is incredibly sharp and able to cut through Fallen materials effortlessly. It never dulls and is indestructible. The sword can grow alongside you, adapting to your strengths. You can channel your powers through it, making it an ideal catalyst. Additionally, you can summon the sword to your hand no matter the location, ensuring it will never leave your side.

Origin (-600 CP)

You receive a copy of the Origin, an intergalactic spaceship shaped like a massive crystal. Within this crystal, there is an island-sized ark with a large central spire. The ark supports life by producing oxygen, light, and gravity. The spire houses the ark’s core, which functions like a Mothercrystal, capable of draining energy from its surroundings and storing almost unlimited amounts of it. The Origin is a high-speed space vessel with hyperdrive capabilities. To defend itself, the Origin can deploy thousands of Necrophobes. Necrophobes are flying entities that can survive in space and wield various magical abilities. The Origin will quickly regenerate from any damage should the core be intact.

Companions

Import Companion (-50 CP)
You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items.
This option can be purchased multiple times.

Canon Companion (-50 CP)
By paying 50 CP if you can convince a canon character to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.

Frost Wolf (-50 CP)
A frost wolf that has been with you since it was a pup. The wolf boasts incredible physical abilities, capable of taking down armored knights with ease. They also possess a strong sense of smell, which helps you find hidden paths and track other people. The frost wolf can also draw in your energy to achieve a semi-primed state. During this state, its fur glows, armor appears on part of its body, and it can use ice magic. The frost wolf possesses remarkable intelligence and can understand your words. They are fiercely loyal to you and will never betray you, no matter what. You can decide on the appearance, gender, and personality of the wolf.

Armed Chocobo (-50 CP)
A Chocobo that decided to serve as your mount. Chocobos are large avian creatures with long necks and aren't capable of flight. This Chocobo is physically strong and incredibly fast. They are also quite intelligent and can understand your words. They are incredibly loyal to you and would protect you at the cost of their life. You can decide on the appearance, gender, and personality of this Chocobo. This option also comes with armor and riding equipment for them.

Stolas Messenger (-50 CP)
A white owl with a blue crystal on their forehead. The owl has a yellow beak and blue eyes. By giving this owl your energy, you can store your thoughts to them, and they will deliver your thoughts to whoever you want. Only the intended recipient can receive your thoughts from this bird. The owl is very docile and tends to sit on a perch when not delivering messages. You can decide on the gender of this owl.

Drawbacks

Demo of the Story (+0 CP)

Want to experience this story from the very beginning? Now you can! By taking this drawback, you can start at any period you choose. You can begin before the Night of Flames, during the 13 years of Clive Rosfield's enslavement, or even when Ultima first arrived in Valisthea. However, you will remain in this realm until the day you would normally finish this jump.

Hyper God Complex (+100 CP)

You believe yourself to be a deity incarnate. You see yourself as absolute, believing you can do as you please because it is your right as a god. You look down on everyone and everything convinced that they could never be your equal. If someone defies you, you are genuinely confused, as you believe it should be an honor for them to follow your commands. Whether or not you actually are divine is debatable.

Need of Worthy Opponent (+100 CP)

You have become apathetic to the world around you, feeling depressed and bored during your time in this realm. You find it extremely difficult to care about the people around you and believe nothing truly matters. The only thing that could ever interest you is a fierce battle, and you become ecstatic if you find a worthy opponent.

Branded (+200 CP)

You now bear a mark on your cheek identical to the Brand of the Bearers. With this brand, most people in this realm will treat you as property and view you as less than dirt. If you're not careful, you could be enslaved by slavers or even government officials. Depending on your starting area, you might even be killed on sight. The mark is irremovable by any means, and you will only be safe if the people around you have a favorable view of Bearers.

Most Wanted (+200 CP)

Upon taking this drawback, you can choose a single nation in this realm that will become incredibly hostile toward you. As a result, you now have the largest bounty in all of Valisthea on your head. You can never stay in villages for too long, as every bounty hunter in Storm will be eager to collect it. You better find a safe place to hide, or you'll be pestered by bounty hunters left, right, and center.

Crystal's Curse (+400 CP)

You now bear the crystal's curse. Each time you use your perks and items, your body will slowly petrify. While you won't die or turn completely to stone, each use will cause you excruciating pain. As parts of your body become petrified, you'll experience stiffness and chronic pain that intensifies as more of your body turns to stone.

New Game+ (+400 CP)

Enemies will now be significantly more powerful, with encounters featuring foes in regions where they typically wouldn't appear. You'll also encounter far more enemies than usual. Every battle will require considerable effort, as enemies will scale to match your strength, making each fight a real challenge.

Blighted Timeline (+600 CP)

By taking this drawback, Ultima will sense your arrival into this realm. Although he doesn't know who you are, he immediately casts Primogenesis, not wanting an unknown variable to interfere with his plans. The sky turns purple, with the Blight and Akashic spreading at an alarming rate. Without any intervention, Valisthea will be consumed by the Blight within three years.

Ultima's Vessel (+600 CP)

Upon taking this drawback, one of the Ultima will be sealed into your body. As a result, your body will slowly deteriorate, suffering from internal damage. The Ultima you host will use illusions and visions to break your will and send his servants to physically torment you. Even if you manage to survive, your body will deteriorate to the point where you won't be able to walk on your own after five years. If Ultima takes over your body, you will fail your chain.

The Story has concluded

What is your choice?

A New Story Begins

You'll be moving on from this world, to the next adventure that awaits you.

Final Resting Place

You decided to stay behind within the world of Valisthea, this will be your final stop.

The Journey Back Home

You'll return to your original world, taking everything you've gained back with you.

Notes

About the Treatments of Bearers

Bearers are treated very terribly in the realm of Valisthea, treated as less than dirt. In Valisthea the majority of the people do not care for the life of a Bearer, and the best life a Bearer asks for in Valisthea is becoming a beloved pet of a kind person. All newborns are tested upon birth, and if they happen to be a Bearer, they would be Branded and enslaved, or in the Iron Kingdom's case, killed. Only if a Bearer's parents hide their birth would they escape the fate of being Branded.

About Dominants

Unlike Bearers, the power of Dominants is passed down through ancestry. To awaken as a Dominant, a person needs to experience a traumatic event to unlock the powers of their Eikon. Bearers cannot be awakened as Dominants, as only people born unable to use magic can awaken as Dominants. Dominants, like Bearers, suffer from the crystal's curse, and both possess resilience from turning into an Akashic. The Eikon's element would usually surround or burst out of their Dominant when they transform into their Eikon. A Dominant would be forced to exit their Eikon transformation when they don't have enough stamina, though they can still semi-prime. If you have any Ultimate Power or Warden of __ perks, you don't need any aether to enter a semi-primed state and transform into an Eikon.

About Eikons

Eikons are immensely powerful beings in Valisthea, with few in the realm able to match their strength. Eikons are composed of aether, allowing them to regenerate within seconds and enhance their power by drawing aether from the air or a Mothercrystal. The weapons of an Eikon are an extension of their body, so it could be regenerated by aether as well. Eikons do not have their own will, so the Dominant controls them during the transformation. You can use all of the semi-primed abilities in the Eikon transformation. And the boost in attributes from both transformations does stack. Furthermore, the Eikon's body parts and weapons will adjust to your size during the semi-primed state. In future jumps, you'll need to use your mana pool or stamina to regenerate and empower your Eikon transformation and their weapons.

About Egis

Egis, or magical creatures, are aetherial beings manifested by both Eikons and their Dominants. They typically look similar to the Eikons that created them, and Dominants that summon them can control them if they wish. Egis are unable to continue to exist should their Eikon master die, though there are exceptions.