

What do you know about fate, traveler? Is it something you can touch? Maybe it's some kind of unstoppable force, or even an immovable object? Maybe it stands firm against the rebellious indignation of man, maybe it patiently bends its knee to the emotional highs and lows of a single naive girl from a distant land. It might even lend an ear to one such as yourself.

Welcome to the fantastical world of Gaea, where dragons roam the land and kingdoms wage war with enormous suits of battle armor known as Guymelefs. Tensions are high, and the technocratic Zaibach Empire threatens to conquer all of Gaea to achieve some unknowable ambition. With their uncontested technological might, they wage war with the natural order itself, to sever humanity's cyclical fate of self-destructive warfare. Still, many would argue that their ends do not justify their means, as the soon to be felled kingdom of Fanelia will no doubt attest. Zaibach uses the sorcerous engineering of the zealous emperor Dornkirk to gaze into fate itself, and eliminate obstacles before they even arise. However, Dornkirk's vision is not absolute, two actors in particular are able to bar the future that Zaibach seeks, simply by existing. These are the Ispano Guymelef: Escaflowne, and the young highschooler, abducted from the Mystic Moon and blessed with strange prophetic abilities: Hitomi Kanzaki. The bond between these two are possibly the only factors in the way of the tragedy that Zaibach would unknowingly inflict on the world, should they succeed. Perhaps you can open the doors to an entirely new destiny, beyond the scope of either side's wildest predictions.

Within reason, you may dictate your own fate in this world. Receive these 1000 choice points, pivots to freely distribute along the pathway between past and present. Design the today that you wish to inhabit, to pursue the tomorrow that you wish to create.

Origins:

What kind of life have you lived to bring you to this point? Origins are divided into thematically resonant pairs for discounting purposes. Choose whichever one best suits your tastes. Your gender is whatever you came here as, and your age is determined by a roll of 2d8+8 years. You may pay 50cp to choose either, or 100cp for both. Alternatively, you may select an origin to receive discounts for, but enter the world without any history or additional memories to speak of.

Mystic/Sorcerer: You are a practitioner of the elusive science called magic. You may be a humble fortune teller, or even a trusted sage working on the behalf of some great lord or court. You make use of methods that are poorly understood by the inhabitants of Gaea. Regardless of your lot in life, your talents will almost always be in high demand.

Monarch/Refugee: One who was raised into power. You were born to rule, with royal tutelage and royal blood. It's quite possible that you were raised into a trusted king with little issue, but Gaea is no stranger to war and conquest. It is no less common for royals to flee their ravaged homeland, using their own skills to fend for themselves with hardly a coin to their name. Regardless, your name is one to be recognized among the nobility of Gaea. Just be careful, Gaean politics can be deceptively cutthroat.

Knight/General: One who has adapted, or perhaps, trained for the turbulence that has befallen Gaea better than most. You've been preparing for military service from a young age. Whether you are a sworn protector or an ingenious strategist, your true worth shines through for all to see in the midst of battle. Your talent is great enough to stand out from the seemingly endless competition that exists in your line of work.

Locations:

Here is where you will decide what kingdom you will begin your story in, and possibly to whom your allegiance will lie. Select any one of the below options at no cost.

Mystic Moon: The Birthplace of the Draconians, and the celestial body currently known as *Earth* by its inhabitants. You can start off anywhere on this planet that you wish, but after a week or so, events will conspire for you to arrive on the distant planet of Gaea. You will arrive in a location just outside the territories of all the nearby kingdoms. Just keep wandering, I'm sure you'll wind up somewhere important.

Fanelia: A lively, but otherwise unremarkable agrarian country that is soon to coronate their new king, Van Fanel. This kingdom's most notable attribute is their consecration of one Ispano Guymelef, hailed by the name *Escaflowne*. Should you not interfere, Fanelia will soon be burnt to the ground overnight by the Zaibach empire, unknowingly setting their own doom into motion at the hands of the same Ispano Guymelef.

Zaibach: Once a small and frail land in the midst of great famine, and fearing attacks from all sides. All of that changed upon the sudden arrival of an educated man of science from a distant land. He used his insight to build Zaibach into the industrial powerhouse it is today. In gratitude, the people of Zaibach have wholly devoted themselves to their wise emperor Dornkirk, and his ambition to bring about peace by controlling the world.

Freid: A deeply spiritual kingdom, who have thoroughly dedicated themselves to the worship of the former inhabitants of Atlantis. It is even said that they guard an artifact capable of uncovering the lost history and power of Atlantis. A prize that Zaibach will soon come to seek for their own purposes. As it stands, the Duke of Freid is soon to take a short leave of absence, leaving his young only child, prince Chid, to rule.

Asturia: A fairly new mercantile kingdom, ruled by the Aston family. Their spirituality revolves around the symbolic sea dragons, said to guard the kingdom's shores. Though prosperous and jovial, the political climate is anything but. Slavery, sabotage, extortion, and no end of betrayals among the noble class. To make all of that so much worse, the royal family rests firmly in the pocket of the Zaibach Empire, in the interest of safety.

Mystic Valley: The once great homeland of the feared Draconian race. After some mysterious catastrophe, they were forced to abandon this land, and the dimension it rests in, leaving it spatially isolated from the rest of Gaea. The only way to get to and from this place is through the Gate of Atlantis, an enormous portal that hangs above the ruined kingdom. This portal will remain open until you manage to reach it and leave.

Species:
We now know *who* and *where* you are, but *what* exactly are you? Choose only one.

Human (Free): The dominant species on Gaea and the Mystic Moon, both in terms of population size and cultural advancement. Barring highly exceptional cases, humans possess no supernatural abilities, and bear utterly average lifespans.

Junin (Free): One of the countless species of "beast people" that roam the land of Gaea. You bear both humanoid and distinctly animalistic traits. Though, barring trivial differences in physical ability, you aren't all that different from a human being. In spite of this, you can expect to face no end of discrimination from some of the more haughty human kingdoms, and in extreme cases, may even be hunted to be sold into slavery.

Ispano (100): A member of the race of androids left behind by the Atlanteans. Like your brethren, you have devoted yourself wholly to providing maintenance to the few remaining pieces of Ispano technology left on Gaea. Though, unlike your fellow Ispano, you've been separated from your mothership, and the dimension it exists in, leaving you stranded all alone on Gaea. Perhaps you can put your superior engineering skills to some good use in this primitive world. Just take care that you don't get caught up in too much conflict. Your rather stout body is hardly suited for direct combat.

Draconian (100): Also known as an Atlantean. Long ago, your ancestors used their godly technology to create the world of Gaea as their personal paradise. Unfortunately, fate was not so kind. Their civilization fell, leaving them on the verge of extinction. Their tyrannical rule of Gaea left their descendants as hated omens of ill fortune and death by all the other races. Despite the odds, their blood has found its way into your heritage. The primary difference between yourself and the average human are the large angelic wings that you may harmlessly sprout from your back at will. You may soar through the sky with as much ease as an eagle or dove, but they will turn pitch black when subjected to poison, akin to silver.

Doppelganger (300): You are a member of this openly loathed race of shapeshifters. You are capable of marking an incapacitated target and using magic to suck the very life out of their body. You take on not only their physical form, but their skills and memories as well. Not even other doppelgangers can see through this disguise. You are capable of less conventional transformations also, such as mimicking inanimate surfaces to travel along them undetected. Unfortunately, the suspicions held towards your race have backed you into a perpetual cycle of warfare. With mercenary work being the only viable source of income for your clan. A trial that has worn thin on many of you.

Perks:
Skills, abilities, powers, talents, tendencies, such are the attributes of your life that you will determine here. Discounts are applied based on your species and origin of choice. You may receive your 100cp species perk, and one of your origin's 100cp perks for free.

Uncategorized Perks: No discounts.

Stirrings of a New Power (400): You are anomalous. There are few other words that can fit you at this point. The rule of destiny that guides every animal, vegetable, and mineral in the universe into its rightful place has no hold on you. You are still very much bound to the laws of cause and effect, and you are no more aware of the path set for the rest of the world. As your own destiny is nonexistent, any attempts to view your future, short of mundane deductive reasoning, will show nothing but an impenetrable mist. Depending on the impact you are most likely to have on the world around you, the mist may spread even farther, to the point that the entire future becomes obscured. Attempts to alter your fate artificially are similarly fruitless. That being said, obscurity can be far more conspicuous than disclosure, for those who observe such things. If you wish not to draw undue attention, you may disable this, leaving the future unclouded, but binding you to the whims of fate once more.

This perk acts as a booster to any species capstones you may have purchased, providing additional features that expand upon the base effects.

These additional features are marked by the designation **(A New Power)**.

Human perks: Discounted 50% off.

Horrible Practices (100): A suitably human talent. After all, it is this power of commerce that solidifies humanity's dominance over Gaea. You hold masterful intuition for monetary value, able to determine the actual cost of goods and services at a glance, and grasp how far you can adjust that price without raising even the slightest suspicion. However, more than simply making money, you have a rare talent for relinquishing it. You always know how much money you can really afford to lose, pushing aside any and all avaricious sentiments. Even when it puts you on the verge of bankruptcy, you can confidently pay any price, if you believe the result will ultimately be in your favor.

Hurtful Curiosity (300): Terrifying techniques, cultivated only within the most guarded circles among the priesthood of Freid. Yet here you stand, with the same exact talents. You hold masterful skill in the art of hypnotic induction. You can quickly render any unguarded observer into a hypnotic trance, wherein you may delve into the deepest recesses of their minds. Even the most loyal of soldiers are helpless against your prying. Uncover hidden secrets, dig up memories and thoughts that they may not even be aware of. Just know that this skill requires concentration to utilize. All but unusable outside of calm and controlled environments.

Hearts of Steam (600): The inventions that revolutionized warfare on Gaea, the massive energist-powered battle armors known as Guymelef are a staple of any army. All countries have their own styles and techniques for constructing them, but the basic design principles are more or less constant. Design principles that you are now privy to. You grasp the deceptively advanced steam and clockwork based technology of Gaea. Able to construct not only full sized Guymelefs, but even the likes of airships, or mobile fortresses. With a little experimentation, you can even come to grasp some of Zaibach's more secretive inventions, such as the dreaded Alseides. Still, just the knowledge won't amount to much without the resources to put it into practice.

Hearts of Steam (A New Power): The onward march of progress no longer satisfies you, and this craving has developed into a peculiar skill. For any device that you create with one "level" or style of technological techniques, you will innately grasp how it could be replicated at any lower level, at an understandable loss of efficiency. If you crafted an advanced supercomputer from plastic and circuitry, you could create a similar device from a two tons of gears and steam, or several hundred kilometers of bamboo and mud. I can imagine this coming across as worthless within civilized society, but you may find yourself relieved to find that your ingenuity shall no longer be limited by your materials.

Junin perks: Discounted 50% off.

Jungle For Many (100): The other races of Gaea have shown endless ill will towards your people throughout history. In response, you have learned to stand by one another in the best and worst of times. As such, you now project a strong aura of kinship, such that those who consider you to be the same as them will find themselves compelled to show unprovoked closeness and concern for you. Mind you, this has its limits. This can easily be ignored in favor of their personal allegiances, but they will nonetheless think of you in high regard, and spare you from senseless suffering when avoidable.

Joys of a Beast's Life (300): You never expected much out of life, but that won't stop you from enjoying every minor pleasure along the way. No matter what your lot in life is, these pleasures are a constant. Even if you turn your back on the world to follow a path of destruction, there will still be love, appreciation, and genuine moments of kindness in store for you. Similarly, if you decide to stick by those who fight for life and justice, that doesn't mean you will be barred from indulgence, lust, sadism, greed, etc. There are many benefits that often come exclusively from acts of either altruism or hedonism, but that never seems to be the case for you. You always get the best of both worlds, in a very general sense. Analysis of pros and cons will do little in deciding the kind of person you want to be, only your heart can determine that now.

Jubilant Blood (600): You are one of the fortunate few, blessed with good luck from your genetics outward, but appropriate for a beast, this is luck fit for a predator. Your fortune is made to enhance your survival as a hunter. You slip through traps before you even notice them, you survive poisons with a 9:1 mortality rate, and you stumble upon prey hiding in the middle of nowhere. This luck is all but moot in matters unrelated to survival or hunting, but depending on your disposition, that may be more than enough.

Jubilant Blood (A New Power): Your luck extends past the point of improbable. This is no less than an inborn defense mechanism. You can temporarily enter a state where your luck is enhanced to an observable degree in all areas, to the point that you are practically untouchable under normal circumstances. You could siege a kingdom on your own, and watch every Guymelef and ballista for kilometers around malfunction, destroying their army before you even arrive. Barring extraordinary cases, no weapon can land a solid attack on you, without being rendered inoperable. With all of that said, this is not without risk. This effect will persist for around ten minutes, after which, your body will be hit with crippling pain and exhaustion, and a short lived streak of bad luck, though thankfully this isn't quite proportional. This mechanism is akin to a muscle, and the time limit and aftereffects can be mitigated with extensive training.

Ispano perks: Discounted 50% off.

Incredible Machines (100): Building is all you've ever had. It's what you were made to do in the first place. As such, your creations are a sight to behold. Regardless of any material limitations, anything made by your hands is simply breathtaking. People have difficulty taking their eyes off your works, and they'll often pay far above whatever it cost you to make, just to have these in their possession. When you truly put your heart into a piece, the boundless awe it inspires is enough to make weak men go mad with avarice.

Incalculable Heartache (300): Crossing the divide between a man and his tools, you can now make technology that responds directly to a sapient being's heart, mind, or body, without the need for any other input. This is nowhere near enough to reconstruct the Atlanteans' crowning achievement, which could turn human thoughts into reality, but the principles are the same. You could create devices that act in direct response to their user's emotions, or machines that can be controlled by their user's thoughts from afar. Any of this requires a user to "synchronise" with the device, either through use or some ritualistic procedure. While higher synchronisation means greater responsiveness, this is not without risks. Take for instance the iconic Ispano Guymelefs. Past a certain point, these Guymelefs could be controlled as if they were extensions of the user's body. However, damage done to the Guymelef would translate onto the user as wounds that could not be healed without repairing the Guymelef itself. Thankfully, you also know how to install safeties to limit how far a device can synchronise.

Inclusive Division (600): One of the Atlantean's less appreciated achievements is their mastery over time and space. You grasp of the latter part of this equation, and can now use technology to distort space. This same technology protects the Mystic Valley from intruders by seamlessly isolating the entire city from the space around it. Whether you use this to create impossibly large spaces in small containers, or even make spaces that contradict themselves, you're limited mainly by your time and resources. You may only manipulate spaces that were accessible to you in the first place, so this can't be used to teleport to any locations that you've never been before.

Inclusive Division (A New Power): Your twisting of space has led you to a strange non-location, one that seems to exist between other dimensions. It's completely empty, but the strange properties of spacetime within here can allow you to traverse immense distances in whatever dimension you entered from. Not only can you build portals to this strange space, but you now know how to produce and detect a special signal that can bypass dimensional barriers such as these. though, other than following the signal to its source, this frequency is far too inflexible to be used for much else.

Draconian perks: Discounted 50% off.

Desire to Wish (100): You have learned from the folly of the Atlanteans, and the many fools who chase after their power. While having their deepest wishes granted may be within their grasp, what they fail to question is what those desires may be. This same uncertainty was the Atlanteans' downfall. Not you, though. You will always understand exactly what you want. More than that, you'll always understand why you want it, and how you want to obtain it. For any wish you desire, you'll know every last minute detail of this wish, without a single oversight to speak of. No amount of anxiety, fear, or pride will ever be able to obscure your desires, without overwriting them entirely.

Demon of Legends (300): The image of the Draconians is that of a race of tyrants, demons, and bringers of destruction. This is pure superstition, but the loss of your heart to one of these legendary beings, is a justified concern. The unmatched beauty of your ancestors has been inherited by you in full force. Your appearance is mesmerizing to others, as if seeing something otherworldly and impossible. You have an atmosphere to you that triggers something akin to love at first sight for any and all onlookers. Short of the strongest wills, observers become instantly enamored with you. This is usually short lived, but can be made to last if you reciprocate. This effect comes to a stop once you're satisfied with your mate(s), or if you just will it to. As an added benefit, you never seem to run out of hair, feathers, or any similar filaments you may have, if you don't want to.

Destined Encounter (600): You are someone who is meant to be loved, and the tides of fate can't help but agree. Over the course of your life, it is your destiny to meet your true love. They are the person in the world with which you share the greatest chemistry, and with whom you will create the most wonderful future together. Your meeting and love is destined, but you may very well be split apart by forces outside of your control. However, even if you are divided, the love you shared will linger on the world in one way or another. A meeting of this nature might only occur once, or maybe several times, only time will tell. You may stifle this fate at will, if you'd rather not take the chance.

Destined Encounter (A New Power): Some would argue that the love between two spouses pales in comparison to that between a parent and child. Any and all offspring born from your fated loves will be blessed with a special destiny of their own. Their own love life will be just as lucky as your own, and they're guaranteed to be a force of change for whatever world they live in, always for the better. They may actually suffer quite a bit in pursuit of their ideal future, but regardless of all factors, they are destined to reach their own happy ending in time, and to end their lives content. This effect will be passed down in the same way from child to grandchild to great grandchild, so on and so forth.

Doppelganger perks: Discounted 50% off.

Discreetly Blooded (100): On the battlefield, instincts are just as vital to survival as skill. Your own instincts have adapted appropriately for one predisposed to subterfuge. No matter the situation, your sensitivity to the gaze of others is impossibly accurate. Even when you'd have no way of perceiving with your five senses where someone's eyes are, you will always know the moment that they're pointed at you, and generally what direction that stare is coming from. This also lets you sense when objects and places are currently unobserved. Perfect for infiltration and larceny alike. This intuition is vague, and can be deceived by indirect forms of viewing, like through film or scrying, but even in these cases you'll still experience an ambiguous sensation of anxiety for a time.

Disastrous Steps (300): The repulsion held for your chameleonic clan is often hybridized between disgust and fear, rightfully so. Your movements are unnatural, even to the strangest of lifeforms, and the disturbing grace with which you execute them is no less terrifying. This goes a step beyond mere agility or flexibility. It's arguable whether you're even abiding by the laws of physics. You can perform such maneuvers as standing on a moving arrow, skipping yourself across water, or even contorting yourself to sprint through a ventilation duct. The precision with which you execute all of these motions and more make them not only possible, but viable for use in any high stakes operation.

Damned Without Justice (600): Death is a constant in this world. All things that live will taste it sooner or later, but those blessed with exceptional luck or tenacity are able to delay this inevitability far longer than others. Within the 24 hours prior to your death, you will receive progressively obvious warnings of your fate. This could take the form of vivid hallucinations, bad omens like lightning strikes or falling trees, or even something as direct as a prophecy from a fortune teller. The signs are always vague, and heavy with symbolism, but if you pay attention, you'll be able to avoid this fate entirely. In addition to these omens, you will be afflicted with an increasing feeling of anxiety as you approach your fate. This gloom dispels immediately at the avoidance of your death.

Damned Without Justice (A New Power): It is the way of the world that those who do not fight, do not survive. This cruel karma has stained your bloodline, you especially. For every life you take, your own life expectancy will increase. This is not extending your lifespan per se, it's more like each kill decreases the probability of your death by a small percentage. No matter how many fall to you, this will never reach a 100% guarantee, but slaughtering an army would all but guarantee your survival through at least two more wars. Unfortunately, this protection is all for naught if you find yourself up against an obstacle that is guaranteed to take your life, or that would nonlethally disable you first.

Mystic/Sorcerer Perks: Discounted 50% off.

Escape To a New World (100): You've practiced your running since you were just a child. Who's to say why you started, maybe you needed to vent stress, to lose weight, or just to impress a childhood sweetheart. The *why* doesn't really matter. This routine has improved your stamina and running speed above most others your age, and even those older than you may have trouble keeping up. However, it is not that you're that much faster than the average human, you just have a greater understanding of your limits, and how close you can approach them before your body gives out. This intuition extends to all areas of physical exertion, allowing you to not only grasp your own limits, but to push against them for greater and greater gains.

I Can Save You (100): It is such a shame how inclined the human heart is to fear and anger in response to the unknown, especially when that unknown is only trying to help. No matter what strange practices you may show to those less informed than yourself, they will rarely resort immediately to expressions of superstitious hysterics. When you believe that your peculiar practices can help those less fortunate, and you can convince them of the same, this will help you get your foot in the door at the very least. You can get your voice heard, and evaluated at face value when anyone else making such claims would be executed on the spot. Still, their tolerance of your blasphemy is linked to what you have to offer them with these skills. If they believe that there's no conceivable way that what you say can help them, you'll quickly be written off as a madman.

Freedom From The Loved (200): There are few things more painful to a wanderer than the bonds of love that must be formed and broken ad infinitum to make each step of your continued journey possible. All I can offer is a little piece of mind. For those you do form such bonds with, they will grasp on some level that you are abnormal. Your involvement with the impossible is a foregone conclusion, and even if they don't quite understand it, they will hold out faith that you will come out unharmed. You can involve yourself in supernatural conflicts, and your loved ones will not only accept this, they will respect your decision. Even if you tell them of your travels to other worlds, and your intention to travel to more after this one. Even if you don't explain anything to them, they'll sense on some level that they don't need to worry. While they may miss you, they will come to terms with this as just another part of who you are.

I Will Rebuild You (200): You have the technology, but what you need now is time. You are a fantastic teacher, especially in fields of scientific study. You could raise a medieval farming village into an industrial powerhouse within your own lifetime. Even if your own studies are limited to the end product, you're almost subconsciously capable of reverse engineering your own scientific knowledge, breaking even the most complex fields down to where even a complete laymen could wrap their head around it, assuming they can sit through enough of your lectures. If you wanted to communicate the idea of nuclear power to a medieval society, you'd know to start with a lesson in metallurgy, before moving on to chemistry, physics, conservation of energy, etc. By the time you're done, even the children of that society could throw together a functional power plant.

Trust For The Trusted (400): I see, so that is your power. It is not the strength of your body, or the acuity of your mind that determines your worth, but rather, it is the inescapable gravity of your heart. From this point forward, your empathetic charisma will increase proportionally to the combative or destructive might of your allies, and this will even scale as their capabilities increase. Still, to connect with others is no simple task. All beings have walls that they must erect to protect themselves. Fortunately, trust you give is almost always reciprocated. Lay yourself bare to your enemy, and you will have a friend. Divulge your secrets to an invading spy, and you will have a loyal double agent. Do not count on this outcome, as some loyalties are too strong to compromise.

I am Alive (400): You can not die yet. You will not die yet. There is still too much that needs to be done for you to waste time rotting in the dirt. If your body cannot keep you alive, then your will shall have to suffice. Your will to live can even bring you back from the brink of death, be it from disease, starvation, or just age. If you find yourself lying on your deathbed, with barely a breath between you and the void, suddenly finding a new purpose in life will have you spring to your feet with the liveliness of a hyperactive child. You can live a life spanning thousands of years if you keep up this drive. Although, while you can considerably slow your aging, you can not stop or reverse it entirely. Obviously, willpower won't do much against immediate causes of death, like the loss of a vital organ, or the destruction of your brain. With that said, as long as something doesn't kill you immediately, you can at least stop yourself from bleeding out until help comes.

Seer of The Unseen (600): In the beginning, you had thought it was just a game. A quirky little hobby to kill time, but your little fortune telling game turned into something strange, and unexplainable. Despite the absurdity of it all, your predictions came true each and every time. All conventional forms of fortune telling you attempt bear a 100% success rate. From tarot cards to dowsings, your readings give results that are absolutely true. Just know that there is a clear difference between "true" and "accurate". Tellings are vague, and often open to interpretation. Still, regardless of all factors, the future will transpire in accordance to your reading. Just be careful with this power. Few have the integrity to gaze into a future that they cannot change, without falling to despair.

Seer of The Unseen (Altered Fate): Fate itself has synchronised with you. You no longer need external foci for readings, but they do make things easier. When events that would be emotionally resonant to you or those nearby are soon to transpire, you will receive prophetic visions, akin to hallucinations. Often vague and symbolic, but other times you simply witness the event itself. Using this information, you can redirect fate, hopefully for the better. You may gaze into the present and past as well, able to witness, or possibly even experience sensations from afar as they happen, or watch history as it unfolds. Your sight also extends to the otherwise unseeable. Letting you detect friends or foes who have been rendered invisible, or just positioned in your blind spots.

Finally I Understand (600): Every single one of his theories bordered on one kind of madness or another, but through centuries of hard work, Dornkirk was proven correct. Destiny is not just an abstraction born from human superstition, but a force. The fifth fundamental force of the universe, and you now know how to study it. You can isolate genetic traits corresponding to luck, detect particles of fate in motion, and even engineer a fate alteration engine in time. Your understanding is on par with Dornkirk himself. Whether you can match his accomplishments will depend on your time and resources.

Finally I Understand (Altered Fate): Dornkirk was a mad genius, but compared to you, his ambitions were too tame. Beyond fate, you've realized that even the strangest phenomenon can be broken down in a similar fashion, and you can pull it off too. Maybe you'd like to isolate genes associated with talent. Maybe you'll find a new property of vibrations that correlates broken backs with stepping on cracks. If you're feeling really ambitious, you could write up an irrefutable proof for the existence of god(s), and their composition. There is no phenomenon that you cannot devise a scientific explanation for, isolate, and then manipulate mechanically. The abstraction of a phenomenon, along with its scale, contribute to the time and resources needed to analyze them to this point. Likely stretching into centuries, or even millennia of diligent study.

Monarch/Refugee Perks: Discounted 50% off.

Helping People (100): As ruler, you could change your society for the better, maybe you still plan to, but that is simply not enough. If you can't save your subjects through words, then you'll save them with your own two hands. You're no doctor, but you are a serviceable emergency medic. If you put your all into it, you can patch up otherwise lethal wounds, at least until a professional is available. Even without proper equipment, your surgeries have an unnatural resistance to infection. You could use sewing supplies and tableware to treat a gushing wound and reasonably expect it to heal cleanly.

A Monarch Does Not Run (100): A king does not turn his back on his enemy, nor does he succumb to fear, but above all, a king does not neglect his people for something as arbitrary as honor. Your bravery and dignity is the stuff of legends. If it's for the sake of your subjects, you may suppress almost any extent of pain or terror that afflicts you. However, there is more to bravery than killing. It takes an equally impressive strength of will to refuse battle. Your resistance to bloodthirst frankly dwarfs your raw willpower. You may still give in to this riotous lust if you desire, but short of that, you will never lose yourself in the thrills of slaughter, or the haze of destruction. If you're going to fight, you're be fighting for your people, and nothing else.

Creating The Future (200): What is a parent? Is it one who donates their seed to give you life? Perhaps one who shares your surname, skin, and eyes? You reject such shallow notions. Who else could be called a parent, if not the one who protects you, guides you, and teaches you what it means to be loved? Any child you raise, regardless of genetics, are unarguably your child, in every other sense of the word. They may look different, but they will come to understand what you are to them. Even the law will not interfere. So long as the child accepts you as their parent, it shall be accepted as such. Even biological parents will bite their tongues as they see you give their offspring more happiness than they ever did. Short of pure genetics, any phenomenon or agreement involving parent and child will acknowledge the bond you share with your wards.

A Noble Never Stands Down (200): You were raised from birth to represent your country in the political climate of Gaea. It would be ridiculous to assume that you had not been properly prepared for the treachery that comes with that position. You have come to expect betrayal as a foregone conclusion. When your suspicions are confirmed, you are not plagued with spite, or despair, but a cool and calculating mind already at work on your means of escape. Your intimidatingly cool head often inspires doubt in your betrayers. Once you dig your way out of their traps, their understanding of your potential will be turned on its head. When you survive betrayals, you will more often than not end up with a new ally, rather than an enemy. It may be that they were touched by your determination, or caused them to reevaluate their co-conspirators chances of success against you. No matter the case, this makes repeat offenses unlikely.

Paving Their Way (400): What else could make a teacher happier than knowing that they have been surpassed by their beloved students? You are guaranteed to experience this happiness time and time again, with your children, your apprentices, and with your students. Assuming they have the minimum capability to learn a skill, anyone you train personally may be blessed with potential surpassing your own current ability. Even if there are limits to what you can teach them directly, their potential will have increased under your tutelage. They may continue honing their skills independently, to greater and greater heights. Raise your son to be a great king, and they will lead their kingdom into an age of unprecedented prosperity. Show an upstart how to smith, and their works may put your own to shame. If you fear competition that greatly, between their original potential and your own, you may choose where exactly their growth peaks. Even then, their gratitude has been carved into them along with their training. Regardless of their usual disposition, your students will find it all but impossible to betray you while using these gifts at their peak efficiency. As if their guilt is sabotaging their own efforts.

A Ruler Must Find The World (400): When you find yourself trapped, detained, or otherwise nonlethally incapacitated, it may be tempting to give up hope, and succumb to despair. You know such behavior to be counterproductive. As long as there are those few in the world whom you can call your trusted allies, there is no prison that can separate you. Whether you're trapped behind iron bars, dimensional barriers, or simply coiled up in the prison of your own heart and mind, so long as you never lose faith in your friends and loved ones, they can and will overcome absolutely any obstacle to save you. This works in both directions as well. For those whom you call friend and who call you the same, there is no form of imprisonment that can prevent you from reaching them, and granting them freedom. Never give up hope, and hope shall always exist.

Facing Towards The Stars (600): It is said that all people have a great hidden ability within them. When a human thinks of what they wish to be, and what they want to do, the stars lend their own power to bring those wishes into reality. This however, requires commitment, and above all, faith. If you continue to focus on what you can't do, and what you won't be, that despair will become fact. For you above all others, there is nothing that you cannot accomplish if you believe. Your hope will make the outright impossible a very real possibility, maybe even a certainty in time, but your despair is equally capable of making impossibility out of your each and every chance of success. Every single possible and impossible outcomes you can imagine can be reached if you work towards it. The only obstacles standing in your way are your own will, and the time you have to work towards this goal.

Facing Towards The Stars (Altered Fate): The prosperity of a king is trivial when weighed against the prosperity of his people. It is important to believe in yourself, but not as important as your subject's belief in you. For all communities that hold some relation to you, their own hearts will now hold great power over their own fates. Peace and good will results in a fate of joy and prosperity, but hearts filled with anxiety will lead them towards nothing but war and hardship. Still, this is obviously risky, as a confident enemy will be emboldened, and a suspicious populace will sabotage their own future. For that reason, you may stop and start this effect at any time.

A King is His People (600): The people, the buildings, even the very land you stood on, all of these and more may have been taken from you, but so long as the king lives and carries on the will of his people, the kingdom is alive and well within him, and will rise again. When you survive the fall of any group you once associated with, you have the ability to raise it once more, stronger than before. The kingdom reduced to dust will rise again, reaching the same level of prosperity and more overnight. The faces may change, but the will and culture will be reborn in the hearts of your new subjects. Organizations you served that are felled for their corruption or techery, will revive from the dead nigh instantly, under a new name, with you at the head. So on and so forth.

A King is His People (Altered Fate): Is is really enough to just live? Rather than being the reanimator of kingdoms, isn't it be preferable to stop these senseless endings before they occur? To that end, you have become a symbol, a symbol of peace itself to all who witness you. Settle down in a single location, and they will experience unmatched unity. Stroll through a battlefield, and even the idea of conflict becomes abstract in the minds of those involved. You're simply that kind of existence. Should you wish it, you can stifle this fate of yours, and permit the cycle of bloodshed to begin once more.

Knight/General Perks: Discounted 50% off.

Your Invincible Knight (100): Naturally, your swordsmanship must be top notch to be so bold as to call yourself a knight. In your case, there's so much more to it than skill. You are a unique prodigy with a blade. Swordplay is such an integral part of your being that not even age stifles your skills. As a child or a decrepit old man, even "masters" of the blade will fall to your own. Though you'd hardly be a match for those who had honed their body and skills to a freakish degree. As you'd imagine, at the peak of your health, you could reasonably call yourself one of the greatest swordsmen on Gaea. Given the interplay of swordplay and Guymelef combat on Gaea, this talent also extends to any armors, mechanical or otherwise, that you may come to wear or pilot.

Cold as Void (100): As your occupation has pulled you farther and farther into the world of court politics, you had little choice but to learn how to detect the underlying threats and weakness behind hollow words of kindness. You have forged within yourself a sharp sense for the emotions and thought processes of others. You could very well be accused of mind reading at times. You can latch on to the idiosyncrasies of individual actors to form entire plans of attack around. You account not only for how underlings will interpret your orders, but also for how far they'll even bother obeying them, and accommodate that disobedience into your plan. Do not mistake this understanding for empathy. You may understand one's thoughts and emotions, but not necessarily how one affects the other. If you conflate the two, plans may form under false assumptions, and you may find communicating your own feelings all but impossible.

Your Birdcage (200): While some warriors fight for the thrill, or the honor, your purpose for battle has always been to protect those dear to you. At the same time, what can you even do when those closest to your heart, are oh so far away in reality? Your prayers alone will have to suffice. When seperated for a loved one, hold out hope, and as long as they survive, they will eventually find their way into your arms. If you succumb, finding the wait unbearable, than a reunion between you would be nothing more than a freak coincidence. If the strength of your bond is especially strong, than your wishes will reach them directly, just as theirs will reach you. A loving warmth will be kindled within you, comforting you both. Although, some bonds persist even past the grave, so this sensation is no guarantee that the originator is still among the living.

Calm as Lightning (200): An empire is no different than any other organization. Remove the support pillars, and the whole thing caves under its own weight. You have a knack for becoming one of these pillars in groups or organizations. Even as a newcomer, the positions you end up in are often far more important than you or they might realize. This may not be a necessarily powerful position, but if you were to turn your back on the organization for any reason, your absence would result in far more damage than should be possible for someone of your rank. The harm you can do is similarly enhanced when you actively oppose your former allies. You can count on things usually working out if you want to distance yourself from an organization without sabotaging them outright.

Your Beloved Savior (400): Anyone can save a life if they have the will, but a truly miraculous feat is to awaken that spirit within others. Through your own words, you may force the value of humanoid life unto others. While those who had simply lost sight of such a value will be snapped back to their senses, those who never held such a priority will have a new desire born within them. This new sensation will tell them that life is a wonderful thing, and its preservation will become their priority for a time. If this desire goes against their nature, this delusion will be short lived. Even then, the initial spark will never leave them, and may ignite once again. Unfortunately, this isn't nearly as convincing after the first time someone experiences it. The second time onward, it becomes more of a tempting suggestion than a psychological compulsion.

Sharp as a Tooth (400): How many battles has it been? How many massacres have you had the pleasure of taking part in to become who you are today? It must have been no small amount, for your instincts to have sharpened so. You have frightening intuition for whenever anyone or anything poses an immediate threat to you. Even if there are no outward signs of danger, your body will always react appropriately, flooding your brain with warning signals. Even when your foe is hidden behind three tons of armor plating and clockwork, you'll know the instant they shift from a cowardly child to a bloodthirsty avatar of death. You pick up on the severity of a threat as well. If someone has either the motive or the ability to harm you, but not both, them the most you'll feel is a persistent chill. However, if a demon stands before you with such ability and ill intent towards you that your death is all but certain if you cannot escape, you will be forced to experience true terror until you have distanced yourself as far from the threat as currently possible. In time, you may train yourself to endure this fear, but ignoring it entirely is ill advised.

Your One And Only Hero (600): As you trained your body to perfection, you came to realize how limited you really are. That is why men use weapons and tools to supplant their own shortcomings. You've developed a ritual of sorts, a unique form of meditation, focused on your equipment. Meditating like this will make you progressively more aware of every aspect of your gear, and how to wield it efficiently. Every creak, every scratch, its weight, it's aerodynamics, etc. This takes time, but can allow you insight into facets of your equipment that you really shouldn't be able to know. Meditate on your Guymelef, and not only will you be able to move it as well as your own body, you'll come to grasp every single component and mechanism in it, without ever checking inside. Meditate on a sword, and you'll even grasp the metal used to forge it, and the personality of the smith who made it. Who knows what you'll be able to discover if you maintain this routine.

Your One And Only Hero (Altered Fate): If your body isn't good enough, that just means you're not trying hard enough. For items you've meditated on to the point that they feel like a part of you, your own body will begin to improve as you meditate further. This will continue to the point that you can match the capabilities of the item with your own physical abilities. Meditate on a Guymelef, and start swinging around a Guymelef's swords like your peers would swing a katana. Focus on a submarine, and you'll soon be going hours without air, and throw punches that hit with the force of a torpedo. Who knows what you could accomplish with more advanced or… paranormal items.

Gentle as a Dragon (600): After all this time, do you still not realize what you mean to all those who look up to you? You invariably pull those with incredible potential to your side. They may just be a disillusioned soldier, or a scared orphan for now, but their desire to meet your expectations will push them to untold heights. They'll soon have what it takes to be heroes and legends in their world, if they weren't so busy trying to impress you. Even if you abuse them constantly, their faith in you will not waiver for a moment, and they would still give their life for you. If you show them genuine kindness, even "love" sounds inadequate to what they feel towards you. Expect to run into at least 3-12 of these individuals every year, significantly more if you go looking for them.

Gentle as a Dragon (Altered Fate): Not even death will stop your followers from serving you as disembodied spirits. They'll protect you from your enemies by cursing them, and crushing their minds under their own regrets. Often, they'll use their insight to guide you towards your objectives, and away from danger. Unfortunately, aside from their ability to attack an opponent's mind and communicate, their ability to interact with the world is limited, with the exception of items that are inherently spiritual in nature, or that have somehow been imbued with fate. Don't feel too bad for them, they linger in this plane because they choose to, they can free themselves at any time.

Companions:
Nothing good will come about from trying to face the future alone. Bring along some old friends to stand by your side, or arrange to make some new allies to do the same.

A Door to Yesterday (50cp/ per): It is reassuring to know that you will not embark on your journey here alone. For every 50 points you pay, you may bring one of your own allies into this world, gaining 800 choice points of their own to spend as they see fit.

A Key to Tomorrow (100cp/ per): So you'd prefer to spend your time here making new friends? Just know that it will be somewhat more costly. For every 100 points you spend, your fate will be tied with that of a resident of this world. This destiney will guarantee their friendship, and willingness to accompany you. If you'd rather earn their companionship for yourself, you may purchase this without that effect. In which case, they will only accompany you if you can get them to knowingly agree to your offer.

Equipment:
Take care to arm yourself traveller. You are undoubtedly one blessed by fate, but even you will be reduced to a stepping stone if you will not take action. Take the tools and possessions offered below to prepare yourself for the trials to come. Discounts are applied based on your location and origin of choice. Receive the 100cp perks for your location and origin at no cost.

General Items: No discounts.

Guymelef (200cp): One of the most iconic testaments to Gaean ingenuity. Originally built to combat dragons, these colossal suits of mechanized armor stand around 8 to 10 costa (8-10 meters) tall. Guymelefs like this are quite difficult to pilot by anyone short of a knight or high ranking soldier, and their movements are quite slow and clumsy when compared to an average soldier in plate armor. Still, with the strength to destroy fortress walls, and the durability to shrug off ballista fire, the winner of any given battle is almost always the side with the most Guymelefs. These suits are fueled by a stone called a drag-energist. Destroying these will leave even the strongest Guymelef immobile. You may freely design your Guymelef's aesthetics and superficial appearance as you please.

Import (100): If you have a suit of armor or power armor that you'd rather fulfil this role, you may import them as your Guymelef. If doing so would be a downgrade for that armor, due to the engineering limitations of Guymelefs, you may receive a copy of the original armor to keep. This requires you to have at least one Guymelef, but you're not limited to the above option. Any Guymelef you buy with choice points will suffice.

Mystic/Sorcerer Items: Discounted 50% off.

For Your Troubled Mind (100): A little momento to help you pass the time, and give you some piece of mind. This full set of tarot cards originate from the Mystic Moon. Using them will enhance the effectiveness of any precognitive abilities, but even if you don't, their fortunes are surprisingly accurate around 70% of the time.

For Your Failing Body (300): Based off the technology used to prolong Dornkirk's own life, this replenishing tank of green blood has similar life sustaining properties. When used in place of one's own blood. This artificial blood could keep a human alive for thousands of years, and allow them to survive certain otherwise fatal injuries.

For Your Ambitious Soul (600): To think that there was a second one. What you have here is known as a "power spot". An underground cavern containing some of the lost power of atlantis. It may take time and research to tap into, but in these rocks lie a functionally infinite font of energy. Enough to power all of modern Earth perpetually.

Monarch/Refugee Items: Discounted 50% off.

In The Name of Your King (100): An ornate and masterfully crafted sword. On the blade of this sword is the insignia of your royal house, assuming you belong to one. Any who sees this will recognize you as such, and adjust their behavior appropriately. What qualifies as "appropriate" will depend on the individual.

In Honor of The Fallen (300): The power source of almost all Gaean technology is the drag-energist. Powerful stones found within the corpses of dragons. Acquiring them is naturally difficult, but you have a plot of land in your name that makes this simpler. You may either have a dragon infested forest under your name, with seemingly no end of live dragons to slay, or a dragon graveyard, where dragons will occasionally come to of their own accord to die in peace. You may have either one, or both, for a second purchase, with discounts applied.

In The Interest of Prosperity (600): I almost didn't believe it, but you really are a true monarch. You have an entire kingdom under your rule. You may be the ruler of this land already, or maybe you are simply the next in line to the throne. In any case, your people love you, and hold fervent loyalty to your family. Your kingdom's agriculture is thriving, and your guardsmen will gladly place their lives on the line for this country's prosperity. You may bring prosperity to this land with your rule, but even if you don't interject, they are unlikely to face collapse or great calamity in your absence.

Knight/General Items: Discounted 50% off.

A Loyal Guide (100): A trusted scout that has stood by your side through the toughest of battles. This pet bird has been trained for reconnaissance, flying off towards detected danger and returning to warn or assure you of the threat posed. Don't worry, they're a smart bird, you won't have to worry about getting them killed on a mission.

A Pair of Wings (300): An airship of your very own. Kept afloat by two sizable levi-stones, it's rather small for a leviship, and unusually fragile, but it more than makes up for those shortcomings through speed and maneuverability. This ship is just about big enough to hold at least two full sized Guymelefs, and a crew of a few dozen.

An End to Everything (600): It is best that you keep this a secret. The terrible prototype weapon of the Basram army is in your possession. Affixed to a small levistone satellite, it is best that you distance yourself as far as possible once armed and deployed. Once the energists within the bomb resonante, a blast of light will obliterate all friends and foe within kilometers of the satellite, leaving no traces.

Mystic Moon/Mystic Valley Items: Discounted 50% off.

Something You Forgot (100): Though rare, it is hardy unprecedented for artifacts to wind up in Gaea from the Mystic Moon. Like this convenient shoulder-slung duffel bag. You can fit anything smaller than a katana into this, but it comes pre-stuffed with a few changes of clothes, and some miscellaneous self-care products. No matter what happens to this bag, it always seems to find its way back to you with its contents intact.

A Path to Their Future (300): This peculiar green energist is clearly atlantean in origin, but other than that, it's a complete enigma. When activated through proximity to powerful emotions or similarly powerful energists, a pillar of light will fall from the sky, and teleport you to the location most relevant to your destiny, discounting any changes you might have later made to that destiny. It may teleport you to the castle where your lover is being held captive, or it may drop you in front of an incoming army, anywhere that fate would eventually require you to be. This may only be used once per jump.

What we Never Expected (600): How on Gaea did you get something like this? You are now the sole owner of one of the Ispano's factory ships. The teleportation function is broken, but it can fly around just fine, albeit slowly. As the name implies, this massive ship is actually a factory for Ispano technology. You can use it for all your tinkering, fabrication, and assembly needs, and it seems to provide its own power for everything.

Fanelia/Asturia Items: Discounted 50% off.

Medicine For You (100): A staple good of those who call the forest around Fanelia their home. These glar leaves are able to be ground up into a salve, said to be able to neutralize *most* natural or manufactured poisons, though by no means *all*.

Memento From Them (300): A ragged notebook from a loved one. Though, not necessarily *your* loved one. These notes can be deciphered to potentially find the hidden secrets of Atlantis in this world. In future worlds, these notes will update to focus on lost or mystic civilizations relevant to that world, maybe even multiple at once.

Capital For Our Troubles (600): It must have taken years to amass this much wealth in one place! In your possession is an enormous convoy of airships. Each and every one of them is loaded up with some kind of valuable goods, ranging from art to gold to furs to Guymelef (displays), and who knows what else. Their collective value is at least 80 million in standard Gaean currency. Sold goods replenish themselves annually.

Zaibach/Freid Items: Discounted 50% off.

Your Missing Piece (100): It seems that you lost a limb at some point in your past, and had to get a prosthetic in its place. This metal arm is as strong as your own, and far faster and more durable than an average human arm. You may deploy needle-like talons from your new hand, that can either be used as offensive claws, or to harmlessly inject a sleep inducing chemical into a target.

The Last Thing They See (300): Arguably one of Zaibach's greatest technological achievements. The advanced Alseides Guymelefs are feared for their plethora of unique abilities. For starters, they are able to take on two additional forms, one to fly through the air, and one to render the Guymelef invisible. The liquid metal flowing through the Alseides can be projected out of their arms to be hardened, softened, or ignited at the user's discretion, or even pressurized to pierce targets kilometers away. This metal is prone to overheating, and combusting in worse cases, making these risky to pilot.

The Doom That we Know (600): There are few who feel anything less than terror when faced with Zaibach's massive mobile fortresses, like this one you have. Effectively a mountain of levistone. This fortress has the space to store dozens, if not hundreds of Guymelef at once, and an equally enormous staff. Though slow, you're not at much risk, as the fortress is equipped with the same stealth technology as the Alseides. Even then, it's also equipped with a long range offensive beam.

Fate Alteration Items (1000): Below is a collection of some of the most powerful artifacts known to Gaea. Unmatched feats of technology, with the ability to manipulate fate in one fashion or another. Buying any one of these artifacts will boost the effects of any origin capstones, marked by the designation **(Altered Fate)**.

A Pink Egg (Discount Mystic Moon/Mystic Valley): Though it may appear as just a pink gemstone pendant, its power is not to be underestimated. The purpose of this pendant is to grant nearly any wish the user's heart desires by altering fate. Usually this is accomplished by bringing about plausible futures matching the user's emotions. It can also bring about more overt phenomenon, such as the iconic *pillar of light*, which can teleport someone or something across time and space. There is a great risk that comes with using this artifact, however. Your conscious thoughts have barely any impact on its effects. The only way to control this pendant is to wish on it, with the entirety of your heart and mind in alignment. Your negative emotions and uncertainties even run the risk of actively causing disaster to befall you and your loved ones. Dreading a particular outcome will more often than not bring that very outcome to fruition, given that humans are naturally predisposed to despair. In general, even when you learn to control your heart, it is difficult to intentionally induce any substantial change with this artifact, barring moments of exceptional certainty and emotionality. Simply due to all the conflicting emotions this little egg has to sift through to find your heart's desire.

A White Dragon (Discount Fanelia/Asturia): Identical to the fanalian god Escaflowne, this great white machine is just as powerful as its famous brother. Firstly, the superior Ispano engineering gives it far greater strength, durability, and agility than most other Guymelefs. Due to the blood pact used to mark you as its owner, you will develop a greater and greater empathetic connection with the Guymelef as you pilot it. Eventually, you'll be able to treat Escaflowne as an extension of your own body, even for the purposes of supernatural abilities you may have. You can even control it from afar with your mind at this point. The drawback of this connection is that injuries sustained by the Guymelef are shared by you until it is repaired. Fortunately, you can use a switch in the Guymelef's cockpit to call an Ispano factory ship to your location for repairs. They never seem to charge you for their services, some unnamed sponsor appears to patch their payment straight to them. Naturally this shares Escaflowne's ability to transform into the form of a flying dragon, but in time, you may be able to find slight variations of that transformation for different purposes. Such as a more aerodynamic dragon form, or using the dragon's head as a battering ram in its bipedal form, or maybe just letting the dragon wield the bipedal form's sword. When you've fully tapped into this Guymelef's potential, you can eventually fire off devastating beams from its shoulder-mounted energists, that can take down one of Zaibach's mobile fortresses in one shot.

A Green Cavern (Discount Zaibach/Freid): Within this enormous spherical room exists a similarly massive machine of terrifying potential. Likely a prototype of Zaibach's own Fate prognostication Engine. Gazing into this machine will allow you to view fate with your own eyes. While this can be used to observe the behavior of fate particles for scientific study, the more obvious use is to gaze into the future. In fact, this machine can be used to observe multiple probable futures at once, even accounting for changes in the future caused by your actions. Just know that certain futures can be obscured through the interference of individuals or items with the capability to modify fate. This machine is far from completed, with enough power, this engine can not only view fate, but alter it directly. At first you'll be limited to directing preexisting uncertainty. However, if you can access the ludicrous amount of power necessary, you can freely modify fate on a global scale. When this effect is active, the room housing this machine will become so dense with fate particles that causality becomes exaggerated. All actions are met with immediate reaction, and karmic retribution follows immediately after any offense.

Drawbacks:

A life without conflict can hardly be called a life at all. It is through suffering that opportunity is born. Select additional hardships to afflict you during your time here. In return, you will be rewarded with even greater freedom to design your fate.

Is This Normal? (0 Mandatory, 50/ per, 200): I'm afraid that this is something of the norm for this world, or, rather, this universe. Regardless of your efforts, your nose is far more pronounced than before, at least two inches long. Don't feel too bad though, as I said, this is normal, you'll fit right in. Though this is included in the mandatory 0cp purchase, you may purchase this additional times for 50cp each, doubling the length of your nose each time. If it wasn't obvious, this is not normal for this world. You may only gain up to 200cp for this, but you may take it infinitely many times, for comedic effect, if nothing else. Just know that your nose's durability has not increased in the slightest.

Is That True? (0cp): It appears that there were many stories that this world, as you might know it, was not privy to. Nothing too substantial, a little comedic banter, a few moments of introspection from this word's heroes, or just the full extent of commander Folken's morning routine. You didn't think that eyeshadow grew on his face overnight, did you? To be a bit less coy about it, the fan stories collected in *Escaflowne - Energist Memories* are now all canon. By the way, what I said about makeup doesn't just apply to Folken and Allen. I hope you know your way around a hairbrush if you want to keep that flowing mane of yours untangled. This is a drawback, after all.

Where Did You go? (100): Your father, your mother, your siblings, at an early point in your life, you lost all potential pillars of support one after another for varying reasons. You may have found your place in the world over time, but scars that deep rarely heal so cleanly. You wear your abandonment issues on your sleeve, manifesting as an unhealthy overprotectiveness of anyone and everyone who becomes even a moderately important part of your life. You're not going to trap your loved ones in a cage or anything, but you will try your damndest to convince them how much happier they'd be inside it.

Why Are You Shaking? (100): Does it really scare you that much? The brutal state that the world always finds itself? You try to put up a strong front, but deep down, you're terrified. Violence and bloodshed in all its forms is far too much for you to handle. If the sight of a fresh corpse or an active battlefield doesn't make you puke your guts out, it will fester within you, piling onto your growing collection of traumatic memories. You can still force yourself to act in spite of this, but if you force yourself too hard to face this cruel reality, you're liable to succumb to panic attacks or mental breakdowns.

Is This Really my Love? (100): Well, this is awkward, and it doesn't seem like it will stop being awkward during these next 10 years. You have some peculiar gravity around you, one that will constantly rope you into love triangle after love triangle. You falling in love with other people, other people falling in love with you, and every single time, there will always be one factor or another that prevents any of these from reaching a satisfying conclusion. When these conflicts end, it's always in tragedy, or at least anticlimax for everyone involved.

Is This The Time For Such Things? (100): It appears as if you were raised under a rather antiquated code of honor, one so ingrained in you, that you will abide by it to a nonsensical extent, even at your own expense. This may be a code of chivalry, or maybe a code more reminiscent of the uncompromising samurai. Whatever your code may be, it is one that places something other than yourself at much greater importance than your life and wellbeing. Even if that wasn't the case, you stick by this code to the point that you force yourself into unnecessary danger, and set aside basic common sense and logic when it conflicts with this code. Nobody can say you aren't dedicated.

Will You Ever be Satisfied? (200): How pitiful. You have witnessed great tragedy recently. To be exact, your entire country was burnt to the ground by a foreign army in barely an afternoon. Despair or mourning would have been acceptable reactions, but instead, all you feel is rage. Both towards your enemy, and the world as a whole. Your anger will often blind you to morality, common sense, and self preservation. You can attempt to restrain yourself if it's for the sake of something that's important to you, but more often than not, you will place your plans, your friends, and yourself in unnecessary risk every time you have a chance to oppose, or just flail ineffectively at your enemies.

Is He Allowed to do That? (200): It boggles the mind to think of the kind of man who could earn this kind of loyalty. Regardless of what, if any, faction you align yourself with, you have devoted yourself to serving quite possibly the worst commander ever. He abuses yous physically every chance he gets, out of habit, more than anything, and no matter your performance, you won't hear a single syllable of praise from him. To make matters worse, he'll begin shrieking for you like a child whenever things get too tough for him to handle. The only saving grace is that he is a competent combatant, so it's rare for things to get that bad. Despite all this, your loyalty towards him is uncompromising. You will gladly put yourself in danger without complaint when it's for his sake.

Can You Hear Them? (200): I can only imagine the animosity they hold towards you. Those you've ended, I mean. Over the course your journey, you will be placed in countless situations where killing seems to be the only viable solution. You might have been able to handle the killing itself, but you were not prepared for the aftereffects. It appears the souls of each and every person you've killed will haunt you for the rest of your days in this world. They may act indirectly, such as streaks of bad luck, or more directly, like haunting you in the form of hallucinations. Even your will may break if you take on too many sins. Thankfully, it is not impossible to solve problems peacefully to avoid this, but it will be extremely difficult.

This is Your Friend? (200): I suppose it is not anyone's place to judge who you choose to befriend, but I feel this selection in particular was… unwise. A certain mole Junin has taken to following you around. They're quite polite and even thoughtful on occasion, but they have a nasty habit of being a horrible person. They're nonviolent by nature, but their lust for money will lead them to backstab you whenever an opportunity presents itself. That may mean trying to sell you into slavery while you're off napping, or maybe just robbing you blind when you leave to run errands. Despite all of this, you just can't seem to see him for the threat he is, and you'll never find it in you to separate from him. If it's any consolation, you may take this mole man as a companion for no cost if you can tolerate him for the whole jump. Thankfully, he will have mellowed out by then.

Who Are They? (300): You can expect confusion to become your natural state from now on, now that the other person came to stay in your body. Likely from some horrific experiment, you've formed something akin to an alternate personality. Your two minds are total opposites, what appeals to one repulses the other, what is important to one is irrelevant to their parallel. To make matters worse, memories are not shared between them, they may not even be aware of each other. No matter what you accomplish a one personality, expect the other personality to try and sabotage it. To make matters worse, the one thing shared between you is trauma, even if your personality lacks the values that would make it traumatic in the first place. Switching occurs at complete random, and is even accompanied by a painless transformation into the opposite gender.

You're Still There? (300): No matter what you do, never stop walking. The enemies you have made are ruthless. Your life is far from the only thing at risk when they finally track you down. No matter where you go, or what precautions you established, staying in any one place for more than a few days will bring about its destruction. The cause of destruction may vary, but you can be certain that it will always be your fault that it happens. You can survive by staying mobile, or just not caring about the suffering you bring to those around you, but it can never be prevented outright.

Can You Save Them? (300): It seems that catastrophe has come early, in part due to Zaibach's successful acquisition of Escaflowne, and completion of the Fate Alteration Engine. Despite their predictions, the Zone of Absolute Fortune, meant to give man the power to direct their own destiny, has had the opposite effect. Latching unto the greed and anxiety of humans, their fate of bloodshed has only tightened its hold. Warfare and conflict has become instinctual to all life on Gaea, and the feedback loop of anxiety will ensure that this only escalates to greater and greater heights until Gaea is left barren. The only saving grace is that planting hope in the human heart will have the opposite effect. The only way to resolve this permanently is to bring peace to the hearts of the majority of Gaea at once, and hope that it stays that way.

Weren't You Supposed to Die? (300): This… is awfully worrying. I'm sorry to say, but you are going to die. Fate has not looked kindly upon your intrusion, and as such, your death, along with the conclusion of your chain, has been firmly carved into destiny. Your methods from other worlds, and even those purchased here have been rendered ineffective against this one certainty. You are left with two options. Find the fortune teller from the Mystic Moon, with the power to direct fate. She is quite altruistic, but the uncertainty of her own heart leaves her with little control over her powers. Alternatively, Zaibach's Fate Alteration Engine could make such a change, but the Emperor is a firm utilitarian, with little value for individual lives. Act with urgency, you have 9 years.

Ending Options:
The time for action and reaction has come and gone, but there is still one last choice you must make regarding your path going forward.

Go Home: Will you return to the world where this all began? Your exhaustion is understandable, if such is the case.

Stay Here: Or have you become truly attached to the people and atmosphere of Gaea, and wish to stay here until the end of your days?

Move On: Or perhaps, as you may have done before, you wish to continue this strange interlinked fate of yours, and proceed to yet another life, in yet another world?

Notes:

Jump by Gene

A word on fate in this universe. In Escaflowne, fate seems to be more or less immutable, barring the interference of technology made explicitly to interact with it, such as the fate alteration engine and much of the Atlanteans' technology. Even when fate is altered by such devices, it seems like it's able to compensate for most small changes, such that the future remains more or less unchanged. It's only by taking actions that alter the future in major and obvious ways that destiny itself will change its course.

By the by, Emperor Dornkirk is Isaac Newton. The show never admits it outright, but there's so much supporting evidence that it might as well be confirmed.

While this kind of thing would normally be covered by jump fiat, I just want to make it clear that cp bought items and perks that explicitly require fate of some kind to function will take precedence over the perk *Stirrings of a New Power*. Allowing them to function regardless.

All purchased properties can either be brought from world to world, or just attached to your warehouse. The usual deal.

There is little to no information available regarding currency on Gaea. The only thing we know is that the entire crew of the crusade only had around 20,000 between them, and it seems that 80 million is several lifetimes worth of income for the average Gaean.