V 1.0
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Final Fantasy Tactics CYOA

Jumpchain Compatible

You've just finished your ten years in one of your jumps. Just in time too, there was something heading right at you in the last one. You prepare to start in the new world an-wait. This is your home. You're in your bed. Is it over? HA! Take THAT Jump-Chan! You beat it! You're feeling a bit lazy, so you decide to take a quick nap.

You wake up a little while later., the sun is in your eyes, birds are chirping, and you're... under a tree. Why are you under a tree? Why are you wearing armor? Why is there a giant bipedal lizard walking over there? Wait...

ohGodDAMMIT.

You start off with 500 Gil, the basic weapon and armor for your chosen class, and whatever you purchase for this jump. You've gained Choice Points, or CP, to fund your entry into this new world.

Ivalice is a land filled with Monsters, Magick, and the ubiquitous Clans. Fights between clans are moderated by Judges to prevent death. Unfortunately, this comes with being required to follow the law, which changes daily. The Laws either fine you heavily of items and money, or send you straight to jail.

+1000 CP

Race — 1d8 or 100CP

Jumping into this new area has transformed you. You've become one of the native races of this world, with the class choices that come with it. Races have a default gender, but gender can be chosen by paying 50CP if race is rolled, or chosen if race is purchased.



Hume — 1

Default Male

With access to the most widely varied tech tree, Humes are jack of all trades with abilities in most sources of magick and fighting.



Moogle — 2

Default Male

A small and fast people, Moogles are a natural support race with a penchant for technology. Unusual jobs with unique abilities abound. Mildly hydrophobic, and do not swim.



Viera — 3

Default Female

A race of cardio-bunnies, Viera are a race with phenomenal strength and speed. Their strengths are in precise physical attacks, or in wide-area magicks.



Bangaa — 4

Default Male

Muscular, slow reptilians with a hissing accent, the Bangaa are known for their heavy reliance on physical attacks with few magicks.



Nu Mou — 5

Default Male

A race of hippo-dog people, the Nu Mou are magickal fountains with access to strange arcane abilities that bend even time itself.



Seeq — 6

Default Male

A race of pigmen, the Seeq are not a particularly bright species. Their speed is unusual, only beaten well and truly by the Moogles and the Gria. Their forte lies in traps, raw strength, and oddly enough, lightning magicks.



Gria — 7

Default Female

A race of draconic women, the Gria's strength lies in mobility. Being the only of the sapient races capable of flight, the Gria bound around their opponents and whittle them to pieces through their skills and magicks.



Free Choice — 8

Own Gender

The Judges of Ivalice smiled upon thee on your entry to this world. You have the ability to choose who you truly are, and what you are capable of here.

Origin

You've gained a new life in this world. Years of experience, the knowledge of the culture and taboo (we recommend not calling Bangaa "Lizards") are at your fingertips.

Drop In — Free

Exactly like the heroes of the series! You drop into Ivalice knowing only what you've known before. No memories to help, but you're wholly yourself.

Chemist — 50

The apprentice of a local healer, spending long years under your master learning both medicines and poisons. Having completed your apprenticeship, you set out to find a place in the world for yourself. Your knowledge of medicines allows you to use them to heal 50% more effectively, or to use them as poisons on your enemies.

Hedge Wizard — 50

A self-taught magician, you learned the subtleties of magick through trial and error. This lead to mastery of the basis of magicks more than most, allowing for slightly more magickal damage and resistance.

Guard — 50

You used to guard caravans for a living, but you noticed that adventurers with half your skills would get paid twice as much for doing the same. You quit, leaving your employers for a life of fortune. Your weapon damage is slightly higher, and you're more effective at blocking attacks.

Merchant — 50

You got bored one day while minding the shop. This was another boring day in a series of boring ones. But for some reason this one was the final straw. You packed your bags, closed the shop, sold the inventory, and started an adventure. Your knowledge of economics leads to cheaper prices.

Knight — 200

A minor member of the nobility, you decided that you weren't happy with this. Whether trying to bring down the system, or to take over and become king yourself, you became an outcast amongst your peers. Your years of training have allowed you mastery of combat, allowing you to purchase TWO first column abilities and combine both their positive and negative attributes.

Reaction and Support Abilities

You may take 1 Ability from each column. Reaction abilities may activate during the same turn. If you have the "Knight" origin, you may take a single extra Reaction Ability I. You may purchase as many General Abilities as you want.

MP Shield 100
Reaction Ability 1 *Free Hume*

You've figured out how to use Mist as a shield from physical and magickal blows, and draw it around your body slowly, getting stronger with each passing moment.

Counter 100
Reaction Ability I *Free Moogle*

After being hit you will hit back with normal strength. Unlike all the others though, you will even hit back during an enemies technique.

Return Fire 100
Reaction Ability 1 *Free Viera*

You catch missiles in midair, and fire them back at the bowman who shot at you. Bullets cannot be caught, but you do get to shoot back at them if your survive.

Bonecrusher 100
Reaction Ability 1 *Free Bangaa*

When harmed from a basic attack you strike quickly and decisively, hitting them for 1.5x normal damage.

Magick Counter 100
Reaction Ability 1 *Free Nu Mou*

You instinctively throw a spell of the same type imposed upon you back at your enemy after they cast.

Blink Counter 100
Reaction Ability 1 *Free Seeq*

After being hit with a basic attack you strike back with enough force to shove your enemies backwards.

Strike Back 100
Reaction 1 *Free Gria*

Catches the foe during a basic attack, blocking their blow and striking your own.

Replenish MP 200
Reaction Ability 2 *Free Hume*

You draw upon mist more readily than most, able to max out your magickal potential within a minute if you don't cast anything.

Critical: Quicken 200
Reactin Ability 2 *Free Moogle*

A pure fight or flight response brought about by significant pain, you immediately act to save yourself however you can.

Regenerate 200
Reaction Ability 2 *Free Viera*

Your high metabolism allows for quicker healing. Wounds scab over quickly, and broken bones are somewhat useable within a day.

Critical: Berserk 200
Reaction Ability 1 Free Bangaa

You've been badly hurt. And now they're going to feel the same. Your injuries spark a bloodrage, but it may harm your comrades should they be nearby.

Critical: Haste 200
Reaction Ability 2 *Free Nu Mou*

Drawing the mist into your muscles, you begin moving faster than you normally do.

Critical: Vanish 200
Reaction Ability 2 *Free Seeq*

You've learned to hide amongst your environment, and when in mortal peril you almost seem to disappear.

Critical: Evasion ↑ 200
Reaction Ability 2 *Free Gria*

When you've taken enough damage you receive a burst of adrenaline, and attacks of all types are more easily telegraphed to you.

Dual-Wield 400
Support Ability *Discount Hume*

Wielding more than one weapon is difficult, but the few people able to arm themselves effectively often find this difficult skill will increase their understanding of their own abilities, in addition to providing a second blow during melee attacks.

Geomancy 400
Support Ability *Discount Moogle*

BURN! BURN! Your magicks are potent at slipping around defenses, and a target's resistance to elemental magicks is now reduced.

Blood Price 400
Support Ability *Discount Viera*

The most powerful combat magicks are tricky to lead with, as holding magicka in while not in a fight is detrimental to one's long term health. You've learned dark, painful ways to get around the need for magicka by draining your own energy to fuel your spells.

Tank 400
Support Ability *Discount Bangaa*

Robes are for sissies you say. Wearing armor as a magickal class is now easier to move in for non-warriors, and your magickal abilities isn't grounded while wearing it.

Turbo MP 400
Support Ability *Discount Nu Mou*

Your spells cost twice as much to cast, but the result cannot be denied. Spells which would be a small flame before are an explosion now, and they almost seem to seek out your enemies with how accurate they are.

Monkey Grip 400
Support Ability *Discount Seeq*

That sword's not so big is it? Non-ranged two-handed weapons can be wielded in a single hand, freeing the other one up!

Protection ↑ 400
Support Ability *Discount Gria*

You're naturally tougher than most you meet, and have a high resistance to physical and magickal attack

Unlootable 150
General Ability

Thieves and vandals beware! So long as an item is being wielded by you, it cannot be stolen or broken. Applies to companions for 50 extra CP.

Clan Boss 150
General Ability

You came across a clan badly losing a battle, and joined in the fight. Your insights and ability in command had them decide unanimously to make you the clan leader. Default name: 4Clan.

Out-Classed 200
General Ability

You may take a single class from another race as an advanced class. This class will require three mastered ablities from all basic classes.

Ribbon Bearer 250
General Ability

You are immune to all Final Fantasy status effects. Out of universe, this provides a resistance to non FF-shared status effects.

Extra Support 250
General Ability

You may purchase a single extra support ability and use it in conjunction with the support you already have.

Classy 300
General Ability

Mastery of various techniques and arts came easy to you. You can now use three different class skillsets at once.

Dream Team 200
General Ability

When you woke under the tree, some of your companions were changing into the Ivalice races too. You may transform one companion for free, with 50 per additional companion. Race is free choice for companions. You may also teach your chosen race's classes (including those brought by "Out-Classed) to others once you've mastered them all and left Ivalice.

Judge Not 400
General Ability

You met a Nu Mou named Ezel not long after you began your journey, and became his apprentice. You can now make minor law cards forbidding or requiring Basic Attack, Magick, or Ranged Attack. Use of this in other worlds provides a half second stun when the law is broken..

Companions

You made a friend not long after arriving. They helped your transition to the new world if you were a drop in, or have been a fast friend for months if not. Choose up to 1 Companion.

Nu Mou Time Mage

A university scholar, the two of you met while researching the subjects of the weakened spots in reality. Has a soft spot for shaved ice and slimes.

Gria Ravager

You met her while guarding a caravan. You were a mercenary guard, while she was part of the caravan itself. Surprisingly delicate for a sword waving madwoman, she enjoys Chocobo eggs on toast and candies.

Viera Red Mage

An astonishing fencer, the two of you met whilst in a sword tournament where she beat you soundly. Due to the tournament not being around for another year, she decided to go travelling. Always striving towards perfection of body and mind, she prefers fresh vegetables and juice.

Items, Equipment, and Specialties

All items may be purchased multiple times. Free items only recieved once.

20,000 Gil 50
Free Merchant

Shining, wonderful, TAX-FREE Jew Gold. Merchants recieve 80,000 Gil.

Panacea 50
Free Chemist

A cure-all drug, capable of restoring you from all status ailments save death. Chemists can make more for 100 Gil.

Fortune Ring 50

This shining ring prevents Blind, Immobilize, Disable, and Doom effects. Men only.

Barette 50

A hairpin inscribed with magickal wards, the barrette prevents Zombie, Silence, Frog, Poison, and Slow from being implemented. Women only.

Faerie Shoes 100

Created by the Lady of the Seelie Court, these shoes confer the ability to move from one point to another within 50 feet instantly.

Hero Medal 100
Free Drop In

Given to those who have done great deeds, this medallion prevents the Judges of Ivalice from snatching you from the battlefield for breaking their laws, and grants you a knowledge of the laws in effect. It does not however prevent a fine from being imposed.

Thor Rod 100
Free Hedge Wizard

Lightning magically bound into a staff, seeming to bring the fury of a storm with its cast powers.

Elemental Shield 100
Free Guard

A shield of Fire, Ice, or Lightning magick, which renders you immune to their respective magicks.

Sequencer 300

This unique sword seems to gain power after enemies are killed in unusual fashions.

Peytral 300

An unusual piece of heavy armor, those who wear it long enough swear it to get stronger after exceptional battles.

Elemental Robe 300

A robe of Fire, Ice, or Lightning, which absorbs the energies of their respective magicks to heal you.

Mirror Mail 300

A shining breastplate of heavy armor, it imbues a magickal reflector, all spells cast upon you will rebound upon their caster.

Seventh Heaven 400

Exquisitely carved and engraved Greatbow. Trains the Ultima Shot to Humes and Gria.

Zeus Mace 400

A mace of the ancient gods. Trains the Ultima Blow to the Nu Mou

Zanmato 400

A holy Katana. Trains the Ultima Masher to Viera.

Materia Blade 400

Blade. Trains Ultima Sword technique to the Bangaa and the Ultima Charge to the Moogle.

Complications.

You may takeup to 600 CP of complications, which override bonuses from origins and feats. Any further complications you take will not add further CP to your count.

Magickal Dearth

Not being from this world, you have an extreme resistance to Mist, the source of Magick. Your spells are harder to use, and are often weaker. **+100**

Frail Weapon

Your weapons were made from slightly inferior materials. Melee weapons bend too much, bows not enough, and guns are dangerous to use at best. **+100**

Thief Plague

Pickpockets and charlatans are everywhere, doing their best to liberate your hard earned cash or weapons from your pockets. **+100**

Basic Classes

You get on your teacher's nerves, and he throws you out of the training session. This prevents you from learning more than the basic jobs, with the exception of the one you learned while you were in class. Better make the most of it. **+200**

Corrupt Law

Judges are out to get you, probably because of the time you accidentally stole one's wallet or something. Judges will impose twice the penalties normally given, and occasionally look the other way when another clan breaks the law. **+200**

Jagdbound

You always seem to come into town at the wrong time. Half the missions available are bound for the Jagds Dorsa, Ahli, and Helje, where no Judge will venture to protect you. The other half often barely pay more than it costs to take the contract. **+300**

Marche to the Sea.

It turns out that this world, and all its inhabitants, might not be real. Five years into your journey, a young man enters this world, and he's not a jumper. He intends on dispelling the illusion, if it is one, by destroying the pillars of the world. If it isn't? Everything in this world has just been eliminated, as though they never existed. **+600**

Future

You've spent your time in this world. Now that your ten years are up, what shall you do?

Leave the Illusion

You've had enough fun, or enough pain at least, through all these jumps. You head home with your items and powers.

I Can't Go Back

You fell in love with this world. Deciding to stay here, you live the rest of your life in your clan. You were declared missing back at home, leaving all your loved ones distraught.

Break's Over

It's time to move on. The next world awaits, with all its wonders and horrors.