By: Digger



What made this world the way it is…? Some have said that it has existed like this for tens of thousands of years. Others have said that it was always like this.But, not a single soul knows the truth...Only one thing is known for sure. The worlds are infinitely far apart, yet are extremely close , connected by a series of holes in space known as Crossgates. At first, contact with people from other worlds created great confusion, which in turn led to conflict. A chief conflict in this world was known as the Ten Year War, between the dark dimension Formido Heim and the fantasy landscape of Elfetale. However, this war ended as all wars do and peace was maintained with a delicate balance of power. But 18 years ago, the wreckage of a battleship from another world crashed down. This even will, in 5 years, lead to the events that will change the history of the Endless Frontier forever.
What is so special about this place that it may earn such a title, you may ask? Well as you could probably guess...Countless people from a number of worlds, and even different time periods, all live together. All from across the infinity of time and space...This is the Endless Frontier.
I suppose as much as that spiel helps, you may need a bit more detail. The Endless Frontier is as mentioned, a series of worlds all tied together. These worlds aren't quite that large, they're often about the size of a large continent at most, but they're quite varied. The main worlds are Lost Herencia(An apocalyptic wasteland covered in mutant monsters, mad robots and mad max-style raiders with only a single large city as the civilization), Kagura Amahara(A feudal japanese fantasyland populated by ninjas, oni, yokai, talking animals and other various asian fantasy tropes), Elfetale(western fairy tales, think less Lord of the Rings and more Alice in Wonderland or Mother Goose. For example, the yellow brick road exists and leads to Dorothy Mistral's Esmerelda castle. Yeah. Talking animals, fairies, and elves make up the population of Elfetale. There's also a place for arabian nights tales in the deserts to the west.), Varna Kai(Atlantis, easy as that) and Formido Heim(a series of terrifying dark towers in a giant electrical storm. Not a nice place to live.) They all have their own threats and tensions from the 10 year war still linger. You begin 5 years before the events of Endless Frontier, where Haken Browning is set on a series of events that as mentioned, will change the history of this world for good. But first, before we can tell who you are...We have to check WHAT you are.

Race - The determinant of where you can begin this adventure! Gender and Age are determined by you.

Human: Humans are what you'd expect them to be, one of the few constants across the entirety of the Endless Frontier(save for Varna Kai, where they can't breathe.). Appropriately, they can start in any world except Varna Kai.

Oni: Horned humanoids known for their strength, The Oni live chiefly in Kagura Amahara in an uneasy peace with the humans there. While Shuten, a powerful figure in the Oni community, wishes to try and gain power over the humans...everyone else is happy enough to just live and let live, including Shuten's fiancee and Princess of the Oni, Suzuka-hime. They begin only in Kagura Amahara.

Merperson: Also known as a Merson, Mersons are native to Varna Kai but have had trade and travel with Elfetale for a while. They of course can breathe and operate underwater with no issue, making them ideal naval officers. Or Pirates, I suppose. Mersons may begin in Varna Kai or in Elfetale, as a consequence.

Karakuri/Android(-100): Sorry, this one's actually a bit touchy so I might have to charge you for it if you take it. See, instead of being a regular flesh and blood creature, you're an advanced android. Most androids in the Endless Frontier have strength and power greater than many of the races do on average, so you can benefit from that. They're easily found(and thus you can begin in) Lost Herencia, Elfetale and Kagura Amahara.

Beastman: It's basically what you expect. Anything from "cute human with animal features" to "A talking dog" are possible, though as you'd probably figure from a place like the Endless Frontier the females tend to be more humanoid than the males. They can start in Elfetale, Formido Heim and Kagura Amahara without an issue.

Fairy: Also known as an "elf", they're natives to Elfetale and seem to have a racial affiliation with high exposives and weaponry. Didn't seem to help against Formido heim, but eh. You'd be one of the rare few to stay, but you can begin in Elfetale.

Origins - Now that you're here… +1000 CP for you, my friend. Let's see who you are, here!

Material Worlder(0): You hail from the worlds beyond the Endless Frontier! Well, at least you aren't alone in that respect. But just because the Endless Frontier is familiar with people like you doesn't mean you're familiar with the Endless Frontier, you dig? I hope you can make your way a bit easier than some of the other Material Worlders. You have no memories and begin with nothing weighing you down in whatever location you pick.
Bounty Hunter(100): This doesn't necessarily mean you hunt bounties, mind you. This is the catch-all term for tomb raiders, adventurers, and monster hunters that seem so common in these parts. Any man with two hands stands a fightin' chance of making his way in the Frontier, after all the mayor of Lost Herencia's sole city was once a bounty hunter. So, how do you plan on making your mark, pal?
Royalty(0): The Frontier isn't all that uncivilized and rough...we got civilization, some of it lastin' for thousands of years. While rough and ready places like post-War Elfetale and Lost Herencia rely on having their strongest warriors as rulers, pre-War Elfetale and Kagura Amahara had a true-blue royal dynasty. Possibly you're the product of such a dynasty, or the beginning of a fledgling one wherever you begin. Either way, you have quite a bit of a unique destiny ahead of you...with fine genes and a legacy awaiting you.
Trained Warrior(100): Remember that conflict mentioned before? You're part of that. Maybe not as an aggressor, but you can't deny that war and conflict is where your skillset lies. Unlike the bounty hunter, you aren't a lone soldier out there fighting alone. Your skill is in your discipline and your ability to act in an organized manner with your comrades. Maybe the 10 year war is over for many, but to you...it may have never ended.
Intrepid Merchant(100):Where there are adventurers, there is a profit, and where there's a profit...there's someone to capitalize on that profit. You're one of those someones, a merchant ready to make a killing! Maybe by selling...maybe by a little blood for coin. After all, it makes the world go round...

Nothing Strange Here(100, free Material Worlder): Well, it seems like you have the look of a the platonic IDEAL of a harmless foreigner. You'll find that it's easier to get people to accept your oddness with the handwave of "It's normal where I'm from." As long as you cultivate the look of a stranger in a strange land, people will just...accept your oddities, whether behavioral or physiological, as long as it doesn't impact them or their peace of mind.

Let's Play Nice!(200, discount Material Worlder): You know, one of the big issues of being a world-hopper is that it can be a damn problem to find people who you can trust to understand where you're coming from, or who would be willing to help you out. Granted, that's not a problem for you any more. Now, you have a strong idea for who's on your general 'alignment'...that is to say, people who have approximately the same outlook on things and who have desires that line up pretty well with your own. Opposingly, you've got a good idea about who's a nasty customer in your eyes right off the bat and who shouldn't be trusted.

How else could Saya and her organization Ouma combine the efforts of so many villains...and conversely, how could the agents of Shinra find the brave people to oppose them?

Outside Context Power(400, discount Material Worlder): Despite what it sounds like, this is really just the basic powers you need to survive the kind of world-trotting madness you usually deal with. For one thing, you're skilled in both sword-swinging and gunplay, able to seamlessly switch from one to the other without skipping a beat and even being able to quick-draw and subsequently sheathe blades with an expertise that makes them appear to leave a glowing 'trail.' Not only that, but you can infuse your own blades with the power of either fire, lightning or ice when you attack with them. Finally, you're in general a lot tougher than the average person, on par with an action movie hero, like John McClane.
Not quite unbreakable, but you're able to at least fight through the pain. Considering what you're going to have to contend with in the Endless Frontier, it's the least I can give you.

No Stranger to Danger(600, discount Material Worlder): Always be prepared! That's your motto, and the Endless Frontier is no different. There's a lot of different things out there in the many worlds, and being able to spot what they are and have a standard operating procedure is just the thing you need to be able to get out of a lot of situations in one piece. From now on, you can recognize psionics, anime/comic book science, magic, ki, superpowers and the supernatural without much effort and tell the difference between them even if the difference APPEARS minimal or doesn't appear at all. Not only that, but you have a few tips and tricks on how to deal with them as long as they fit the 'generic' mold of said phenomena. For example, someone who had a guardian spirit could be differentiated from someone who has a psychic avatar with this knowledge. However, if the psychic avatar worked on principles that were different from what is generally accepted as "psychic powers" (levitation and the various Kinesis), it'd be more difficult to counteract them than someone who stuck to the 'generic' version of that phenomena. Still, you at least are able to formulate counters with the knowledge you have a hell of a lot more effectively than others, for whom these powers are probably outside of their context.

Food on the Table(100, free Bounty Hunter): Turns out that violence isn't always the answer. Not for conflict resolution, mind you, it's awesome for that. No, what I mean is that barring completely turning into a desperado, you can't use your sword skills to pay rent. (Unless you have a landlord who's REALLY annoyed with some people.) Of course, considering your whole deal is hurting people for money...That's stopped being the truth for you. Finding ways to get cash in a legitimate fashion with violence is your specialty, either picking up extermination jobs, or exploring dangerous but lucrative places, or just acting as a bodyguard. Not going to guarantee them forever, of course, but picking them up in the first place is no problem for you.

O Cap'n!(200, discounted Bounty Hunter): Aren't you a dashing figure with that hat? Er, I guess that it'd be stupid if I just gave you the ability to look real nice in a big important-looking hat, so. You've got a real knack at motivating people to get along and to be on their best, essentially being able to put together a team of people even if they're from vastly different backgrounds...even worlds! In any case, if you can get them to agree to be on a team at all, you'll be seen as the de-facto leader and can get them to go along with the team work to make the dream work without much issue.

Bring the Noise(400, discounted Bounty Hunter): You're not a subtle person by any means. If you want to go loud, you go loud. You've got a lot of experience handling big unwieldy weapons like Haken's Night Fowl as if they were rifles and just as much handling explosives, including having eardrums like pure steel so you've got functioning hearing despite all that...god forbid you somehow combine the two skills like the pirate captain Sirena, because then you'll be capable of doing ridiculous things like dual wielding honest to god right-out-of-a-pirate-movie cannons on your shoulders with little issue, as accurate as a pistol despite the weight and heft. As if it wasn't enough you can handle explosives like you've done it since birth, these weapons pack more punch than you'd expect them to as long as you're handling them, being a step up from what they usually are. A grenade that would normally just clear a room could possibly collapse the damn roof in from the blast if it was in your fine hands, as an expample. Of course, this doesn't just apply to big boom-y weapons either, if you had things like grenades or...I don't know, explosive playing cards, they'd also be pretty effective in your hands. Let 'em know you're here and ready to rock.

Natural Born Killer(600, discounted Bounty Hunter): No bones about it, you were made to put people in the ground and do it with a gusto. Maybe you were made from the ground up, a test tube baby like Haken, or maybe you just were born with the Devil's own luck and a whole lot of mean...But either way, you've got a natural knack for the killing arts. Stabbing, slashing, shooting, leaping, punching, kicking, blasting and bashing...You take to new forms of killing people and fighting like a fish to water, with a tough and strong body that could stand up to even sending the demons of Kagura Amahara to their grave with just your bare hands. God knows what you'd do with the right weapons and some training. Simply put, fighting's as easy and intuitive to you as walking and talking.

Royally Fine(100, free Royalty): Wow, you're a hell of a beauty! Maybe it's just good genes...Your features are pronounced and quite a sight to look at. Men will have beautiful hair and facial features alongside a handsome (and strong, if you so wish) build...while women can either be extremely busty and well-proportioned...even ridiculously so, if you don't mind having a lot of clothes fit tight in ways that people would thank you for. Speaking of which, you've got a knack for clothes that by all means should fall off of you somehow 'stick' on by apparently fate and circumstance itself, looking like they're a single wrong step from busting open or slipping down.. For maximum titillation. Of course. If you're not a fan of big and bouncy, you can go the opposite and make petite look downright amazing, while still keeping some nice features...perhaps like a certain oni princess' hips?

Leave a Gorgeous Corpse(200, Royalty): The way you move...you make people jealous of the ones you kill, for they die in the most beautiful of ways. While you may not have training in combat, you're able to use your beauty and grace in combat to your advantage. Whether it be through distracting and unpredictable posing in combat, using your dancing skills to puppet a combat vehicle, or using capoeira with bladed shoes to flash and stun people while they're being hacked to death by your quick feet...You can use style and appearances in deadly ways, one way or another.

Monarch of the Frontier(400, Royalty): You're not afraid to admit it, you're not a fighter from the word "go" like a lot of people in endless frontier. However, that doesn't mean you're weak or helpless. It just means once you get going, you can show everyone what it means to be a royal ass-kicker! You now have the ability to store up power as the battle goes on, represented in the "Frontier Gauge" you're vaguely aware of at all points in a fight. Though this power doesn't affect anything for a while, once at maximum you can burn the entire gauge up to perform a powerful "move" that is strong as if every attack you inflicted during the build-up time hit at once. Though you'll need to build the gauge up again to do so, you are also adept at knowing what kinds of maneuvers are good for building up meter. For example, a number of weaker and faster strikes combo'd together in succession can build the gauge faster than big strong strikes.

A Heart filled with Light(600, Royalty): Your heart is filled with a blessed light, and because of this you can make impossible things reality with the power of hope and love. This manifests in the forms of "Spirits", essentially emotion-based 'spells' you can bring to bear with the store of spiritual energy(SP) you now have. Specifically, you have the spirits known as "Trust", "Faith" "Hope", "Love","Rouse", and "Miracle." "Trust" is able to heal you and your ally's wounds miraculously, enough to go from near death to standing and able to fight...at the cost of a small portion of that spiritual energy. "Faith" does the same for all of the allies you can easily reach(about 20-30 feet if you need hard numbers), but burns 3 times as much of the energy as Trust does. "Hope" is able to recover the spiritual power and even Mana of an ally, though it burns more of your energy than it restores, so using it to keep going indefinitely is an impossibility. "Love" can restore someone from on the verge of death to their top condition, with the cost of so much power that only "Hope" or "Trust" could really be used afterwards, and even then only once or twice. "Rouse" can increase someone's vigor and stamina by as much as "Trust" restores their vitality, allowing them to fight longer without needing a breather. Finally, "Miracle" is a potent spirit that could only be used once a fight and dwindle your entire reserve of SP before you need to rest for the better part of a day once more. Simply put, "Miracle" increases the speed and ferocity of a single person's power for a short amount of time...approximately 30 seconds. However in that window of time, they can strike their enemies with power sufficient enough to break through enemy defenses almost without fail, hitting them approximately twice as strong as normally and with dreadful accuracy. Let your heart lead your friends to victory.

Frontier Veteran(100, free Trained Warrior): They don't call it a frontier for nothing...like the frontiers of old, this one's just as dangerous. Tomb raiders, mutants, wild robots and demons...they all exist and you've had to put them all down. You've got expertise with either melee weapons, unarmed, or ranged weapons...enough at least to come out on top in an encounter with undisciplined monsters or opportunistic bandits with no discipline. You can't keep it up forever, but you're not likely to fall just in the middle of journeying.

I was a Man Before I was a King(200, discount Trained Warrior): In the frontier, might is often enough to make a good claim for leadership. Since the rule of law is enforced essentially through the exertion of powerful individuals here, it's only fair you get a piece of the pie too. Now, a show of force against an organization's enemies is a guaranteed valid claim for their leadership or at least their respect. The effect is stronger when the organization has clear enemies and at it's strongest when its existence is actively threatened. While attacking a feared potential threat of a peaceful country would get you some brownie points, dealing a major blow against a foe that could defeat the country while they're in a time of war would get more. If you were to come across a kingdom that would fall under the weight of monster attacks it faces, wiping them decisively from the kingdom's lands would be nearly a sure path to the the throne.

Top of the Line(400, discount Trained Warrior): You're no grunt. You've made it to the elites of your kind's usual warriors, if you were from Formido Heim you'd be a shoe-in for one of the Orchestral Army's top lieutenants and you could easily rival Rubor the king of Elfetale in combat prowess. You didn't get here by being loud, by being graceful, or by any natural talents other than maybe a bad disposition. You got here by working your ass off, and it shows. Your combat style is brutal, efficient, and effective in any ways you can...able to apply this pragmaticism easily to even outlandish abilities. You're able to focus your existent powers or your unique biology with precision and efficiency, usually to deadly effect. Even if that's not the case, your basics (such as those granted by "Frontier Veteran") are such that the aforementioned unworthy foes don't even fatigue you to defeat, and you stand a good chance at beating even special and unique enemies like the W series(including Haken, Cardia and Aschen) or Shinra agents like Reiji and Xiaomou.

War's Art(600, discount Trained Warrior): As strong as you are...you know that it's not warriors that win wars. It's armies, companies, battalions, units. Even the strongest soldier can't win a war singlehandedly, not without backup. You're no fool and can easily see that, so you've worked to rectify it. Firstly, you can train others with skills similar to "Top of the Line" and "Frontier Veteran" to ensure competent soldiers who you can depend on. Secondly, you're able to mentally piece together the importance of a single battle's outcome on the greater whole of a campaign or offensive with the information you have...meaning you can tell if a hill's worth dying on or not. Of course, even with that judgement if you can't get others heads out of their asses long enough to follow through, you'd be a damn garbage leader. So, you've also got ways of making even stubborn soldiers listen when you say to fall back against their instincts, the ones that are screaming to stand and fight. Alongside most of that, your grasp on the basics of

strategy and tactics are pretty solid, and applying them to their greatest effect is just a matter of making sure your information's solid enough to do so. All warfare is based on deception...never forget that.

Nice Guys(100, free Intrepid Merchant): It's all about making people feel welcome, if you wanna succeed...and you DO succeed. A mix of flattery, honesty, deceit and knowing just when and WHAT to flash someone(appropriately or not) means you're pretty good at making people feel good...when they're buying something from you, of course. Most people, they're downright happy to give you money for stuff now, as long as it's what they were going to buy in the first place(not that I'd ever imply you'd cheat people so flamboyantly.) Of course, changing their mind on wanting certain things isn't that much of a leap from where you are...

Shopkeeper Shortcut(200, discount Intrepid Merchant): You know that thing where you wonder how the fuck the shopkeeper got that deep into the dungeon unscathed? This is how. The long and short of it is that you can for get into dangerous areas(like battlefields and wastelands) and avoiding the environmental hazards involved as a matter of course. Monsters/Local raider-types don't think you're a threat, and as long as you're doing this to set up shop you can easily avoid traps and hazards like vicious lava or toxic gas...having a natural knack for finding the 'safe' spots in areas like that. Unfortunately, you can't get much farther than that. If you're using this as a way to bypass dangerous areas, you're 'rooted' into those static safe spots, usually far off from anything interesting, and if you leave that spot you usually return right to where you entered from. Still, it's not like having a bit of an idea of where's safe and where isn't in these kinds of areas doesn't have its benefits...

High on your Own Supply(400, discount Intrepid Merchant): Who says you can't dip into the till occasionally, if it's a matter of life and death? You can 'alter' usable items like potions and elixirs to be amazingly potent, doing the equivalent of turning a potion into a hi-potion or with time, an elixir. However, this has a price. You have to designate who can be affected by this, as the adjustments(while quick) mean that the curative has to be tailored to a specific person's biology. However, you can do this on the fly so as long as you have a moment to tinker with the healing/restorative item beforehand it isn't a problem. You're also able to 'invert' the effects of restorative items. For example, you could make a damage-causing potion or a poisonous antidote-type item, inflicting what they would normally heal. Things that would restore your life fully or awaken you from a K.O'd state unfortunately are not affected by this inversion...no using Phoenix Downs or similar items to try and instant kill enemies. You can't invert AND enhance something either, unless you have enough knowledge of the specific target's biology in order to tailor the inverted item specifically for them.

Nothing Personal, Pal(600, discount Intrepid Merchant): It's only business...and you're the best at it. People tend to believe both pretty easily when you're involved, and as long as you're fair about the pricing and availability of arms to both parties...you could unashamedly and blatantly sell weapons to two viciously opposed sides of a conflict and walk out of that war smelling like roses. As long as you don't show favoritism, you can sell to whoever and whenever and not be punished for it. After all, it's business, nothing personal! You're also able to have people buy from you even after a betrayal without expecting any backlash...as long as what you're selling is worth more to them(even in the moment) than settling a score, of course. You'd be a lame merchant if you couldn't provide for your excellent customers, so as a bonus your skills with constructing healing and restorative items is such that now you can downright make them from scratch. Though quality of ingredients(chemicals and salves will make better baselines than twigs and berries, of course) can vary the strength, with a bit of scavenging you should be able to make something to patch yourself up. Not only that, but with experimentation you'll be able to create restoratives with custom effects and with the right (usually rare) ingredients? You can make stat boost items, capsules/pills that can increase your natural capabilities(like intelligence, strength and agility.) However, these capsules have some lingering effects and will increase it a static amount no matter how strong you are, so for those who are already powerful it may not feel much. Still, every little bit counts.

Items:

Vaguely Racy Manga(100, free Material Worlder): Well then. Someone out there must be having a laugh...You now have numerous volumes of Manga with (sometimes abridged) tales of your travels throughout the True Endless Frontier(AKA your journeys so far) illustrated in an excellent and appealing manner. However...they're often portrayed a bit on the comedic side(with perhaps dashes of seriousness) and pack on the fanservice to the brim. They're often JUST inaccurate and embellished enough to be interesting to read for you as well. If you're not a fan of comedy, they'll be more in the style of the shonen action mangas (or serious slow-paced seinen.) Unfortunately, the fanservice is non-negotiable, you're now just negotiating how tasteful it is.

Shinra Jacket(200, discount Material Worlder): A Jacket issued to agents of Shinra, it has been affixed with numerous strange seals and threads right into the fabric...this being one of the main 'general issue' prevention methods their agents have. Those wearing a Shinra Jacket gain a measure of defense against corruption, mental attacks and possession...Meaning that all an Agent would have to do would be to give some mental exertion and most specters, spooks and other mind-altering beasts won't stand a chance. Of course, some real nasty customers, like the guys who order them around...They'll have a greater chance of getting somewhere.

Remember the Basics(400, discount Material Worlder): A big heavy machine pistol and a trio of katanas, in a rather convenient ‘weapon rack’ you can magnetize to a plate on your back...and that can be swung around as some very basic brass knuckles too. If that weren’t enough, the pistol has a number of ammunition packs that allow for countermeasures against common supernatural/fantastical foes. The basic set contains silver, blessed rounds, a type of energy that can interact with ectoplasm, wood tips, acid, armor piercing and EMP rounds. If that wasn’t enough, you also get a constantly updating ‘catalogue’ you can use to switch out the above rounds with the hundreds of different types of ammunition available, while you won’t find kryptonite or anything as specific to a single verse as that, otherwise difficult to obtain ammunitions can be found restocked in your warehouse conveniently.

Shinra Beads(600, discount Material Worlder): Sometimes the scientific approach isn’t the best answer. If you must fight paranormal foes...well. Where better to find solutions than the problem itself? These beads are charged with a supernatural energy that allow them to ‘absorb’ magic and store it as energy within themselves to be used by your own supernatural abilities. However, while they can do so to protect from magical attacks...they only have so much capacity, and powerful bursts of magic can shatter the beads. Shattered beads will regenerate in an hour, but be careful not to defend against strikes with few beads. They may not be able to contain everything.

Cheater’s Tools(100, free Bounty Hunter): Man’s gotta make money somehow, what better than some games of chance? Granted, taking the ‘chance’ out of that phrase is your hobby and these are your tools for it. If it would get you shot by another gambler in a Western saloon , you can find it here. Marked cards, loaded dice, slugs to get free plays of slot machines, and even little mirrors to peek at other people’s hands. Play dirty, you know you want to.

Cowboy Vest(200, discount Bounty Hunter): Are’t you lookin’ good? These duds are just the right look for an adventurin’ type like yourself, and they’re durable and comfortable besides. The best part is, they’ve got the same kind of protection as a kevlar riot suit and 3 times the sexiness!

Night Fowl V.X(400, discount Bounty Hunter): A Custom Composite Rifle, this weapon is designed to be good at all ranges, as flexible and sexy as you. It’s a rather powerful semi-auto rifle, but the big draws to the Night Fowl are a built-in underslung pile bunker and a bayonet hidden in the stock. Yes, you heard that right. A pile bunker. It’s got a punch to it, and by using this properly, you can strike at any range with ease. It has the power to be a worthy friend across the whole of the Endless Frontier, whether it be facing the mutant monstrosities of Lost Herencia or the demons and beasts of Kagura Amahara.

Mr. Phantom(600, discount Bounty Hunter):Well isn't this something nice...You've found one of the few of this kind of war machine in these parts, a Personal Trooper! Despite what you might think, these are a good deal smaller than the ones you might be familiar with. They're pretty much 3 meters tall, bigger than a man but not by enough to call it a Giant mecha. This Personal trooper is your own personal attack dog, with all of the usual weapons a Gespenst would have access to(Slash rippers, rifles, etc.) scaled down a mite to the size it's using.
Oh? Er...you have a mecha already? I mean it's not the size you're used to, I'll say, but if you're that eager...I'll let you get a replica of that mech instead of the Gespenst as a Personal Trooper, though the power will be scaled down quite a bit to make it this size and still functional. Still, it'll be autonomous enough to follow your commands but loyal so that doesn't become a problem.

Your Greatest Fan(100, free Royalty): You've got a lot of fans, what with your beauty and all..so why not take this fan that makes you fans?...don't hurt me. Anyhow, this fan is quite elegant and it has patterns of your liking...but the big draw is that waving it just so or even posing with it in certain ways ups your appeal by quite a bit. Oo la la~

Formalwear(200, discount Royalty): I-is this really what passes for a princess' garb? Well...okay. It's a rather...showy article of clothing that looks like it's seconds away from falling off or showing something scandalous at any moment, the ultimate in tease technology. Mercifully, you won't be negatively impacted by the amount of skin shown...somehow remaining comfortable no matter the temperature or environ, though obviously this only applies so far. It'll basically operate like appropriate weather gear for the situation. It might somehow keep you warm like a jacket in the blizzard but it won't keep you from freezing to death if you're in the middle of the arctic, and while it might keep you a bit cooler in the desert I wouldn't go walking into volcanoes just with this to protect you. As a bonus, if you really want...er. I have some..alluring underwear, nothing too elaborate. Just a G-string and some garter belts. It appears a princess with similar clothing...choices had these around, and I figured it was only fair. Don't ask how I know.

Instrument of Death(400, discount Royalty): A truly beautiful weapon, only fitting for you, isn't it? This particular weapon resembles a heavy anti-material rifle you can still fire with just your own two hands and comes with both solid-shot and energy beam modes...however that's not all! See, it has a bayonet and is actually long and sturdy enough to use as a naginata if you so wished. But, hold on there. This weapon has one more trick...it actually has a synth built into the stock so you can use it to rock out as a guitar of all things!

Jyaki-Gun-Oh!(600, discount Royalty): A fantastic little toy, this is the same size as "Mr. Phantom" but unfortunately does not possess any intelligence of its own as it is a karakuri, a puppet. However, it makes up for this by having an absolutely ridiculous amount of firepower. This karakuri has a multitude of turrets, rifles, missiles and explosives on hand to dish out punishment...but to make the most of it, you're going to have to puppet it! That's right. By manipulating (at base, with a small marionette handle..but you can use the fan from "Greatest Fan" instead) the strings of this puppet, you can make it battle and open fire with basically a dance.

Bullet Pendant(100, free Trained Warrior): A small token..perhaps of better times? In any case, this precious pendant is simply a metal wire punctured through a bullet casing. On the face of it, not much...but as you wear it, your weapons simply don't fail you. Your guns won't jam or go off their mark from recoil, your blades will stay sharp and won't shatter in battle...you simply will not be let down by your weapons as long as you hold onto this. Keep it well…

Orchestra Army Jacket(200, discount Trained Warrior): A bright red jacket, this protective gear is about the same as something like a body vest or similar to the Shinra jacket...but it has a bonus effect of letting your friendly allies know where you are at all times and in how much danger you're in, a broadcast to only those who are your allies mind you. It's always important to make sure they know when you might need a hand...as a bonus you can get weaker sets of jackets for all your companions with the same 'broadcast' effect if you like. They won't be as protective(basically just as good as a leather longcoat) but the effect will remain the same.

Shura Gauntlet(400, discount Trained Warrior): Two powerful gauntlets, these will allow you to channel your fighting spirit as energy strikes and blasts around your arms...with a bit of effort and experimentation, you can go from a normal human to breaking buses and concrete blocks. If you already have some fighting skill, you can even start launching out powerful dragon-shaped blasts!

The Squad(600, discount Trained Warrior): A small walkie-talkie with a code on it in a digital display that changes every week or so. By speaking the code into the walkie talkie, a number (about 80-100) of soldiers armed with the strongest common weaponry and vehicles(modern day militaries would get some helicopters and armored personnel carriors for example, but giant battleships or aircraft carriers may be a bit harder. Medieval worlds would get you men with iron armor and the finest weapons as well as strong horses and perhaps even siege weapons. Extrapolate from there) for your current world/region appear and will be on the lookout, either performing recon and defense or getting ready for all out battle. The soldiers will have their own supplies and will continue to serve under you until either their death or the code is changed, at which point they'll pack up and move out. All it takes is speaking the new code to recall them, though they won't necessarily be the same soldiers. If they're all dead you can't call reinforcements until the next code is activated.

Mochi Balls(100, free Intrepid Merchant): A number of sticky riceballs, this container never empties out and the tasty mochi means that you can win the hearts of all your loyal customers...after all, the way to someone's wallet is their stomach, right?

Smelling Salts(200, discount Intrepid Merchant): A handful of strange pungent capsules, these smelling salts are restored every few hours in either your pocket or a little bottle on a warehouse shelf. When broken over an unconscious but alive person, it can invigorate them and give them the energy to push on a bit further! While they won't necessarily heal up, they'll ignore enough pain and fatigue to push on after smelling this. Rough awakening, huh?

Au Naturale(400, discount Intrepid Merchant): You don't need any weapons to kick some ass, all you need is your own body! However, it's nice to have a little addition onto that, eh? This is either some gloves, or some boots, or otherwise a piece of clothing that fits over one of your extremities. Maybe it's wolverine claws, maybe some boxing gloves, maybe its bladed stilletos...but this weapon enhances your personal strength and on top of that it has the added effect of making it so that your strikes don't give any recoil back. Breaking your hands or your foot/ankles because you struck too hard is a problem of the past!

Road Wagon(600, discount Intrepid Merchant): Time to get this operation mobile. You now have a heavy armored truck similar to something like a food truck or an ice cream van, able to open up and sell on the road. If it were simply that, it'd be a shame for it to be so expensive...so for you: of course it doesn't need any maintenance or even fuel, but you can also teleport things from the shelves of the Road Wagon's storage into either the Warehouse or (if you don't have one) a new extradimensional storage space about the size of the Warehouse. It's bigger on the inside, which just means you don't have to stop for anybody.

COMPANIONS:

Into the Frontier(100): You'd be a fool to be going in with just your own lonesome self...why not arrange for a posse? You can, with a single purchase, import 2 companions with each one getting a free background and a budget of 600 CP on gear and perks. If you're really eager, pay 300 CP instead and you can import the full 8 with the same budgets.

Going Native(200): Well then. Taken a liking to one of the inhabitants of the endless frontier? Perhaps you'd like to bring Haken Browning alongside you, or maybe the dances of Suzuka-hime have drawn you closer to the point you can't just stand it. Well, here, but before you go off all willy nilly let me put down a few caveats. First thing, KOS-MOS, TELOS...Hell, any of the Xenosaga-derived nonsense? Not happening. No sir. Second, if you're in the same general category as the character (use your common sense on this. Aschen would be a bounty hunter since she's partnered up with Haken, while Katze could apply for either Merchant or Warrior if you were really that desperate), you can get a discount on taking them along. Alternatively, if you purchase this more than once and all of the characters originate from the same story(For example, if you wanted Kaguya and Suzuka as well as perhaps Sirena) all of the ones after the first also have a discount. However, these two discounts can't stack. So if you

were a Material Worlder taking Xiaomu, then getting Reiji and Koma, you'd still have to pay 300 even thought Reiji would benefit from the earlier discount. Because if you're going to bring one, why not get the whole crew?

DRAWBACKS(+600 cap):

In-your-What?(+100): Innuendo, You freakin' lecher. You have a bad habit of making crude and lewd comments about others, either nicknaming them based on their sex appeal or lack therof with a penchant for more or less coming off as a bit of a dirty-minded fool.

Princess Billboard(+100): You don't look like much, and it's kind of obvious to everyone. People tend to either treat you like you're a greenhorn or otherwise won't take you seriously as whatever you're trying to be. Trying to be alluring and sensual? You're a little...small for people's tastes. Trying to be a badass cowboy? You're just looking like a cheesy poser. I hope you're alright with your ego being deflated a tiny bit.

Tombraider Troubles(+200): Seems you can't go five minutes without getting interrupted by SOMETHING. You've got a whole lotta people wanting your money or your life and they're insistent on trying to collect by force. Considering they have attack robots, war mutants and the like supporting them it'll be a little bit of an annoyance, to say the least.

World of Silence(+200): You might have noticed that there are a number of crystals growing all over the Endless Frontier, known as Mild keil by most. They're actually pretty sinister but that USUALLY wouldn't be your problem...emphasis on usually. Now, the Mild Keil and their strange beasts known as the Einst wish to try and take control of you or otherwise attack you...seeing you as a threat to their plans. They can project a minor field of mind control, which amplifies the more crystals that are around...Don't dive into certain castles, for example, or you might just lose control. Otherwise, expect the twisted beasts known as the Einst to thirst for your blood.

Play the Puppets(+300): Looks like you've got a pretty scary foe seeking your end...They have the strange ability to commandeer and brainwash people around you into your enemies...unlike the original Code:PTP, this effect isn't limited to the W-Numbers. No, anybody could become your enemy...even those you REALLY REALLY don't want to, like companions. Keep an eye out...

Handsome Devil(+300): Is what you'll be calling these new foes...As they resemble you. They're constructs that while lacking your memories, have your biological abilities and are dedicated to

taking you down. It seems that while not perhaps incurring the wrath of the Mild Keil and the Einst as a whole, someone has utilized their ability to create perfect copies of living creatures as a weapon against you. Better hope you can face yourself and come out on top…

Well...without further ado, here's your options. If you got this far you must have come to a conclusion on this somehow, even it's a grisly end at the hands of some tombraider or android.

Go Home: The only choice you can pick if you bit the dust. Better luck on Earth...or maybe you're homesick. Either way, you head on back with everything you got so far.

Stay Here: Well, well, well. The Endless frontier's been made your home, then? Alright, for you I'll do something special. As you'll see in the notes section, Crossgates USUALLY can't let you exit into other intellectual properties(being that they are fiat-limited to merely the locations visited in Endless Frontier and EXCEED)...well you can forget that now. Crossgates are now unlocked to whatever you want to do with them. Just remember that you do lose the benefit of CP once you start travelling around, so...I hope you're prepared.

Mosey Onwards: Hitting the ol' Dusty trail, then? Well..I wish you the best. You move on towards another jump, with everything you've acquired up to this point coming along with you.

NOTES:

-Anything related to Xenosaga simply will not work for you, no matter how thoroughly you try to examine KOS-MOS and T-ELOS. No Gnosis for you, son.
-Crossgates, similarly to Original Generations, simply cannot be used by you for any purpose that isn't ferrying your ass from one end of the Endless Frontier to another. Not gonna get 'em that easy.