

Wild Arms

Advanced 3rd

Version 1.1

Jump Created By:
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Based on Media By:
Media Vision (Developer)
Sony Computer Entertainment (Publisher)

“As its verdure recedes, our world Filgaia is slowly but steadily swallowed up by wasteland. Long ago, the forces of this world battled furiously with those of another. The scars left behind formed the beginning of the great barren lands. Despite the danger, brave souls trek through these deserts in search of adventure. They are called Drifters. Like birds in the sky, these nomads are constantly on the move. They honor Alan Smithy as the first Drifter, and wander tirelessly from land to land.”

~Excerpt from *Birds of Passage*~

Welcome to Filgaia, a world slowly but steadily being consumed by the ever encroaching wasteland. It’s so bad that even the deserts have become ocean-like in their vastness and depth. In this world, the law of the wasteland is king: those who are weak get swallowed up. Those who are strong survive. In this world, the only ones who bravely traverse it are Drifters. These nomads are both mercenary and traveler, some may even be bandit-like. However, there are plots occurring in the shadows. Plots that may eventually end this failing world. Four brave Drifters will find each other, by fate or coincidence, and save Filgaia from this plot. Maybe you’ll help them. Or maybe you’ll just drift along on your own path. You will enter this world a mere two weeks before the dark and stormy train ride that brings the main protagonists together.

|+1000 CP|



Location

Your starting location on Filgaia is determined by a single eight-sided die. Or you may freely choose for the small down payment of 50 CP.

1. **Baskar Colony** - Home of the Baskar people, a society that worships the Guardians. It's also the hometown of Gallows, the man from a priestly lineage that wants to live free.

2. **Jolly Roger** - The only town in Midland beyond the Baskar Colony, Jolly Roger is a port for sandcraft and home to quite the inventive ARMS Smith daring to innovate.

3. **Little Twister** - A seedy down in the Westwood region of Filgaia. It's located to the west of Claibourne across a crevasse. There isn't much law and order, but there's plenty of info to find there (both good and bad).

4. **Little Rock** - A small mining town close to several ruins. One of these is called Doomed to Obscurity, a small ruin that has been practically picked clean. A wandering treasure hunter named Jet will arrive here in about a week's time.

5. **Humphrey's Peak** - This would be Clive's hometown and it's a rather cozy place. There isn't much here, but there's a strange Gob underneath the town hidden in the dried waterways, wishing to see the world. He's willing to give you something interesting for a fully updated map.

6. **Boot Hill** - The home of Virginia Maxwell, one of the four main protagonists of the story. It's a quaint town that has an old mansion nearby. Unfortunately, that mansion is currently being overrun by Gobs that are stealing from the town. Virginia is the one that stops them, but maybe you can help too.

7. **Secret Garden** - You awaken in a field of flowers. This is a remote area of Filgaia that is only accessible through either a strong horse or flight capability. The only resident is a young girl named Florina. She's trying to revive vegetation in a dying wasteland through some unknown means. There is a strange dark force nearby that's scaring the flowers. Whatever's there is powerful, so it might be better to have some powerful friends before checking it out.

8. **Free Choice** - You're free to pick any of the above locations to start, which could lead to some interesting times depending on your choice.

Background

You may keep your gender from previous jumps and freely choose your age. Or you may change your gender for 50 CP.

Drifter (free)

“Just like birds of passage, Drifters do not follow a set path. Their path is only complete once they reach their destination. A destination that is different for all Drifters. It is only willpower that keeps these men and women wandering. Never lose sight of your destination, Drifter, and godspeed on your travels.”

You might notice this section is bare. That’s because the only true background is that of a Drifter! Everything else just seems boring. No worries though, you don’t **have** to travel if you do not want to. Yet, it’s only the Drifters that seem to get involved in anything interesting. You may freely choose to take Drifter as a Drop-In option or as an actual background with a hometown and everything.



Perks

You may pick two Tier One perks for free. In Tiers Two and Three, you may pick two perks that will be discounted by fifty percent. For Tier Four, only one perk is discounted.

Tier I:

ARMS Specialist (100 CP):
Pick a single ARMS type and you will become an expert in its usage. ARMS are weapons made from dragon fossils that can be modified and tuned in a way normal firearms just can't compete. They also come in a variety of different types, from the simple pistol to the more exotic Bayonet (a rifle/spear combination weapon).

Mounted Combat (100 CP):
There are various modes of transportation other than your own two feet. Horses are a popular mode and so are trains. Sandcraft, vessels that travel the deep sand wastes, are also a method of transportation too. With this, you will be able to not only ride/operate these modes, but fight upon them as well. This will also include vehicles not found on Filgaia too, like cars and boats.

Rumor Magnet (100 CP):
For some reason, you just know the best place to find the juiciest of rumors. The rumor mill is a simple beast for you to grab with both hands and shake it for loose tidbits of information. You still have to figure out how you'll acquire the information, though. Especially if the source has a price. Any rumor you do acquire, though, will lead to something that will either benefit you or lead you to the next trouble spot.

That Oh So Familiar Whistle (100 CP):
An iconic feature of the Wild Arms games is the whistle that accompanies most of its music. You, dear Jumper, will become the perfect whistler. All the best tunes will be easily recognizable when you whistle them and flow just as well as the original version. Your catchy tunes may even land you a few admirers.

Wasteland Traveler (100 CP):
The wastes of Filgaia are harsh and only the toughest can survive. This will give you the knowledge to survive in the harsh wilderness and more endurance to travel various climates. You won't be immune, but you'll definitely deal with it better than a total newbie.

Watch Out for that Wall! (100 CP):
For some reason, people seem to have unlimited stamina here. They can just dash in a straight line like a madman without even being winded. You get this ability too! Your speed is still within the human normal (unless you've picked something up elsewhere) and you really can't turn on a dime, but you can certainly run as fast as an athlete over cross-country distances.

Tier II:

Arcana Casting (200 CP):
Arcana is essentially Filgaia's form of magic. Through the usage of Guardian Mediums, you can draw out abilities dependent upon the Guardian Spirit's elemental preference. Casting Arcane depends on the same energy you use for Force Techniques. The higher this energy, the more powerful the Arcana that may be cast. Casting arcana does not reduce this energy, only Force Techniques do that. Of course, you require a Medium in order to use these abilities in the long run.

ARMS Synchronization (200 CP):
The wielder of an ARMS must synchronize their spirit with the weapon in order for it to work. You can do this automatically, but this will improve that synchronization. With this, your ARMS will perform beyond its basic specifications. With time, it may even become a weapon capable of dealing with Demons, but it will take many trials and tribulations with that weapon in order to reach that level.

Force Technique (200 CP):
Everyone has a little something they specialize in. The main characters each have their own Techniques that aid them in their journey. Virginia is known for getting the most out of her medicines with the Mystic ability, spreading their effects to all her allies. Jet can speed up his body to attack faster than his foes with Accelerator. Cline is an expert marksman with his Lock On ability. Meanwhile, Gallows can use Arcana from his Guardians better than others by Extending their effect onto multiple targets. You can choose to make your own Force Technique. It just needs to encompass a single ability that gives you or your attacks some extra utility.

Plant Whisperer (200 CP):
Maybe the little girl was just pretending to hear the flowers of her garden cry in fear, or maybe she could actually hear them. Considering Demons exist on Filgaia, it could be either/or. You can hear plants and can help them grow, even in the most inhospitable of areas. Why would you want this ability? Maybe it is to learn where a nice source of water is in an area? Or maybe you're looking for a source of unnatural corruption nearby? Maybe they're just really delightful conversationalists? Or maybe you just want to be a farmer. It's all up to you how you use this ability.

The Upper Hand in Debate (200 CP):
Whenever you get into an argument with someone, they just absolutely hate you. Why would they? Because you have the upper hand in any sort of argument or debate. Whether it's based on logic or emotion or some other strange concept, you can convince the other party to your viewpoint, outright destroy them in an argument, or even convince everyone around your opponent to your viewpoint (which will then cause those individuals to side with you over them). Of course, this only works if they're willing to even listen to you in the first place.

Vitality (200 CP):
You seem to have gotten wrecked in that last fight, Drifter. Don't worry though, you have Vitality on your side. This pool of life force will help you regenerate from your battle wounds in a few seconds. Of course, it won't help you with missing limbs and it's a finite resource. Once it's drained, you cannot receive any more regeneration. Starting out, you'd have the capability of healing minor wounds in seconds, but it can be increased to the point of restoring your body from severe wounds in time. This pool of life force will be restored with a good night's rest.

Tier III:

ARMS Smith (400 CP):
It's one thing to wield an ARMS. It's another to make one. With this, you gain the knowledge and ability to create and modify ARMS. In order to create ARMS, you will need dragon fossils and other materials, but modifying ARMS is easy enough for you. Just a few tools and some elbow grease is all you'll need.

Gatling Force Technique (400 CP):
There are two types of Force Techniques among Drifters. Each one has an individual Technique they specialize in and then there's good ol' Gatling. What is Gatling, you may ask? Gatling is a super-charged assault that can be quite potent. Some 'Boss Monsters' get wrecked with this technique. It's a shame that this technique will empty the entire Magazine of an ARM in one go, though. You'll need to rearm and cooldown before you can use it again.

Guardian Summoning (400 CP):
The Baskar worship the Guardians, spirits who protect Filgaia and maintain nature. You may not be a Baskar, but you certainly can summon them. Unlike Virginia and the others, you do not need an Arc Sceptre to accomplish this. You have the natural ability to summon Guardians, so long as you have a Medium to do so. You'll only be able to summon the Guardian once per fight at the start, but that amount will increase over time.

My Dreams Are My Own (400 CP):
With beings like Beatrice, the Dream Demon, running amuck and manipulating high-profile people through their dreams, you'd be right to worry about your own mental safety. Well, now you're immune to the effects of people manipulating you in your sleep. Some powerful creatures may still enter your dreams, but they'll soon forget whatever they see. They also find themselves unable to control your dreams, too.

Unyielding Will (400 CP):
It is said the willpower is ephemeral and all Drifter's will run out eventually. When this happens, they cease to travel and succumb to their weariness. This won't happen to you, Drifter. Your will is the stuff of legends. You can shrug off fatigue and emotional stress to continue along your journey. If you have specific goals, nothing in your way will deter you from them unless you decide on it. Your body may eventually fail if you exceed your limits too much. But until then, keep soaring on those wings.

You Have *What* Under that Skirt!? (400 CP):
How does she do it? How can Maya Schröedinger hide a Gatling gun under her skirts!? It's crazy, but she can and she will never say how. Well, now you can do that same and not just with a skirt, either. Your pockets now have a rather unnatural capacity to hold objects larger than should actually fit in them. And if you don't want to use your pockets, this ability can extend to any article of clothing you wear. Pull a shotgun out of your shirt sleeve. Draw a claymore from your hat! Yes, you may even unload a missile launcher from under your hoop skirt, if you so desire.

Tier IV:

A Little Skill Goes a Long Way (600 CP):
Personal Skills are hand little abilities that can be drawn from a couple of sources: Guardian Mediums and Gear. Once equipped, you will start to slowly learn and assimilate the personal skill until it reaches its full potential. Normally, that personal skill is locked to the Medium / Gear in question, meaning removing it would remove the skill. Instead, with this perk, any personal skill you equip will become a part of you.

Demon's Body (600 CP):
You don't need a Dark Spear to evolve beyond that of a human. You have already made it. Now you have the body of a life-form that has developed further, a demon. A little spoiler for you, Jumper, demons are cybernetic humans from their homeworld. Yep, you're a cyborg with nanomachines in your body. That body possesses strength greater than any human's and powers that rival that of the Guardian Spirit's chosen summoners. You also gain the ability to cast spell-like abilities without the usage of a Guardian Medium. This would normally run on a toxic energy source known as Panakeria Energy, which the planet Filgaia hates with a passion. Unlike the other Demons though, your power is not reliant upon the Panakeria Energy. Panakeria Energy is normally the source of a demon's power and their primary life support. In some cases, it's safe to say you have grown further beyond that of a normal demon since your body doesn't require it and, if you gather any, can metabolize it completely without the nasty side-effects. A side effect of having a demonic body is that you stop aging normally. While you will age, it is at a decreased rate, leaving you rather long-lived. The Prophets would certainly call you a 'God' — or maybe an abomination. It could go either way.

Human 'Template' (600 CP):
You have gained the ultimate copy-cat ability, Jumper. Much like Maya Schröedinger, you can assume the characteristics of any character you read about. How deep does this go? You can literally adopt a character's personality and skills. Whether it be a suave womanizer, a bold mercenary, an adorable magical girl, or any of the sort. However, this only works if the character in question is suitably humanoid (no animals or such). It also does not give you abilities that could be considered 'god-like', so no planet destroying powers. In fact, any abilities/equipment could be considered a psychic manifestation. In essence, you create the ultimate form of illusions that can interact with the real world.

Crimson Noble (600 CP):
What's this!? These are supposed to be here! The only mention of Crimson Nobles in this timeline is from a storybook! Crimson Nobles are what would be known as vampires in any other world. Unlike other Crimson Nobles, though, the sun won't harm you if you take this perk. You gain near-immortality as agelessness. Death is still possible in other ways: combat, disease, etc. The major ability you gain beyond agelessness and a desire to sup upon blood is the ability to gain spell-like abilities from enemies you encounter. All you need to do is witness an encountered monster's special attacks and you will gain the ability to wield it like a spell. To top it all off, you gain an affinity for ancient technologies. Maybe you were alive to witness them in use, or maybe you learned from one of your ancestors. You won't be pumping out or repairing Clarketech, but you'll be able to understand the most advanced technology in a setting after a few years of study.

Equipment and Gear

You may pick two Tier One items for free. In Tiers Two and Three, you may pick two items that will be discounted by fifty percent. For Tier Four, only one item is discounted.

Tier I:

A Horsie (100 CP):
Keep track of that little whistle, Drifter. That's what you can use to call your very own horse. Overall, it's just a horse. Though we have made it immortal and untiring, so there is that. This horse also can leap over gorges that your human legs cannot handle (well, unless you've gotten a buff from somewhere else), As a special bonus, this horse is incapable of leaving a "mess" and you will be provided with unlimited feed in your warehouse.

ARMS (100 CP):
A powerful weapon made from dragon fossils and other materials, an ARMS (Artifacts from Ruins: Memories) can take any shape from the ubiquitous pistol to the exotic Bayonet. Wielders must synchronize their spirit with an ARMS in order to get the most out of their weapon. You may choose what form your ARMS will take. It comes with an ammunition bag that will regenerate used munitions each day. If either your ARMS or ammunition bag are lost, stolen, or destroyed, they will reappear in your warehouse the next day without a scratch on them.

Tools of the Trade (100 CP):
A Drifter needs tools in order to pass through ancient ruins unscathed. With this, you will gain three tools that each perform a simple and specific task. This can be anything from a simple boomerang or bomb to complex tools that perform a simple task, like the mystical steady doll that flies over chasms to collect loot. If your tool seems to be a one-use item, don't worry. It will return to you right after use. If any tool gets damaged or destroyed, it will reappear in your warehouse the next day.

Train Pass (100 CP):
Other than horses and your own two feet, the most common mode of transportation on Filgaia is the Steam Locomotive, aka the Train. Tickets can be pretty pricey, especially when you can't move to regions without taking a train or a sandcraft. Luckily, we have something for you to change that. This pass is a lifetime of free train rides. That'll be quite handy in future jumps too. If you lose your pass, you will find it in your pocket the following day.

World Screen (100 CP):
This device is simply a digital map. Very simple, yes? Normally, you would start out with a basic outline of the world's continents and oceans. However, your World Screen is already filled out with the location of towns and cities. It will not show any special or hidden locations until you find them. We can't make it too easy for you. In future jumps, it will perform the same operation for those settings as well. If it were to ever get lost, stolen, or broken, it will return to your warehouse the next day good as new.

Tier II:

A Duplicator (200 CP):
A strange magical key that is a rare commodity in the world of Filgaia. It can unlock items that have been sealed through some unknown, mystical means. The item could be anything: a door, a chest, even a book. Normally, a duplicator is used up when it unseals something. Your version remains with you, though it requires a day to cooldown after use. Outside of Filgaia, it becomes a key that will unlock any sealed item: whether the seal is magical or technological.

ARMS Smith Tools and Material (200 CP / Free with ARMS Smith):
With this, you gain a tool kit with all the tools you need to maintain or build ARMs. You also get a monthly delivery of materials needed to build and maintain ARMs to your warehouse. These materials are usually mundane items such as wood, steel, and plastics. However, you will get a single Dragon Fossil mixed into the delivery, a rare commodity used in ARMs and Sandcraft construction. The deliveries will stack five times before they stop and will only resume after you use half of your stocked supplies.

Exodus Orb (200 CP):
A strange device, yet a handy one. It's a simple orb with a simple magic ability. Using this will warp you and your companions to the entrance of a dungeon/ruin. It's quite handy when you find yourself lost in an unknown labyrinth. It doesn't really work in towns, cities, or open plains, though.

Search System (200 CP):
This handy tool is great when you're wandering the wastelands. It sends out a signal in all directions for several kilometers to pick up towns, ruins, or even random items left out in the wastes. It's not full proof though, since it can't pick up aerial objects or anything underground. But anything else is right up its alley. If it were to ever get lost, stolen, or broken, it will return to your warehouse the next day good as new.

Starter Guardian Medium (200 CP / Free with Arcana Casting):
A stone tablet that holds the consciousness of a Guardian Spirit of Filgaia, this tablet can hold the consciousness of anyone of the four main Guardian Spirits: Schturdark of Water and Ice, Moor Gault of Fire, Grudiev of Earth, and Fengalon of Wind and Lightning. Just be sure to have an explanation for how you have a copy of one of these Spirits if you find yourself in the presence of the Main Cast.

Tier III:

Advanced Guardian Mediums (400 CP):
Much like Starter Guardian Mediums, this one allows you to get one of the following Guardian Spirits as a medium: Celesdue of Darkness, Stare Roe of Light, Dan Dairam of Time, and Chapapanga of Luck.

Berry Bush (400 CP):
We could just give you a bunch of berries in a bag that can heal your wounds, but where would the fun be in that? Instead, we're giving you a very hardy berry bush. You don't need to water it or anything and it will bear fruit periodically for you to consume. It will produce four Heal Berries per week, two Potion Berries per month, and one Mega Berry every two months. Each has varying degrees of healing potential with Heal Berries dealing with minor wounds, Potion Berries aiding in heavier wounds, and Mega Berries dealing with some serious injuries. None of these berries will regenerate lost limbs or deal with any status ailments, though.

Dark Spear (400 CP):
A relic of the legendary war between demons and all life on Filgaia that supposedly started the world's descent into becoming a wasteland, the Dark Spear is a demonic weapon that can rent armor and flesh with ease. Beyond this, the Dark Spear can absorb and store life force. Usually, this weapon will transform its wielder into a demon by rotting the original body and replacing it with a demonic one. This is all to awaken its original wielder, Siegfried. However, you don't have to worry about that. This Dark Spear is yours without his influence. It will only transform your body into a demon if you wish it to. Instead, you may use the stored life force to develop the Dark Spear into Siegfried's signature weapon: the Glumzamber. In this form, the weapon grants you the ability to cast Proton Beam, a single target non-elemental attack, Impulse, a non-elemental area of effect attack, and Negative Rainbow, another area of effect non-elemental attack that seems to invert colors when active. You may also temporarily fuse with a sufficiently powerful beast like a wyvern to boost your destructive capabilities.

Holy Root (400 CP):
There are a lot of pesky status effects to be found on Filgaia and many of them are downright detrimental. Like Amnesia, a status effect that keeps one from getting stronger. Then again, losing one's memory kind of puts a damper on things, but this status is more like the temporary amnesia and not the really scary amnesia. Each status effect also has a unique item that can either render one immune to it or cure it, such as a Memo Pen and Toy Hammer for the above example. But there is one item that can cure everything but death: the Holy Root. It's literally a root you have to chew, but I hear they make a wicked tea out of the stuff. You get one, but it will be resupplied in your warehouse the following day.

Prototype Sandcraft (400 CP):
A prototype Sandcraft designed by Emilia of Jolly Roger, this prototype was created using several dragon fossils. Essentially a tank that can move across sands as deep and cast as oceans, this prototype can not only move forward and backward, but also strafe from side to side as well. It comes equipped with a cannon and a harpoon, which is normally used on the enormous creatures that roam the seas of sand. Normally, such a specialized craft would be useless in any environment other than a desert. Your Prototype is different though as it can be used as an ocean-going vessel and as a land crawler too.

Tier IV:

Flying Fortress ‘Deus ex Jumper’ (600 CP):
A large flying fortress of advanced technology, the Deus ex machina, was originally designed to deploy nanomachines to terraform Filgaia into a Demon Planet. This version could do the same, but that would be up to you. Appearance wise, this is literally a fortress: a castle-like structure on a rock with an underground portion with boosters and some form of anti-gravity field. With this flying fortress, you can terraform a planet into whatever you wish over the next ten years. For terraforming small areas, the time frame is much shorter. The Fortress may reach altitudes higher than the tallest of mountains. The Fortress also comes equipped with a stealth field generator that warps light to make it nearly invisible to the naked eye. Nearly is the right word, since anyone perceptive enough could see the distortion of light the field makes. The Fortress also houses a space where Dragons, a sapient battle mech/vehicle, may be stored and grown. You can only grow three at a time, though.

Gimel Coin (600 CP):
This little coin is rather special, Drifter. In the game, this thing allowed one to save anywhere and continue mid-boss battle if the party were to wipe. However, for you, it’s your super-special One-Up. If you were to get into a situation where you will die, you may either spend it preemptively or let it automatically be spent. This will allow you to get right back up and either continue the fight or run away to fight another day. You only get one, though, but you will find another one in your warehouse before your next jump.

Guardian Lord Mediums (600 CP):
The most powerful Guardians in Filgaia, the Guardian Lords, empower their wielders to greater heights in the name of saving the planet. You have gained the attention of one of these four. You may pick one of the following Guardians: Justine of Courage, Raftina of Love, Zephyr of Hope, or Luceid of Desire. Normally, you must defeat them in battle in order to wield them, but I believe we can skip that part for you, Jumper.

Yggdrasil Tower (600 CP):
Year ago, several scientists gathered to research a method to restore Filgaia to its full splendor. This ended up being an enormous tower that would use the energy of Filgaia to spread greenery and life throughout the world. Instead, it would speed up the planet's ruin in order to make an island oasis. Somehow, you’d gained this tower and all the knowledge/research it took to create it. This includes the ancient knowledge of demons and the technology of ancient humanity that brought them to Filgaia. Don’t fret, Jumper. This version won’t drain a planet dry to make one little island better. This will actually do what its original designers meant for it to do. While you can attach this to your warehouse, its true power is in planting/importing it into a world to terraform it in any manner you desire. It takes some time to set up, though. You’d need to wait a good five years for it to build up the energy necessary for the terraforming and it will take another five for the terraforming to be completed. Still, it’s faster than other methods.

Companions

Drifter Team (100/200 CP):
While some Drifters may travel alone, many will gather to form teams. Teams of three to four are rather commonplace here. For 100 CP, you may create a Team of Drifters with three to four members. They may be old friends that you import into the setting or brand new ones. Each Drifter gains 600 CP to spend on perks and gear.

Already have eight companions? You can spend 200 CP to have a posse to roam around with. Same rules as above apply.

Wanted: Companions (100 CP):
There are quite a few individuals of note traveling the wastes of Filgaia. Maybe you've already befriended a few. Here, you might as well ask if they can tag along. This will give you the chance to meet and get to know two canon characters in the setting. It will be up to you to convince them to join. You will receive 600 CP to spend on giving them perks and items. Super powerful beings such as Beatrice or Siegfried are not available with this option.

A Feline Experiment (50 CP):
A play on Schröedinger's Cat. This feline is quite similar to a certain anthropomorphic cat that runs with Maya's team. Whether it's a male or a female is up to you, but they come with a few interesting abilities, such as flight and an elemental attack of your choice. They are weak in their opposite element, however.

The Last Dragon on Filgaia (300 CP):
Most dragons are extinct on Filgaia. Their remains are the primary component in many forms of technology, from ARMS to Sandcraft. There is only one dragon left in the world of Filgaia: Lombardia. She is the last of her kind. In the original timeline, the main cast must defeat her in order to gain her aid as the aerial transport and combat mount. You may need to fight her as well to gain her aid, but purchasing this gives you a better chance of recruiting her. She is quite a behemoth at approximately ten meters in height and can transform into a jet-like flight mode. Lombardia also comes with several *buffing abilities,* such as Cerebral Matter for Evasion/Speed, Epidermal Shell for Physical/Magic Defense, and Mighty Might to increase attack power. She also has a self-regeneration ability she can toggle on and off when needed. Beyond her claws that she can use for melee attacks, Lombardia can launch volleys of missile-like projectiles and the Draconic Gun Blaser, her Ultimate Attack. It's essentially a giant laser fired from her mouth in Dragon Form.



From left to right: Cline, Jet, Virginia, and Gallows. The Main Characters of Wild Arms 3.

Complications

You may pick as many complications as you are willing to take. Just be warned that taking too many would make surviving this land practically impossible.

HobGob Speech (100 CP):
Gob-Gob! You strongest in wasteland! Everyone is a loser but you! 'Might is right'! You always right, so you am cool! Gob-Gob!

Whether you are a demi-human or just have the speech of one, you are incapable of speaking in a normal tone. Some might not take you seriously or think you are stupid because of this, but this doesn't affect your intellect at all — just your speech patterns.

Weirdo (100 CP):
There's just something about you that makes you an instant annoyance to others. Maybe it's your pseudo-womanizing ways or your smarmy tone. Or maybe you're acting like a medieval knight in a western. Either way, many will find you obnoxious and unlikable. And if you have no traits that could be considered that, someone will just find your lack of personality annoying.

Greed (100 CP):
Money makes the world go round, and you have quite the obsession with it. It seems like you will always think of how to get more of it, no matter the situation. The world could be in danger of being destroyed and all you would think about would be the next big payout. It can get quite annoying to others, but you are pretty much right. Why is this a complication? Because you will have a hard time keeping those funds. Something will always come up that requires you to spend it, eventually. Be prepared to only have a few thousand gella on you at any given time.

Amnesia (200 CP):
Well, you seem to be missing a few things. Namely, you do not know who you are or where you came from. All you know is that you have some strange abilities and how to use them. You do not know you have a warehouse or that you are in the setting of a niche video game. I guess we'll just have to see how you do.

Freed Experiment (200 CP):
Well, it seems your form is not one of your choosing. You've been inserted as an anthropomorphic being that was once a part of some dreaded experiment. While the type of animal *is* your choice, you will be a two-foot tall non-human being for the rest of your time on Filgaia. You may even have a deep desire to follow the one who freed you. Don't worry though, they won't be a complete villain. They may be a weirdo, though…

Rival/Nemesis Group (200/400 CP):
Not everyone is going to be your friend, especially as a Drifter. For 200 CP, you will have a rival Drifter or a Rival Drifter Group either dogging your heels or are just one step ahead of you. They will be annoyingly antagonistic, but not truly hostile. For 400 CP, you will gain a Nemesis or a group of them trying really hard to either cripple or kill you.

Wanted: Dead or Alive (400 CP):
Well, you've apparently angered somebody, Drifter. You now have a bounty on your head, and it's just high enough to get every bounty hunter interested in you. Maybe you'll convince some not to partake in it, but it won't stop everyone. You'll meet the occasional bounty hunter in your travels and they will always attempt to capture or kill you for it.

Panakeria Energy (600 CP):
This is awful. You seem to have become reliant upon Panakeria Energy like the demons of yore. Panakeria energy is considered the source of a demon's power and their very life support on a planet trying to eradicate them. Filgaia now sees you as a foreign entity to be annihilated. You must gain a method of cleansing your circulatory system often or you will suffer from the side effects of Panakeria energy. The body can not metabolize properly Panakeria energy and will eventually start forming into a highly toxic substance in the bloodstream. Without periodic cleansing of the circulatory system, you will die a slow and painful death. Yet, you also need Panakeria Energy to power your out of jump abilities and to live. You're in for a rough time, but the Prophets might help you out with their circulatory cleanser — unless you've pissed them off.

Remote Bomb Implant (600 CP):
Someone out there has fitted you with a remote bomb implant, it would seem. The Prophets, a group of demons out to 'evolve' Filgaia into a demonic planet, would be the only ones that have the technology to do this. I'm afraid you might be under their sway, since all it takes is a single spell cast to activate it. You will work for the Prophets for either the rest of the jump or until someone can remove it from your body. That might sound easy, but it isn't. Your implant is special as it will regrow after a week of its removal. Only the defeat of the Prophets could stem this regrowth from occurring, but they seem to be a lot stronger than they were in canon. You'll need some good allies and an even better surgeon to stay ahead of them. Then, even if you willingly submit to the Prophets, they will probably treat you like a catspaw or cannon fodder to be used.



Your journey across Filgaia is over, Drifter. Whether or not you have found your destination, your decade is done. You have one more choice to make, though.

Heading on Home

Your will is spent, and your desire to drift has faded. It's time to tuck those wings in and head on home with your spoils.

Stay

You've found a place in the Wastes of Filgaia and desire to see more of it. So come put up your feet and stay a while.

Continue

Your will is strong, and new horizons await you, Drifter. So spread those wings and soar…



Notes of Wild Arms Status Effects:

The following are status effects found in the Wild Arms series:

- *Amnesia* - This effect makes the victim unable to learn or gain experience from any training or combat.
- *Bomb* - This effect turns the victim into a bomb that explodes with a force equal to their health at the moment. The healthier the target, the bigger the explosion.
- *Bronze* - This is a slow petrification of an individual. During this petrification, their ability to move is dampened dramatically.
- *Confusion* - This effect makes the victim confused (duh) and they will attack any target near them at random.
- *Disease* - This effect stops all healing from being used on the victim.
- *Fallen* - This is an unconscious state. We normally mentioned it when dealing with instant death/KO abilities.
- *Glass* - The victim is instantly transformed into glass for a few seconds. They cannot move or do anything. If an enemy physically strikes them, they are instantly knocked out. Victims are immune to magical attacks during this period of time, though.
- *Misery* - This effect makes a victim unable to use any of their special abilities or spells for a short period of time. Physical attacks are still possible.
- *Paralysis* - For a few seconds, this effect will paralyze a victim.
- *Poison* - A slow and insidious effect that saps a victim of their health and strength.
- *Sleep* - Just as it says on the tin, the victim is put to sleep with this effect.

Notes on Mediums:

Each Medium has its own set of four spells, each revolving around that medium's chosen element/concept. Each spell on the list requires more power/energy to cast the lower it is on the list. In essence, the first spell of a Guardian's list requires little to no power, while the fourth spell requires all of their charged power. They also can confer *personal skills*. Personal Skills may be trained and developed overtime. Wards against elements and status effects start off at a 25 percent chance to resist and may be trained to completely nullify certain elemental attacks and status effects. For more information on personal skills and their sources, you can go to this website (http://shrines.rpgclassics.com/ps2/wa3/skills.shtml).

<u>Starter Mediums:</u>

- Schturdark - A large black turtle with a spikey shell.
    - Summon Ability
        - Assault Tide - Sends a tidal wave at all opponents.
    - Spells
        - Pressure - A water spell that encases a target in water.
        - Refrigerate - An ice spell that encases a target in ice.
        - Heal - A spell used to revitalize the body and heal wounds.
        - Analyze - A spell used to scan a target and give the caster an in-depth summary of their capabilities.
    - Personal Skills
        - Water Ward
        - Ice Ward
        - ATT Blocker - Heightens a user's perception and defense so they can *set up* and nullify a physical attack.

- Moor Gault - A fiery red dragon.
    - Summon Ability
        - Vapor Blast - Superheats the area and unleashes a wave of fire upon the enemies.
    - Spells
        - Cremate - A fire spell that burns at the target.
        - Devastate - A non-elemental spell that creates explosions on top of a target.
        - Fragile - A status spell that weakens a target's ability to endure physical assault.
        - Revive - A spell used to revive an unconscious ally. It does not revive the deceased.
    - Personal Skills
        - Fire Ward
        - Poison Ward
        - Critical Hit - Improves the accuracy of firearms when aiming for weak points
- Grudiev - A large Godzilla-style dragon
    - Summon Ability
        - Planet Breaker - Does not actually break the planet. It sets off a localized earthquake that will shatter the terrain, harming any enemy in the area.
    - Spells
        - Petrify - An earth spell that encases a target temporarily in stone.
        - Shield - Forms a magical barrier around the user or ally to protect against physical attacks.
        - Protect - Forms a magical barrier around the user or ally to protect against magical attacks.
        - Decelerate - A status spell that slows a target down.
    - Personal Skills
        - Earth Ward
        - Disease Ward
        - Defender - An ability that allows the user to place themself in front of an ally to protect them from an attack. It increases the user's ability to take damage without injury. Dependent upon the user’s reflexes and perception to catch an attack.
- Fengalon - A white tiger.
    - Summon Ability
        - Hi-Speed Ripper - Fenaglon rushes into the area and swipes at the enemies with his claws, creating multiple tornadoes around the foes.
    - Spells
        - Vortex - A wind spell that surrounds a target in a small tornado.
        - Inspire - A lightning spell that strikes a target with multiple bolts of electricity.
        - Turbulence - A status spell that increases a target's ability to evade attacks.
        - Quicken - A status spell that increases a target’s overall speed.
    - Personal Skills
        - Wind Ward
        - Lightning Ward
        - Counterattack - Improves a user’s ability to spot moments where counter attacks can be made without retaliation.

Advanced Mediums:

- Celesdue - A silver-haired goddess in golden robes with floating pink sashes.
    - Summon Ability
        - Merciless Queen - A magical effigy of the moon forms on the ceiling and Celesdue inverts gravity for a target. This target is forced to *fall upward* until they impact upon the effigy at terminal velocity.
    - Spells
        - Feeble Mind - A status spell that weakens the mind of a target and makes them weaker to magic spells.
        - Sleep - A status spell that puts a target to sleep.
        - Eraser - A spell that erases all positive status effects on a target.
        - Grav - A spell that uses the force of gravity to crush a target.
    - Personal Skills
        - Sleep Ward
        - Dark Ward
        - FP Save - Reduces energy/power used for special abilities/spells/attacks.
- Stare Roe - An armored and jeweled beetle with spear-like horns.
    - Summon Ability
        - Augoeides - An effigy of the sun appears above the battlefield with Stare Roe floating in front of it. As an eclipse occurs over the effigy, Stare Roe charges an attack that unleashes a barrage of light beams as soon as a full eclipse occurs.
    - Spells
        - Spectre - The spell summons motes of light to attack its target.
        - Clearance - Cures all negative status effects except for Bomb and Fallen.
        - Reflect - Places a barrier around a target that reflects spells back onto the caster.
        - Valiant - A status spell that increases the amount of physical damage a target may do based upon how injured they are.
    - Personal Skills
        - Light Ward
        - SOS Invisible - When the user is heavily injured, they will temporarily turn invisible until healed.
        - Initiative - Temporarily heightens a user's speed and reflexes to possibly get the first attack on a target.

- Dan Dairam - An anthropomorphic cat dressed like a distinguished gentleman.
    - Summon Ability
        - System Chronos - The entire battlefield is summoned into a giant hourglass that freezes time for enemies and allies alike. The caster then has a few seconds (relative) to perform as many attacks as possible before the summoning ends.
    - Spells
        - Banish - This spell attempts to instantly extinguish a target's life force, killing them. This does not work on opponents that are undead or immune to instant death/KO attacks.
        - Replay - This spell causes the target to use their last action again with no cost to themself.
        - Escape - This attempts to teleport the user and their allies away from combat. It has a low chance of success, though.
        - Reset - Using the power of time, this spell resets the battle to its beginning.
    - Personal Skills
        - Fallen Ward - Prevents a user from succumbing to *instant death/KO* attacks.
        - SOS Guard - When the user is heavily injured, their ability to resist physical damage increases temporarily.
        - Eagle Eye - Gives the user increased perception to avoid being ambushed while active.
- Chapapanga - A short, cartoonish man dressed like a hero. A shadow constantly hides his face.
    - Summon Ability
        - Lucky Shot - Chapapanga flies into battle and unleashes a barrage of energy bullets that don't deal a lot of damage, but increases the chance that the enemy will *drop* something valuable upon their demise.
    - Spells
        - Hox Pox - This spell temporarily increases the luck of the target.
        - Pickpocket - This spell allows the caster to steal one item of value from their target, but the success depends on the caster's luck.
        - Randomizer - This spell casts a random spell for no energy cost.
        - Familiar - This is an elemental damaging spell, but the element used is randomized. If the target would normally absorb the element of the attack, it instead damages them.
    - Personal Skills
        - EXP Boost - Increase gains from training and experience gained from combat while active.
        - Lucky Boost - Improves a user's luck while active.
        - Gella Boost - Improves a user's ability to make and gain money while active.

Guardian Lord Mediums:

- Justine - A large knight in golden armor and a horned, lion-shaped helmet.
    - Summon Ability
        - Justine Attack - Justine appears before leaping into the air to bring its great sword down upon a group of foes. If the blade hits, it instantly annihilates the enemies.
    - Spells
        - Magnarize - This is a non-elemental spell that damages a target based upon the amount of power/energy used by the caster.
        - Synchronizer - Synchronizes caster's status with the target. This basically means that if you sync with an enemy and a status ailment is on you. The target you synched with gets the ailment, too.
        - Distortion - A specialized barrier that nullifies all damage to a certain power. Once that threshold is exceeded, the damage strikes the user.
        - Hyper - Increases the attack power of the target by twice their normal capability.
    - Personal Skills
        - Focus - A skill that prevents the user from falling to the following statuses: Bronze, Confusion, Fallen, Glass, Paralysis, and/or Sleep
        - Regeneration - The user may slowly heal while charging up.
        - SOS Support - When heavily injured, the user gains a greater ability to support spells. The potency and accuracy of the following spells increases: Distortion, Hox Pox, Hyper, Permanence, Protect, Quicken, Reflect, Shield, Status Lock, Turbulence, Valiant.
- Raftina - A winged, angel-like goddess in pink armor that carries a sword.
    - Summon Ability
        - Sacred Blood - Raftina appears on the battlefield above the caster and their allies. With a wave of her sword, she heals them all before disappearing.
    - Spells
        - Weaken - This spell attempts to put an elemental weakness on target. You can choose which element from the elements that the caster can do elemental damage with. For example, if you cast Weaken and that character can cast Vortex and Inspire, you will put Wind or Thunder elemental weaknesses on target.
        - Copy Ability - Attempts to copy an enemy's skill set so that you may use its skills and Arcana, though it means you cannot use your own Arcana until you complete the battle or "delete" the enemy skill set. Doesn't work on all enemies.
        - Status Lock - Protects target from all negative statuses except for "fallen" (instant KO).
        - Requiem - Instantly kills the target if it is undead.
    - Personal Skills
        - Inoculation - A skill that prevents the user from falling to the following statuses: Amnesia, Disease, Misery, and/or Poison.
        - SOS FP Charge - When the user is heavily injured, they receive a boost of energy that they can use for special abilities.
        - Life Charge - A user may heal some of their wounds when they defend rather than attack.

- Zephyr - A golden dragon
    - Summon Ability
        - Phantasmic Heart - Zephyr appears on the battlefield and opens a port in its chest. Pulling its heart from the port, Zephyr slams its glowing form onto the battlefield to deal a non-elemental attack to all enemies.
    - Spells
        - Arc Impulse - Draws upon the power of the caster and their allies to strike a single target with a powerful non-elemental attack.
        - Attachment - Gives target an elemental attack property. Elements you can choose from are the one the caster of Attachment can cast. For example, if your Attachment caster has only Cremate, he will only be able to add Fire elemental attack.
        - Permanence - Most positive status boosts are temporary and only last a few minutes. This spell makes them last until combat ends.
        - Exploder - This spell transforms the target into a bomb. The explosion depends on the victim's health at that moment.
    - Personal Skills
        - SOS Critical - Increases a user's ability to perceive an opponent's weak points and target them while injured.
        - Lifebringer - Increase the amount of healing received from Vitality.
        - Force Charge - A user may charge up their powers while defending. The charged up power dissipated upon use.
- Luceid - A purple-furred wolf with reddish highlights
    - Summon Ability
        - Dark Destruction - A drop of darkness falls from the sky, allowing Luceid to enter the world. A dark void with many eyes and a single mouth swallows the target.
    - Spells
        - Dark Matter - This is a dark elemental spell that encases the victim in a miasma of darkness.
        - Life Drain - A spell that drains the life force of a target and draws it into the caster to heal their wounds.
        - Dark Luceid - A strange spell using the dark element that increases its power dependent upon the number of elemental resistances a target has.
        - Curse - A wicked spell that reduces a victim's resistances to status effects, making it easier for them to be affected.
    - Personal Skills
        - FP Plus - Increases the amount of power received when charging up.
        - Weakness - Incrementally increases the amount of damage done to an enemy if it has a weakness and you hit it with its weak point element.
        - Restoration - The following statuses are erased when the user reaches full power from a building charge: Amnesia, Bronze, Confusion, Disease, Misery, Paralysis, Poison and/or Sleep.

Change Log

- Version 1.1 - 2022/4/12
    - Corrected the Background description on rolling for age. It may now be freely chosen.