

Version 2.0

Fifty years ago the continent of Zemuria was shaken to its roots by the discovery of Orbal energy, a source of easily-accessible magical power that reshaped the face of the world. Orbal energy sparked the Orbal Revolution, a period in which scientific advancement using this new energy source accelerated at blistering speeds, and what had once been a collection of medieval fantasy kingdoms found themselves launched into the modern age by the invention of marvels like trains, airships, guns and radio.

But along with these inventions have come social, political, and economic upheaval. The age-old social structures of feudalism and monarchy are being undermined by new ideas, and the dukes and kings of yesteryear are scrambling to keep up as commoners find new ways to attain power and influence far beyond the limitations of the old social classes. It's an amazing time to be alive in Zemuria, but for many people it's also a terrifying and uncertain one.

Now the year is 1204 AR, two years after the events of *The Legend of Heroes: Trails in the Sky*. In the heart of the mighty empire of Erebonia a new class of students is beginning their first year at the prestigious Thors Military Academy, unaware that elsewhere in the empire the wheels of destiny have begun to turn. Erebonia is hurtling towards civil war as tensions between the aristocracy and the commoner-led Reformist faction begin to reach a breaking point, and all the while even more sinister plots begin to unfold behind the scenes.

But that's all still a few months away. For now, you've got time to prepare for the worst, try to prevent it, or just sit back and enjoy the ride. Whatever you're planning, take this **+1000 CP** to get yourself started. You'll be starting this jump on the first day of Thors's spring semester and staying here for ten years.

Location

Roll 1d8 or pay 50 CP to choose your starting location. If you plan to choose the Student or Teacher origins you'll start in Trista by default.

1. Trista - A small but lively campus town just outside the capital, Trista sprang up around Thors Military Academy and its various shops and cafes cater to the needs of the students, who live in one of three dormitories scattered around town. It's also home to a small radio station, Radio Trista, where famous opera singer Vita Clotilde moonlights as the star of a popular radio show.

2. Celdic - A rural market town situated about an hour's train ride to the east of Trista, Celdic is populated mostly by farmers but thanks to its location on top of a convergence of trade routes it's also home to the Grand Bazaar, one of the biggest shopping venues in Erebonia. Tourists may wish to visit Lunaria Nature Park, a beautiful forest preserve a short distance north of town.

3. Bareahard - A wealthy city directly to the south of Celdic and ruled over by the Albarea family, Bareahard is one of the strongholds of Erebonia's noble faction. While best known among commoners for its artists and craftsmen, it's also a place of shady backroom deals and political intrigue. Take care whose toes you step on if you set foot in this city.

4. Nord Highlands - Not technically a part of the empire, the highlands lie far to the northeast of Erebonia and are home to tribes of nomads who have been friends of Erebonia since the days of Emperor Dreichels. The military maintains an outpost at Zender Gate to the southwest, keeping watch on activity in the Calvard Republic far to the east.

5. Heimdallr - Capital of the empire and home to the royal family, Heimdallr sits roughly in the middle of Erebonia and is a keystone of the nation's commerce and culture. Called the Vermilion Capital for the color of its architecture, it's the largest city in Western Zemuria. In addition to the Imperial Family, the Railway Military Police make their headquarters here.

6. Legram - A sleepy province south of Bareahard and not far from the border with Liberl, Legram sits on the shores of Lake Ebel in the shadow of Castle Lohengrin. The castle is commonly said to be haunted and the countryside is often coated in a thick fog, giving the entire province a mysterious and magical atmosphere. The people here are descended from an order of knights known as the Eisenritter and a local school headed by Viscount Arseid, the Radiant Blademaster, teaches the way of the sword to any with the willingness to learn.

7. Roer - The industrial heart of Erebonia. Roer lies to the northeast, between Heimdallr and Zender Gate, and a nearby complex of iron mines forms the backbone of Erebonia's industrial power. A modern metropolis fueled by several immense orbal power generators, this city is home to the headquarters of the Reinford Company and the Roer Institute of Technology, and the entire city sits on the bleeding edge of the Orbal Revolution.

8. Free choice

Age & Gender

Thors students must be between ages 15 and 18. Anyone else can choose any age between 15 and 30. Your gender is up to you.

Origin

Choose one of the following options:

Drop-In

You're not from around here, are you? Foreigners don't gain any new skill sets from their backgrounds but they do bring strange values and powers of their own to Erebonia, and with a little effort you can carve out a place for yourself here.

Student

You're a student attending classes at Thors Military Academy. You're young and untested but you have a lot of potential waiting to be tapped. Much of your strength lies in your bonds with your peers, and it might be wise to spend some time making friends before things get too serious. You can choose whether to be a part of Class VII or be part of another class or year.

Teacher

You're one of the professors at Thors Military Academy and are charged with guiding the next generation. You have the skills and knowledge befitting one entrusted with so much responsibility but you've also got a few tricks hidden up your sleeves...

Conspirator

You have a grudge against someone or something in Erebonia, be it the class system or a particular person in power or something else entirely. Luckily for you you're not alone, there's a vast conspiracy of people just like you, all of them plotting to plunge Erebonia into civil war for one reason or another.

Awakener

You've proven yourself worthy to wield the power of one of Erebonia's giant mechanical guardians, the Divine Knights. You possess a power that can alter the course of the war to come, but that same power will ensure that you get dragged into the fighting whether you like it or not.

Discount Rules

100 CP perks and items associated with your origin are free for that origin. Everything else associated with your origin gets a 50% discount. AP follows all the same rules as CP except that you can only gain it from the Awakener scenario and certain drawbacks.

Perks
General

The Glint of Cold Steel (Free/100/300 CP)
Erebonia might be modernizing but it's not peaceful by any means, and the skill to wield a weapon is still required in many places. This perk covers your overall combat skill relative to other characters in the setting. First, choose a melee, ranged, or magical weapon (such as an orbal staff) and a fighting style to go with it. You gain a basic copy of this weapon, of good but not amazing quality, as well as the skill to use and repair it. Jumpers who choose to specialize in magical weapons can choose a particular type of orbal arts to specialize in as their combat style, such as healing or fire magic.

For 100 CP your skill with this weapon is equivalent to the members of Class VII on their first day of classes, IE good enough to use reliably in a real fight without flinching or hesitating but nowhere near the level of a master of your style. You have the basic strength, speed, and stamina boosts necessary to function as the protagonist of a JRPG and can accomplish feats similar to the Craft skills used by various characters at a level appropriate to your skill level. With time and experience you can also learn to wield S-Crafts, powerful Limit Break-esque attacks that can change the course of a battle in an instant.

For 300 CP you can instead be an experienced fighter on the level of Instructor Sara with substantially greater starting power and skill in your chosen style. Student origin characters can only take the 100 CP version of this perk, but they receive it for free. *Not* available via this perk is the level of power known to those like the enforcers of Ouroboros or the Radiant Blademaster, though it may be possible to attain such strength through your own efforts...

Elemental Affinity (100 CP)
You have a strong affinity towards a single element of quartz, these elements being fire, water, wind, earth, time, space, and mirage. You can use orbal arts and crafts that incorporate these elements with either less effort or more power than is typical for a person of your skill and experience. This perk's effects also apply to the **Hexen Sorcerer** perk or other forms of magic you may acquire in future jumps.

Spirit Unification (300 CP)
You've been blessed (or cursed) with "mixed blood", whatever that means. Truth be told you don't know much about this power or where it comes from but whatever it is it's not of this world. This perk gives you a well of energy that you can tap into in order to magnify your natural abilities, allowing you to double your strength, speed, and magical power for a brief period in exchange for burning stamina at an accelerated rate. With training and experience you can increase this power multiplier even further. While using this power you gain a fierce battle aura whose intensity matches your newfound strength. You also undergo a some manner of physical transformation, such as gaining glowing tattoos or a change in hair or eye color.

Drop-In

Social Mobility (100 CP)
Erebonia has been a land defined by social status for as long as anyone can remember, and differences in class are not easily overcome for most. But for some reason you seem to be an exception to that rule: you have an easy time convincing people to overlook any prejudices they may have towards you, such as your social class or race or gender. Even the most stuck-up noble won't immediately disregard your opinions simply because you're a commoner.

The Call of Adventure (200 CP)
You have an instinct for sniffing out trouble and seem to be drawn like a magnet towards places where conflict is brewing. Whether it's a young man about to be arrested on false pretenses or a terrorist in the middle of planting a bomb, you'll constantly find yourself just happening to be in the right place at the right time to encounter situations requiring your expertise. At least until you decide to turn the perk off, which you can at any time if you want some peace and quiet.

Wrench in the Gears (400 CP)
There's quite a number of people with big plans for Erebonia, and a fair few with even bigger plans for Zemuria as a whole. Not a single one of them is ready for someone like you to come along. You're a complete out-of-context problem for those who cross paths with you and find it very easy to mess up the plans of your foes as long as you have some intention of doing so. This manifests as a form of intuition that helps you piece together scattered bits of information and connect the dots to figure out what your enemy's plan is and how it can be stalled, thwarted, or even turned to your advantage. This includes plans that your enemies make specifically to take you out of the picture, but it does require you to have some idea that a plan exists.

Hexen Sorcerer (600 CP)
The Hexen Clan is one of Erebonia's most closely-guarded secrets, an order of witches wielding pagan magic unlike anything known to researchers of orbal energy. You may not actually be part of the clan (heck, you might not even be female!) but you have a natural affinity for their magical arts and can perceive and wield mana in the environment. This alone is sufficient for you to pick up a number of simple but useful spells through trial and error, but with a teacher - such as Emma Millstein or Vita Clotilde - you can eventually master mythic arts and wield spells that no orbment can reproduce.

Student

Mister Reliable (100 CP)
Maybe it's because you seem like a trustworthy guy or maybe it's because you're a sucker who can't say no to a pretty face, but people often come to you with their problems. These sorts of problems always seem to come with some kind of reward attached for solving them, whether it's money or a useful item or something less tangible like valuable information or a lead on a problem you're trying to solve. With this perk you could easily make a living as a Bracer if you had the skills to go professional.

Field Studies (200 CP)
Textbooks and pop quizzes are all well and good, but the best way to master a new field is by jumping in and getting your hands dirty. This perk augments your learning process by allowing you to treat time spent performing any activity as time spent being taught by a master of a related field, effectively allowing you to gain both practice and theory simply by practicing. A class assignment to slay a monster, for example, will teach you the monster's strengths and weaknesses, preferred habitat, and other less obvious things a professional monster hunter might teach you about it. If an actual teacher is present for these "lessons" then your learning curve is substantially improved, but you can simply grasp this information intuitively even if you're entirely self-taught.

Combat Links (400 CP)
The true strength that sets Class Seven apart from their peers lies in the strength of their bonds as friends and classmates. But where even the Sevens require some extra help from their ARCUS units to fully realize this power, for you that ability comes naturally. You can "sync up" with one other person at a time, gaining a near-telepathic bond with them. This bond allows both partners to feel each other's movements and act in perfect sync, whether in the most chaotic battlefield conditions or elsewhere. The bond only grows stronger from there if the two partners have a close relationship, substantially lowering the difficulty and enhancing the power of performing combo attacks or any exercise utilizing shared skill or energy. With practice this bond can be extended to link up with more than one person at a time.

Lionhearted (600 CP)
Thors prides itself on turning its students into the best and brightest of the next generation, but not many have ever approached the greatness of its legendary founder, Dreichels the Lionheart. But you are one of those rare few who walk in the footsteps of an emperor, a leader among your classmates and perhaps one day a leader of your generation. The skills of a leader come to you naturally, as if you'd been born with them, and you possess an uncanny charisma and magnetic personality which makes it a simple matter to make new friends and allies and even win over former enemies.The bonds you forge with others are the sort that last a lifetime, be they bonds of friendship, loyalty, or even romance, and afford you a great deal of positive influence over those you care about. Whether your goal is to slay a tyrant, unite a broken empire, or just get a class project finished by the due date, with the talents of an emperor and a cadre of loyal friends at your back you will never find yourself struggling alone.

Teacher

Sensei Supreme (100 CP)
You can't be much of a teacher without some knowledge to impart to your students, can you? This perk gives you a solid mastery of three fields of study such as military history, geography, or orbal arts as well as the knowledge of how to teach these subjects most effectively. In future jumps you can update your knowledge base in these fields to keep it relevant simply by doing some cursory research on the internet or in a library or whatever the nearest equivalent is, no need to re-earn your degree all over again.

Friends in Low Places (200 CP)
Your students might think you're just an eccentric goofball with a drinking problem but you've got a long history behind you and a lot of old friends you can call on for help. This perk allows you to invoke your origin's background to get minor favors from other people on the pretense that you have some previously-unstated backstory with them. That tavern owner owes you a couple of free beers for a job you did for him years ago, and that shady information broker still remembers how you saved his life last month and will give you some info for free. The benefits you can draw from this perk draw a line at anything requiring substantial risk or investment, so don't push what you ask for.

In future jumps this perk's benefits become context-sensitive according to whatever your origin in that jump is. Origins that involve a lot of adventuring or travelling around as part of the backstory will get about the same amount of use out of it but some origins will get more or less, with drop-ins getting no benefits until they've spent some time establishing a history for themselves.

Crouching Teacher Hidden Badass (400 CP)
Nobody expects the older generations to amount to anything until the headmaster pulls out a buster sword and cleaves a tank in half. By using this perk you can use the element of surprise to claim a fiat-backed easy victory over foes that might have otherwise given you a challenge so long as you aren't totally outclassed by them. However using this perk will cause legends of your exploits to spread and reduce this perk's effectiveness for the remainder of the jump. In a ten year jump you can expect to get four or five uses at best from this perk. Characters who are personally familiar with your true strength or have researched you thoroughly are immune to this perk's effects.

Arise, O Youth! (600 CP)
You didn't get hired to teach at Erebonia's premier combat school for your good looks and charming personality, you've got a job to do and you're going to kick ass at it. Your ability as a mentor is among the best in the world, and any lessons you choose to impart to your students will always be taken to heart. Under your guidance skills will be trained, character flaws will be ironed out, friendships will be made, and your students can be forged into whatever you wish them to be so long as they are willing to learn from you. The influence a teacher can have on her students is an immense responsibility. Use it wisely. Or, you know, don't.

Conspirator

Flames of Hatred (100 CP)
You're motivated by your desire to destroy someone or something. Or maybe you have an ambition that defines your whole life. Either way you'll stop at nothing in order to achieve your goals, even if you have to turn whole countries upside down or betray your closest friends in the process. This determination makes you all but immune to both mind control and less direct forms of influence like those of the **Arise, O Youth!** perk, but only if those effects might dissuade you from fulfilling your goal.

Hiding in Plain Sight (200 CP)
Only a fool would waste a chance at their revenge by jumping in half-cocked with no plan. You must be patient and bide your time, and in the meantime stay hidden until the time is right. Lucky for you you're a natural at hiding right where your enemies least expect it. You have an impenetrable poker face and can tell the most outrageous lies imaginable or even roleplay a whole different personality for years on end without giving anything away.

Secondary Objectives (400 CP)
You will meet opposition on your path to your revenge, but defeating that opposition is not always in your best interest. Sometimes the better course is to cut your losses and let your enemies think they've beaten you even as you abscond with a valuable prize. This perk will make such endeavors that much easier: by deliberately throwing a fight you could have won, you can guarantee the success of one of your other short-term objectives. Retreat without your "primary" objective and you'll lay hands on your true objective. Fake your death and your enemies won't bother to search for your corpse.

Mastermind (600 CP)
The board is set and the pieces are moving, but you can see three moves ahead and the game is as good as won already. The odds of success of any plans you make are dramatically improved the more intelligence you have on your enemies. With no intel this perk has no effect but with even a small amount of intelligence gathering you can accurately fill in the gaps in your knowledge and gain basic information about your enemy's capabilities and likely plans via simple intuition. What's more, the deeper your knowledge goes, the more layers you can intuit. Knowing one of your foe's greatest strengths is the same as knowing all of them.

However this perk only applies to your current knowledge. If your enemy develops a new power or abruptly changes tactics after this perk's use you can still be caught off-guard, and the dreaded "unknown unknowns" can still ruin even your most finely-crafted strategies.

Awakener

Super Fighting Robot (100 CP)
Being an Awakener means a lot more than just being a mecha pilot: it means being bonded to the machine so closely that the line between you and your armor begins to blur. Where other pilots require weeks or months of training to gain skill with their mechs, synchronizing with your machine and the use of its controls comes to you intuitively, as if you were merely moving your own body, wielding your own weapons. You can apply this bond to any similar machines as well; though mastery will still require training and experience, competence is yours the moment you grasp the controls.

Divine Right (200 CP)
To gain the power of a Divine Knight one must first pass the trials to prove one's strength and resolve to the machine spirit. Having passed those trials the proof of your worthiness is engraved upon your soul for all to see, especially other artifacts with similar requirements. This perk acts as a skeleton key for any items which choose their wielders, allowing you to gain the approval of such weapons and wield them without needing to meet any other prerequisites. Sentient weapons find you particularly agreeable and you can establish a rapport with such artifacts even more easily than with ordinary people.

Star of Destiny (400 CP)
In ages past Emperor Dreichels united Erebonia beneath his banner and saved it from catastrophe with the power of the the Ashen Knight. Now, 200 years later, the cycle of history has begun to repeat itself: destiny revolves around those who claim the power of the Deus Excellion, and you are no exception to this rule. Fate conspires to involve you in grand events, and you will often find yourself in the right place at the right time to meet powerful allies and uncover long-hidden treasures. In future jumps you may also choose to cast yourself as a 'protagonist', either replacing or working alongside any characters who would normally fill that role.

Mind Over Metal (600 CP)
At the apex of his power an Awakener's knight becomes an extension not only of his body but of his spirit as well. By channeling your power through your bond with your divine knight you can enhance its power with any abilities you possess as if you were using them on yourself. A transformation that multiplies your power will multiply your knight's power as well, and you can use spells and weapon techniques through your mech as though you were casting them yourself. Naturally this makes such abilities hit with proportionally greater power and scale depending on the mech.

Though a knight can use this power without this perk, it takes time and experience for an Awakener to fully attune himself to his partner and use such abilities at peak power and performance. By purchasing this perk not only do you leap straight to a state of perfect synchronization akin to a pilot with years of training but you can establish such bonds with other kinds of mechs, such as panzer soldats or mobile suits. Such established bonds do take time to mature but in doing so they ensure the new machines are capable of withstanding the power you feed them.

Items

Similar items from other jumps can be imported and fused with these items for no extra cost.

General

ARCUS Unit (Free/100 CP)

Despite resembling an old-fashioned flip phone, the All-Round Communication and Unison System is a cutting-edge advancement in the field of tactical battle orbments. By mounting magical crystals called Quartz into the device's open slots, a skilled user can draw orbal energy out of the crystals and shape it into orbal arts (magic, in other words). And yes, it does double as a cell phone, but the technology is still in its infancy. ARCUS units can only communicate with other ARCUS units and there are many of the same kind of range and signal limitations that you get with real cell phones. In future jumps you can use it just like any other cell phone, no service carrier required. This item is free for Students and Teachers but other origins need to pay 100 CP to acquire one.

Orbment (Free)

This is what Bracers and other people who can't get their hands on an ARCUS use instead. An old-model battle orbment looks like a pocket watch instead of a cell phone (although it lacks a watch face, so good luck telling time with it) but otherwise functions just the same as far as using Quartz goes, though it lacks the communications and combat linking features.

Master Quartz (Free/200 CP)

While ordinary quartz can be bought in stores or synthesized from a modest quantity of septium ore, Master Quartz are a little more difficult to come by. These powerful gemstones slot into an orbment or ARCUS unit and provide some passive benefit (such as Aeries granting a small amount of health regeneration every time an art is cast, or Megalith making it more difficult for monsters to sense your presence) as well as a small assortment of spells associated with their element. Every character possessing an orbment or ARCUS Unit gains one Master Quartz for free but additional quartz can be purchased for 200 CP each. A complete list of all Master Quartz and their effects is available on the Kiseki Wiki.

Panzer Soldat (300 CP)

One of the secret weapons of the noble faction, panzer soldats are the latest evolution in Erebonia's military technology. Standing about two stories tall and forged out of hardened steel, they're small and weak by the standards of giant robots from other stories but in this world they're a game-changing revolution in modern warfare. You can purchase one of any of the frames seen in the first two games. The Panzer Soldat's older brothers, the Divine Knights, cannot be purchased with CP... but see the scenario section if you want to get your hands on one.

Drop-In

Orbal Lamp (100 CP)
A common sight along roads all across Zemuria, orbal lamps are effective monster deterrents and help keep the roads clear of hostile wildlife. This one is unnaturally effective even by those standards: when planted on the ground and activated with a charge of orbal energy it generates a field roughly fifty feet in diameter which monsters will refuse to enter if they're given any choice in the matter. It loses this effect while on the move, but it makes camping in the wilderness a whole lot safer.

Bracer License (200 CP)
This license marks you as a Bracer, the local term for a licensed adventurer. The Bracers maintain a guild with branches all across Zemuria and are widely known as allies of the common people. While the Guild hasn't had a lot of clout with the government in Erebonia recently thanks to certain shifts in government policy, you'll find that certain figures in power may have use for your skills. So long as you carry this license you'll rarely have a hard time finding paying work as an adventurer, whether it's fetch quests, monster hunting, escorting merchants or what have you. In future jumps this license can grant you membership to a local adventurer's guild or the nearest equivalent.

Zemurian Ore (400 CP)
This is quite a find, Jumper. Zemurian ore is the rarest substance on the continent, having a high purity and hardness that makes it immensely difficult to work with. But if you can find someone with the skills to work it, or have the skills to do so yourself, you can make some awesomely powerful weapons with it. Buying this item only gives you enough ore to forge a handful of weapons or similarly-sized objects per jump, but if you plumb the deep places of Erebonia's lore you might be able to discover the secret to making more of it...

Guild Hall (600 CP)
A local branch of the Bracer Guild is now yours to command. This guild hall attracts aspiring Bracers who, once they've been properly vetted and licensed, will go to work doing odd jobs for local townspeople, doing everything from chasing down stolen property and getting cats out of trees to guarding merchants on long trips abroad. This generates a tidy sum of income but more importantly it also raises the standard of living in the local area substantially and earns you a lot of good will from your clients.

In both this jump and future jumps you can choose the location of your guild hall as well as a type of job for its Bracers to specialize in, such as monster extermination or private investigation. Any guild members you attract are not companions and don't follow you between jumps, but can otherwise be trusted not to get themselves killed while on the job barring unusual circumstances (like calling on them for help with your own business).

Student

Student ID (100 CP)
This identification card is proof of your status as a student of Thors Military Academy, and also serves as a universally-accepted form of identification. In future jumps this item will give you tuition-free membership with any educational institution you may wish to attend, allowing you to make use of otherwise private facilities and school resources such as dormitories and training equipment.

Orbal Motorbike (200 CP)
A prototype design from the Reinford Company, this one-seater motorcycle comes with a free paint job and optional sidecar, runs on a bottomless supply of orbal energy, and has a top speed of 120 MPH. It's also self-repairing, can run on any similar form of magical energy, and will be stored in your Warehouse post-jump. Good for long drives in the countryside, cross-country racing, or otherwise satisfying your need for speed.

Old Schoolhouse (400 CP)
This mysterious abandoned schoolhouse sits on top of a vast complex of ruins of unknown but apparently magical nature. While you're not sure where this place came from or what it's meant for, it works very well as a training ground to hone your combat skills. Each basement floor of this building contains traps and respawning monsters of progressively tougher difficulty, with the difficulty of the dungeon as a whole rising as you descend through its levels. The monsters that spawn here will never leave their assigned floor, nor will they chase you if you decide to retreat. After this jump you can also control the settings of this location, improving the challenge of the monsters or the complexity of the traps beyond those seen in this jump. Fighting monsters here allows you and any companions to hone your skills at an accelerated pace, especially if you also have the **Field Studies** perk.

The Courageous (600 CP)
The flagship and home base of the Crimson Wings, the Courageous is an Arseille-class airship, a cutting-edge design built in secret by Prince Olivert and his allies. It represents the culmination of the prince's hopes for Class VII to become a third faction in the battle for Erebonia's future. This is either that same airship or a similar ship of the same type and comes equipped with a small skeleton crew of ten followers trained in running the ship's various systems.

Though only lightly armed with two sets of fixed forward-facing cannons, this ship is both fast enough to cross Erebonia in only an hour or two and well-armored against attack. It also holds substantial internal space: the cargo hold is large enough to house a few divine knights or panzer soldats and still have lots of room to spare, and the ship's quarters can house the entire student body of Thors as crew and still have room left over for training and support facilities.

Teacher

Canteen of Booze (100 CP)
Dealing with teenagers all day isn't the easiest thing in the world, and between all the hormones and clashing egos and so on sometimes you just need a little stress relief at odd times. This surreptitious canteen is always full of whatever your favorite refreshment is, and taking a hit from it has a calming stress-relieving effect not unlike a shot of nicotine, though without any of the associated side-effects on your health. Careful though, this can be habit-forming!

The Desk (200 CP)
Ok yeah, technically being a teacher is a full-time job and doesn't leave much time for fun on the side, not when you've got papers to grade and lesson plans to make and field studies to set up and all that tedious stuff that you wish you could delegate to someone else. Thankfully you've got this item, which does all the boring stuff for you. Stick a stack of paperwork here with the intention to get it done later and within a few hours you'll come back to find that it's been done for you. Start making plans for a field trip and you'll find that all the planning and arrangements have been taken care of. Any tasks assigned to this item will be accomplished with the same level of skill and attention they would have if you'd done it yourself.

Connections (400 CP)
Having friends in low places is all well and good when you just want a minor favor here or there but every now and then you might find yourself needing some serious backup. Luckily you've made no small number of old friends in your adventuring days and they're happy to help out every now and then if you get yourself into a jam. This item consists of a set of six followers who are experienced ass kickers like you, all of whom will show up to help out if you find yourself in need of help. Each of them is about equivalent to Sara or Toval or the teaching staff of Thors; not the best fighters in Erebonia perhaps, but good enough that the best in Erebonia can't afford to take them lightly. They've got their own lives though and it'll take time to call favors in from them when they're off doing their own thing. Any one of these guys can be contacted within a day and all six of them can be at your side within a week. If you wish you can also import them as companions in future jumps.

Thors Military Academy: Second Branch (600 CP)
This school won't open up for a few more years but why wait that long? Thors Second is a branch school on the western side of Erebonia of which you are now the headmaster. While it's technically required to be a military academy you get final say in the curriculum, grading scale, student demographics, and the general running of the place. Students who attend this school benefit from the effects of any teaching perks you choose to apply to them even if you aren't teaching them personally. The staff can be your **Connections** if you also have that item, and employing them this way removes the time delay drawback when calling on them for any problems that come directly after you or your campus.

Conspirator

Mask (100 CP)
Nothing says mysterious like a guy who never takes off his mask. This metallic helmet comes in a design of your choosing and perfectly conceals your facial features and voice from any attempt at identification. You could look your best friend right in the eye wearing this thing and he'd never know it was you.

Sniper Rifle (200 CP)
Allies are all well and good but when you need something done right you should probably do it yourself just to be sure. This sniper rifle is made for concealed carry, able to be broken down into its individual components and stored in a mundane-seeming carrying case that conceals the nature of its contents from anything short of a thorough inspection. What's more, while it can be used like a normal sniper rifle as often as needed, once per jump this weapon can perform a guaranteed killing shot on any single target capable of being killed by an armor-piercing bullet so long as the shooter has line of sight and is within 1 mile of the target.

Archaism (400 CP)
Archaisms are magitech robots, originally created by an ancient civilization using lost technology, though this particular model was reverse-engineered from those originals by Ouroboros's scientists. This one is one of the large humanoid robots often seen as bosses or powerful common enemies in the first two games. While it's useful in combat, its greatest strength is that it can be summoned to your location from a distance, allowing it to serve as a distraction or surprise support in a dicey situation. You also have the blueprints needed to make more of them, as well as the smaller mook-type robots which are more common enemies.

The Gunship (600 CP)
The ultimate ace in the hole! Airships are rarely-seen in Erebonia, being the province of the small kingdom of Liberl to the south, but a few are starting to trickle northwards thanks to the influence of certain noteworthy individuals. This airship is just a small gunship akin to the one used by the Imperial Liberation Front; it's not great for waging war, but it's *perfect* for stealthy infiltrations and quick getaways. It's small enough to land just about anywhere and easily camouflaged when not in use, making it nearly impossible to detect. It's also heavily-armed for a ship of its size, packing an assortment of guns and other weapons.

Awakener

Divine Knight (Free, Awakener only)
Divine knights are ancestor of the panzer soldat, ancient technology from a lost civilization capable of outstripping nearly anything created with modern methods. They're also sentient weapons which choose their pilots, and only an Awakener can get one to respond to him. Your knight comes with all the powers and benefits listed in the notes section "On the Subject of Divine Knights". Jumpers who choose the Awakener origin can only choose Valimar as divine knight, while those who take the Awakener scenario can take any knight whose trials they can pass, assuming those knights aren't already spoken for.

Winter Coat (100 CP)
Erebonian winters are long and chilly, especially in the northern mountains, so make sure you don't go outside without dressing for the weather. This coat comes in a design of your choosing but by default it's Rean's winter coat from his Cold Steel 2 character design. Contrary to the name it's actually perfectly comfy in any weather condition, but more importantly it makes you look like a badass and lets people know you mean business.

Resting Place (200 CP)
Much like the old schoolhouse this item takes the form of a sanctuary where a divine knight or other objects of great power can be safely sealed away from the world, as Emperor Dreichels once did with Valimar. The exact form this structure takes is up to you: it can be an abandoned schoolhouse or an ancient haunted castle or something else entirely but hidden within or beneath it is a network of ruins and magical security systems designed to either repel all intruders or test them to see if they are worthy to wield whatever treasure the item conceals. Though this location has a mysterious and magical air suggesting something unusual about it, anything hidden within is *truly* hidden and cannot be detected by any means. You, of course, can summon whatever items are stored here if you wish, but you can also choose to bequeath ownership of them to a person who passes the trials, allowing you to, for example, allow someone else to inherit your divine knight from you in much the same way that you earned it.

Black Records (400 CP)
Much that once was is lost, for none now live who remember it. The origins of the divine knights and the legends that spawned them predate nearly all written records, dating back to the lost dark ages of Zemuria's history. But some things that should not be forgotten have been preserved in these ancient manuscripts. The Black Records are written in a script very few in modern times would know how to decipher, though to you that script seems to rearrange itself into a familiar language as you read it. What you will find within these pages is ancient forgotten lore; prophecies, creation myths, lost histories, and much more, all of it true or at most only poetically embellished. What you do with this ancient knowledge is for you to decide. In future jumps the contents of the Black Records will expand, containing new legends and lore from each new world you visit.

Zemurian Weapon (600 CP)
This unbreakable weapon is forged from Zemurian ore, the rarest and most valuable mineral in the world. Its exact design is up to you: by default it'll be a tachi like Valimar's weapon, but it can also be any kind of melee weapon, from an axe to a spear to a scythe or what have you. When saturated with spirit energy it synchronizes with a divine knight to become part of its arsenal, dramatically boosting the knight's offensive power. A weapon like this in the hands of an expert can cleave through non-magical mechs like tin cans and deal mortal wounds against the worst monsters that Erebonia has to offer.

Companions

Familiar Face (50 CP each; Up to 8 purchases allowed)
You can import an existing Companion into the Jump in a new role. They may select an Origin if they lack one, gaining free perks, items, and discounts as appropriate. They begin with a budget of 600 CP but cannot take any drawbacks. They also may not take further Companions themselves.

Study Buddies (50 CP each)
Choose any canon character who appears in Trails of Cold Steel 1 or 2. As long as you can convince that person to accompany you on your travels you can take them as a companion. You can purchase this option multiple times.

Roll Call! (300 CP)
What's that? Just one companion isn't good enough for you? Fine, take the whole class with you instead. All of Class VII or up to twelve characters of your choosing can be taken as companions so long as you can convince them to come with you.

Drawbacks

Self-Insert (+0 CP, requires Student origin)
Instead of dropping in as your own character you can elect to take the place of Rean Schwarzer. You'll begin your jump at the same time as everyone else but you'll have all of Rean's history - for better or for worse - as your package of origin memories. That said, you needn't be exactly like Rean: you can choose to drop your mind into his body like a classic self-insert or nudge him aside and insert your whole character into his role in the story.

Trails in the Sky (+0 CP)
You arrive roughly 2 years before the start of events in *Trails of Cold Steel*. The main characters of *Trails in the Sky*, Estelle Bright and Joshua Astray, will soon be starting their careers as full fledged members of the Bracer Guild. This option allows you to use this jump as a substitute for *Trails in the Sky* until a proper jump for it gets written up. If you use this option you can choose to have your starting location default to be somewhere in Liberl. Since the Sky trilogy lacks the school setting, Student origin characters will instead have the background of Bracer trainees while Teachers will be veteran Bracers.

An Alternate Beginning (+100 CP)
Your stay in this world has been extended by an additional decade. Instead of arriving 2 years earlier you are instead arriving in the world during the year S.1194 i.e. 10 years before the events of *Trails of Cold Steel* occur. The continent is still feeling the immediate after-effects of the Hundred Days War and tensions between Liberl and Erebonia are still high. In 3 years time the Divine Blade Cassius Bright will return to his home with a hurt boy with black hair and amber eyes, Joshua Astray.

Edgy Teenagers (+100 CP)
Look, I know puberty is rough and all but you're taking things a little too seriously. You've got some kind of major hang-up that will cause a major impediment to your competence in some way, like not being able to get along with specific classmates over ideological differences or having major self-esteem issues or PTSD for your inevitable tragic backstory. Whatever choice you make, it must be a serious inconvenience to you in order to earn these points.

Oops? (+100 CP)
You have the bad luck to wind up in compromising situations with people of the opposite sex by accident, such as diving to catch someone in a fall and landing with your face between their breasts. These situations will never end well for you and will always paint you in a bad light to people of the opposite sex, making friendships and romances more difficult to start (though not impossible).

Berserker (+200 CP)
Worse than mere teen angst, this drawback is a sign of a serious spiritual imbalance and inability to deal with extreme stress. In times of great danger to you or the people you care about you lose control of yourself and act on instinct, throwing any ability to strategize or plan effectively completely out the window. This is especially true for characters with the **Spirit Unification** perk, who automatically activate that perk during these periods and turn into rampaging berserkers until they can get a grip on themselves.

Underachiever (+200 CP, Student only)
You seem to consistently struggle with your grades, Jumper. Are you sure you didn't drop out of high school the first time you tried it? You're going to have to put your nose to the grindstone to pass your classes no matter how many intelligence and learning perks you may have picked up, and if you fail out of class it's chain over for you.

The Spirits are Restless (+200 CP)
The higher elements are becoming active all around Erebonia but only your enemies seem to benefit from them. Monsters will generally be much stronger, with some wielding strange magic of the time/space/mirage variety, others adding the benefits of potent status effects to their attacks, and powerful otherworldly creatures will appear far outside the zones you would normally encounter them.

Attack of the Cryptids (+200 CP, Requires The Spirits are Restless)
Cryptids are obscenely powerful bonus bosses normally only present in Erebonia during the events of *Trails of Cold Steel 2*, but by taking this drawback you've unleashed them a year early. There are four of these creatures in total wandering around Erebonia, and while most of them are out in the wilderness some will pop up near civilization and no mere orbal lamps will be able to stop them from causing big problems for everything nearby. Having unleashed these creatures, you must kill all of them before your ten years are up or you will fail your chain.

One Step Behind (+300 CP)
Normally you might think of using your foreknowledge of the story to prevent major events from occurring, but with this drawback that's no longer an option. You've had all of your memories concerning this universe sealed away for the duration of the jump. You don't know who the traitors are, what the big secrets are, or have any idea of what's about to happen to Erebonia.

Trouble Magnet (+300 CP, Mandatory for Awakeners)
You just can't catch a break, can you? You've become central to the conflicts occurring in Erebonia and for the duration of your time here the major players just will not stop messing in your business. The major players and master manipulators will take an interest in you as soon as they become aware of you, and both good guys and bad guys will want you to work for them. The heroes at least will only try to manipulate you into joining their team for the greater good, but the bad guys will try to kill you if they can't convert you, and if you try to leave Erebonia (outside of short stints in the Nord highlands) circumstances will always prevent you from doing so.

Heretic (+600 CP)
The Gralsritter of the Septian Church have branded you as a heretic. All heretics must be eliminated. Grandmaster Carnelia will use her complete authority to hunt you. Initially you may be facing off with a mere Squire or two but should you prove resilient you will soon find yourself being relentlessly pursued by the Gralsritter Knights. Eventually, provided that you have survived that long, you will come into direct conflict with a Dominion of the Gralsritter. The Dominions are the twelve elite knights that lead the Gralsritter. Should you defeat a Dominion they will eventually come back as a stronger and deadlier foe than before. No matter what you do or try you will be unable kill, seal, or imprison them during this jump.

Scenario: Awakener

Dost thou desire the power?

In this scenario you will follow in the footsteps of Dreichels the Lionheart, awaken your divine knight, and take your place as a major force in Erebonia's history.

To begin this scenario you'll first have to seek out one of the resting places of the divine knights. The easiest to locate is Valimar, who rests on the bottom floor of the old schoolhouse at Thors Military Academy, while others are either spoken for by other Awakeners (Ordine) or corrupted and unusable (Testa-Rossa). Of Zektor, Algreion, Ishmelga, and El Plado nothing of their locations is known as of *Cold Steel 2* save that they are somewhere in Erebonia, and well-hidden at that. They may have been claimed by other Awakeners already.

Once you have located a divine knight you will have to pass its trials, descending through monster-infested ruins and battling enemies designed to serve as a challenge to you and any allies you bring with you. These enemies are not truly scaling in the sense of the dreaded scaling enemy drawback and there is a limit to the strength of monster the tests can create, but they will grow much stronger as you descend the floors and the divine knight may refuse you access to the next floor if it senses you aren't yet strong enough for the next trial.

Upon reaching the bottom floor of the trial you will face a simulated battle against Loa Erebonius, a great fiend from Zemuria's ancient history. Winning this battle will cause the knight to register you as its Awakener, granting you the Awakener origin on top of whatever origin you chose at character creation and rewarding you with a bonus of 500 CP to spend on perks and items from the Awakener origin.

And no, you cannot purchase Divine Right undiscounted and then cheese your way past the trials.

End of the Line

So you've survived ten years in this world. What now Jumper?

Go Home

Does anyone *ever* choose this option?

Stay

Ok sure, I could see this happening. Take an extra +1000 CP, call it a gift from the spirits.

Move On

Like you're really going to choose anything else.

Notes

As the third and fourth games are either not translated or not even released yet, Jumpers can opt to ignore the events of Cold Steel 3 and pretend that the plot ends after the events of Cold Steel 2, at least until the last two games are available in the west.

On the Subject of Divine Knights

Erebonia is about to enter a new stage of military development with the creation of panzer soldats. These giant robots, usually about two stories tall and made of hardened steel, are the secret weapon of the Noble Alliance, which will be using them as a critical component of the coup they'll be launching about six months after the jump begins and where they'll prove devastatingly effective against the empire's traditional tanks and APCs. However the panzers are merely pale imitations of one of Erebonia's best-kept secrets: the divine knights, mythic mechanical guardians which are as far beyond a panzer soldat as a Gundam is beyond a Zaku.

The divine knights are lost technology left behind by the ancient Sept-Terran civilization, and they possess many mystical abilities unknown to modern science. For starters, each of the seven knights -- Valimar, Ordine, Testa-Rossa, Zektor, Algreion, Ishmelga, and El Plado -- is guided by a spiritual intelligence. This being is a magical AI that judges potential pilots and chooses one who passes several trials to be the machine's Awakener. What these trials consist of may vary: Valimar's trials are known to require navigating through the ruins beneath Thors's old schoolhouse and fighting a number of powerful monsters along the way and Ordine's trials are suggested to be something of a similar nature, but other knights may have different requirements. Awakener Candidates are not required to pass these tests alone: those who aid them become a divine knight's secondary candidates, but more on that in a minute.

Once a knight has chosen its Awakener its true power becomes available for use. An Awakener becomes spiritually bonded to their knight and can summon it to them from a distance with a telepathic call as well as use other supernatural powers through their mech. The knights can teleport long distances by moving through lei lines called Spirit Paths, perform supercharged special attacks in a manner similar to Craft skills, share energy with their Awakener or the Awakener's secondary candidates, and regenerate from battle damage. To some extent they also grow in strength along with their pilots, such as attaining greater overall performance when wielding a weapon the pilot has skill with. On top of all of this the mech itself is leagues beyond the mass-produced panzer soldats in pure performance terms (though not so much that a gap in skill can't make up the difference). However the bond between a knight and its Awakener comes with one major drawback: any damage suffered by the knight causes strain on the pilot's body, potentially fatally-so given severe enough damage.

The power of any one of these machines can become yours by completing the Awakener scenario and claiming one of the five remaining machines for yourself.

Changelog

1.0 - Original version.

1.01 - Rewrote Mastermind, adjusted price and effect of Spare ARCUS Unit, added Heretic drawback.

1.02 - Removed Spare ARCUS Unit, changed Orbal Motorbike's cost to 400 CP, added Strega Sneakers for 200 CP. Added general item Master Quartz. Tweaked The Glint of Cold Steel to include a free weapon and weapon repair skills, changed Great Teacher Jumper's name to Arise O Youth!

2.0 - Complete overhaul, addition of the Awakener origin and scenario option.