

A Jumpchain CYOA
By HeavensAnon

You are entering the World of Gaia.

The Shinra Electrical Company rules the world with an iron fist, fueling their machines and civilization around them with the power of the miracle energy Mako. Their mighty armies and genetically enhanced SOLDIERs march across all corners of the globe uncontested. Their scientists continue to spin the wheels of progress towards greater advancements.

Unknown to many, Mako is the lifeblood of the planet, the Lifestream from which all things emerge and will return. SOLDIER has been injected with Mako and the blood of an ancient and horrible monster, which will drive many of them insane. The head scientist of Shinra is a madman who has set many terrible events in motion.

Ghosts from the past are beginning to stir.

The Planet cries out in agony.

A group of rebels known as AVALANCHE are preparing for a strike on one of the Mako Reactors within the massive city of Midgar.

Just as a certain train makes its final stop for the night, you have arrived.

You have 1000 points to spend. You will be here for ten years. Good luck.

Origin: Playable Character

Excuse the vague title, but there's all sorts of notable individuals in this world. Many of whom have had shifting alliances or special properties acquired from other beings. They might not even be an everyday human being, depending on the options you choose. An especially strong connection to the Lifestream might make you one of the only surviving Cetra, an unusual fighting style and the right injections would make you a current or former member of SOLDIER, and so on. You may even be on board that fateful train to Sector 1 just as it arrives to its stop. You may decide your history and place in the world through your own designs and your purchases here, so long as they paint a picture that makes sense.

You are also human unless you take Unusual Biology or BIRTH. Your age and gender may be chosen freely so long as they make sense for your choices. I recommend starting at an age you're fit and combat-capable...even the business executives in this world carry around shotguns and Materia. You may start in any location on Gaia except for the Northern Crater.

You may choose to have background memories and a history in this world or to simply manifest out of thin air.

Perks:

General

Still More Fighting [Free] – This isn't a story about ordinary people, but one about strange and often messed-up individuals fighting for things they believe in. You're also going to need to be able to hold your own in a fight if you want to get involved and stand up for anything you yourself want to believe in. Even ordinary humans who haven't been through the SOLDIER program or touched by some other external power would be considered superhuman on modern day Earth when they're experienced enough.

While it will still pale in comparison to SOLDIER and some of the stronger monsters of this world, you start physically fit enough that you could lift and swing a weapon twice your size and weight without issue, durable enough to survive magical fire and bullets with minor wounds instead of major injuries or death from the get-go, and fast enough that dodging machine gun fire isn't too improbable for you. These physical abilities of yours will grow as you defeat stronger enemies, soon being able to lift something several times your weight and catch yourself from a thousand-foot drop without suffering a scratch. That in mind, you're not invincible or stand a good chance of surviving the deadliest foes without some gear. Having good armor, weapons, and Materia will serve you better than trying to fight giant robots with only your bare hands and grit.

Additionally, you have a unique fighting style tailored to you. Whether it involves wielding a large sword, martial arts, guns, or even something like an absurdly large shuriken, you have a specific weapon type and style that you can wield with ease against all logic. This doesn't provide any obviously supernatural or unique benefits...that's for what comes after this.

Limit Break [Free] – Alright, so you see that fighting style and weapon type you favor now with the above option? There's a special ability you can now use with those, called a Limit Break. As you fight, deal successful attacks, or take damage, an inner rage will steadily build within you. This doesn't really impact your behavior or fighting ability to any detriment, but once this energy has built up, you can unleash a devastating super move based on your fighting style using that rage. This can range from a superpowered jump and slash attack, punching someone so hard a dolphin manifests to join the uppercut, dice that have random effects between anything from instant death for your or your enemies, even temporarily turning into some humanoid monster...this Limit Break lets you temporarily defy the logic of the world to unleash these attacks on your foes. However, once you've used them once, your rage empties and you must regain that inner anger to unleash another attack. Transformative Limit Breaks last until the battle has ended, though you mercifully keep control of yourself.

You may customize your own starting Limit Break, being just about anything so long as it doesn't eclipse the stronger magic of this world...a good Summon or Magic materia will cause more widespread destruction than most Limit Breaks. As you grow stronger, you will learn more and more Limit Breaks, each more useful or damaging than the last so long as they stick to your theme and chosen fighting style. Once you've learned three levels of Limit Break, a fourth 'ultimate' move will become available to you either through intense fighting experience or hidden in a manual somewhere in the world that will require a substantial amount of effort to locate.

Post-jump, you will learn all four levels of your personal Limit Breaks regardless of your experience and efforts (or lack thereof). As you grow stronger throughout your chain, you may learn new variants and Limit Break techniques that complement your new skills and abilities, each requiring more effort than the last...though thankfully, all you have already learned will grow in strength with you.

Glorious Hair [Free] – One thing you will probably notice not long after your arrival is how damn stylish and outlandish a lot of the hairstyles in this world are. From blond and spikey to long and flowing, all while somehow maintaining itself perfectly during battle. Well, no sense leaving you out, right? You now have a hairstyle and length of your choosing that will last through battle, gore, long and filthy journeys, and more. This also comes with a constant supply of a shampoo with a scent of your choosing.

You Can Thank Me Later [Free] – Being blunt, you're going to have a very difficult time in later worlds or with equipment from previous ones if you plan to use Materia extensively. Most places don't reliably put marble-sized holes in weapons and armor for this purpose and having to constantly carve some out yourself is tedious at best and impractical at worst. So as a freebie, you have this ability now. With just a touch from your finger, you can make several Materia slots manifest in any weapon or armor you or companions own. The more powerful or personally significant the chosen equipment, the more slots will appear. You can likewise make these disappear at will when you have no further use for them.

Don't ask how this works on things like shuriken or long and thin swords. It just does.

Digital Mind Wave [200] – While magic and superhuman enhancements can turn someone into a one-person army, it is the bonds of those you meet on this crazy train that will push you to your limits and beyond. A somewhat more literal interpretation of this idea is this Digital Mind Wave, a mental 'slot machine' based on individuals close to you. When you spend a small amount of an internal energy resource in your body (by default, magical power), this slot machine will spin with numbers and pictures based on those closest to you. If for whatever reason you have nobody close to you, then your default choice is your benefactor or someone from your home world. Should the individuals match, a powerful Limit Break will unlock, giving you a temporary but substantial power-up based on this person. Recalling an old lover you hold fondness for will fully restore your health and energy, a junior you look after in your army unit could give you greater magical power, and so on. These also include effects just from matching numbers alone, which can make you temporarily invincible, make your attacks much stronger and more likely to damage an enemy critically, or provide a short period of infinite magical energy for Materia use, and so on.

That said, how effective this ability is depends on your emotional state. If you are demoralized and exhausted, rolling beneficial results will be increasingly unlikely and you may even find yourself getting weaker. If you are in high spirits and determined, you will find yourself getting stronger and rolling better results much more consistently. Interestingly, using a Limit Break from this or your own regular techniques will reset your emotional state to 'neutral' for the purposes of this ability, so be sure to use it for a second wind if you have the chance.

Discountable Perks:

You may discount four perks of each price tier: 4 100-point perks, 4 200-point perks, 4 400-point perks, and 4 600-point perks. Discounted 100 point perks are free.

Improbable Weapon User VII [100] – As you may already be aware, fighting styles in this world range from sensible to extremely bizarre. Giant swords the height and weight of their user tend to be a little impractical to wield in most cases. Most cases that aren't you, anyways. In addition to your personal fighting style being easier for you to master, you will find you can wield any weapon you can get your hands on and swing effectively regardless of practicality. Chainsaw? No risk of hurting yourself and a good chance of hitting your target. A machine gun arm with a huge amount of recoil? Recoil nothing, you can hit your enemies just fine. An absurdly large spoon? Why not! So long as you can hold and pick it up, you can use just about anything as gracefully as a well-made sword.

Crazy Motorcycle [100] – What good is being able to use a good vehicle if you can't ride around in style? Not only are you an excellent driver of wheeled vehicles – cars, trucks, motorcycles and so on, but you're able to do so with skill that may as well defy the laws of physics. You are able to fight as effectively in a high speed vehicle as you would be with both feet on the ground, able to swing a giant sword or fire a gun with just as much accuracy. Naturally, you're also excellent at maneuvering at high speeds and ramming pursuers, with some death-defying acrobatics to boot. Ride on!

Passed Basic [100] – A successful SOLDIER candidate or an escaped lab rat? It doesn't really matter, the end result is the same. You have received a basic infusion of both Mako and Jenova cells, which has enhanced your physical abilities considerably. You are much stronger, faster, and tougher than the average human in this world. Cutting through reinforced steel, surviving anti-vehicle weapons with a few bruises, leaping and running several times better than an ordinary human...you can do it all. These enhancements will grow with you as you gain more experience through Still More Fighting. The cells will also keep your body in fit physical condition, as well as giving your eyes a soft green glow. As an added bonus, your sample is miraculously free of influence from Jenova or Sephiroth, and you may toggle the glow of your eyes on and off post-jump.

Two Big Reasons [100/50+] – That you're great to look at! Your grace and your beauty, obviously. What did you think I was talking about? You're especially cute, beautiful, or sexy by the standards of those around you. You may choose to add extra emphasis to any particular body part you possess, whether your chest, legs, hips, etc. Regardless of which part you choose to 'emphasize' or how muscled or curvy you want to look, you will find it won't get in the way of your fighting style or abilities, against all logic. Optionally, this makes you fantastic at dressing in...unusual fashion choices for someone of your build and sex. You may enhance your appearance further by spending an undiscounted 50 points each for more upgrades as many times as you wish, so long as you have purchased the base perk at least once already.

Underneath The Rotten Pizza [100] – With Shinra's violent chokehold on most of the Planet, opposing them in the open can be considered suicide to most well-meaning rebels or those trying to escape their influence. Luckily, you're good at evading detection. You're well-versed in ducking and weaving past security forces or moving in places considered beneath notice by the authorities, letting you work mostly undetected so long as you don't antagonize any local security forces. You also have pretty good luck at getting past things like automated checkpoints or border controls...most of the time, anyways.

For the Planet [100] – Sometimes, the best way to topple a giant is to hit them in their knees. When you're battling a large or powerful organization that outmans and outguns you, you have an excellent intuition of where to find and attack major targets of importance to them. Reactors that influence their bottom line, science labs containing some intel they consider valuable...you have a good sixth sense where to find these and how to destroy or claim them for yourself. It doesn't give you an ability or special luck to actually pull it off though, so pick your targets carefully. You also won't fully grasp how important said target is until you actually go on the offensive and find out yourself.

You Can Hear The Cry of the Planet [100] – Are you a surviving Cetra or one of their descendants, are you? Regardless, you have a unique ability shared by these Ancients: The ability to hear the Planet itself. By concentrating or even placing your ear on the ground of the world you're on, you are able to understand the current state of the Planet and if it is currently in pain from something, as well as a general idea of what is causing this pain. It will also sometimes provide you information on something useful, like where you need to go or what you should do to pursue your current goal. This tends to be vague and more like impressions and emotions than a clear idea, so it will take some work to glean any insight from this. Also, hearing the cries of a world in pain can be...traumatic, so I suggest doing so in short bursts. Obviously this doesn't work if you yourself are causing pain to the Planet somehow or are on a dead world.

Understanding Nature [100] – Once, the Ancients and their kin were closely tied to nature, roaming across the Planet and never settling somewhere for long. With the advent of civilization many of these skills were lost, but you have retained some of it. You are skilled at surviving out in the wilderness, whether in endless deserts or in deep forests. You know how to properly forage, ration your supplies, as well as how to travel safely with only your environment providing clues about where to go and what to do. A valuable skill if you're going hundreds of miles on foot.

Flowers in the Slums [100] – Is it possible to find such beautiful life in such a rotten place? Your careful hands certainly can make it so. You have excellent gardening abilities, able to maintain rows upon rows of plants with beautiful flowers and fresh fruit with ease. Strangely, even in places full of barren soil or pollution, your skills tend to yield such a beautiful bounty. A rose in a desert, flowers in a ruined slum church, take your pick.

It Starts With A Dream [100] – Shrina, like all companies or ventures, began with ambition and a dream. In this case it was mainly 'more money and control', but perhaps you're a little different? You start off as a skilled salesman and entrepreneur, knowing how to sell something of value at a substantial gain for yourself. You also have a firm idea of what your abilities can create that people will happily pay for in labor or currency, as well as how to quickly and efficiently profit from it.

Write My Own [100] – The first step to controlling the masses is getting them to believe what you're saying and knowing how to properly say it. You have a natural charisma to you, able to confidently present arguments or speeches without stuttering or pause, having a talent for swaying others to your side with words alone so long as they have no reason to argue back. Speaking of speeches, you're excellent at coming up with fairly good ones on the fly or writing ones all on your own.

Business Badass [100] – It's not enough to be an idle executive in a nice suit, sitting at a desk and signing papers or making phone calls. You need to be able to look stylish as well as intimidating no matter the situation. Your nice suits will never be scuffed or torn from wear-and-tear, even openings from weapons or wounds failing to damage your good looks even though it will still damage you the individual. You also know how to remain composed and serious even as you're in a dangerous situation, like firing a shotgun at an enemy while falling from several stories high.

Don't Step on The Flowers [100] – Alright, so maybe you might be an eco-terrorist, working for a corrupt regime, or some kind of horrifying monster from beyond space and time. But that doesn't mean you're not likable. You know how to present yourself in a quirky as well as strangely endearing to those around you, even your sworn enemies trying to get revenge on you. You also know how to maintain this persona even if you have the deaths of thousands on your conscience and everyone knowing it. Such a lovable scamp, you are. This doesn't guarantee people will actually like you, but you will find your enemies more likely to banter with you during conflicts.

Swear On These [100] – First lesson of warfare, kiddo: Information gathering. You need to know what kind of leverage you can get on someone, how to use that leverage to make them do what you want, and where to find that leverage as well as your target. You're skilled at all of these things: You can track, trace, and blackmail with the best of them. Even if you've lost the trail, you can find your way towards something useful or a clue towards your target if you look hard enough. Long as they're still on the same Planet, anyways.

You Can Talk? [100] – You sure can, even if logic or even basic biology would dictate otherwise. Regardless of what species or physical form you're in, you are miraculously capable of human speech as well as clear verbal communication. Don't think too hard about it.

Unusual Biology [100] – Maybe you're not really part of human stock in the first place? You may be some sort of bizarre mix of a beast with cat and dog-like features and a flame on your tail. You may be some sort of disfigured Mako mutant or creature. You might even be a sapient Chocobo or a real-live Moogle! Keep in mind some of these don't come with the ability to speak. You may designate yourself as a monster or a unique creature in this world, though aside from some natural weapons and new physical capabilities, you don't start off any stronger than a human with the base abilities of Still More Fighting. Also, being something as gigantic or powerful as WEAPON is off the table. Post-jump, whatever you chose for this perk becomes an altform.

Anon Appears [100] – What's there left to cover? Don't answer, I already have one for you: Dramatic entrances! Whether kicking in the front door of the main headquarters of your enemy or riding into the scene on an angry motorcycle, you know how to stop a show while arriving in the nick of time! You know how to make a fantastic and dynamic entry when you abandon all subtlety, often catching enemies off-guard and revitalizing your allies briefly when they realize the cavalry has arrived. These effects fade quick, so make good use of them!

DRIVE [100] – Most lifeforms are a byproduct of many individual cells together forming a cohesive whole. Each cell performs its individual function automatically, without regard to the rest of the body that is irrelevant to its function. You are something...different. Instead of being a single 'whole', your being is spread out across each individual cell in your body, your cells and body responding to your thoughts and will. Each cell responds to your desires with a simple mental command. Will yourself to heal a wound, your wounds will close a bit more quickly than if you let them heal automatically. Squint to see a distant target and your vision will sharpen a noticeable amount. So long as it is possible for them to perform in the first place, your cells will respond to your commands as best they can, though by itself this merely makes your body more efficient and responsive to your conscious desires. Your mind and body will always act in harmony with one another, opening up many interesting possibilities to what you can accomplish.

HIDDEN [100] – When the Crisis from the Sky first descended onto the Cetra, it approached them with the face of friends and family before unleashing its true nature. You have acquired a similar ability, now able to shapeshift your body's appearance to that of any other member of your current species. This also makes you a terrifyingly effective actor, letting you pretend to be someone else with ease, though this doesn't provide memories or context if you're imitating someone in particular. Also, drastic mutations or changes in form aren't included here – you're still changing into whatever species your current form is.

HERITAGE [100] – Reproduction is the innate desire of all life from the tiniest bacteria to the everyday human being on Earth, to carry on one's genetic legacy. Yet whether by evolution, devolution, or just the pesky problems of free will, sometimes one's offspring can deviate a bit too far from their intended course or the act of reproduction can take too much time and resources devoted to other things. This is the foundation of ensuring proper administration. When you share a genetic link to someone or something that is among the living, whether your own offspring, a clone, or even someone you provided some sort of blood or fluid transfusion to, they 'inherit' a sample of your own cells. This provides no special benefit to them, but it allows you to use any abilities or magic you possess on these inheritors as though you had your hands on them, even if you're miles or even planets away from each other. You also have a weak telepathic link to these inheritors, able to suggest emotions and thoughts to them at your will...though this is mostly a mildly annoying nagging by itself, easily shut out by strong wills. At least, for now, it is.

Squad Tactics [200] – You're not just going to charge into battle all by yourself, are you? You have the ability to work effectively with a small team of up to two to five other people including yourself, having a natural intuition of who would work best in what role. You're also good at thinking on the fly when it comes to the best places for your teammates to be or what to do in a fighting situation. Together now, everyone!

Rules of War [200] – Having a team is nice and all, but what about being able to dance around your enemies and come up with a plan for dealing with them? You're no slouch when it comes to battle tactics, able to quickly formulate a strategy on how to tackle a foe or group of enemies even as you're busy swinging a weapon and trying to survive. No guarantees it will actually work or you'll stand a chance, but even when you're caught off-guard, you'll soon have an idea of what to do after just a few seconds of fighting! Just keep in mind this only applies for individual enemies or small groups...if you're up against a small army or more than a dozen foes, don't expect this to help that much.

Under the Apple Tree [200] – You may be getting a hint from all these perks and the situation of this world that you're probably going to be exposed to a lot of violence. Well, you're right. But that doesn't mean you have to freak out about it. You're able to keep a friendly and optimistic outlook despite fighting for your life each day, your mental stress staying at manageable levels even when you're staring down an entire army out for your blood. You can still recognize negative emotions and act on them, but you'll be able to keep your cool and stay approachable even in the worst situations. You have to protect your honor, after all.

ID Verified [200] – Laying low is good and all, but sooner or later you're going to have to get past security, you know? Good news is you're good at that, too. You know how to make effective forgeries for ID systems and automated security check systems, as well as being able to finangle yourself into admin access for computer systems if you have enough time to work on them. As a side effect, you're good at carrying yourself in a way that makes others believe you're supposed to be there, letting you roam around in an office while dressed for war and visibly snooping around. Linger too long and you will eventually be caught, but you would be surprised what you could get away with in your enemy's home base before any fighting actually starts.

Just Accept It [200] – A bartender, an ex-SOLDIER, a flower girl from the slums, and an eco-terrorist walk into a bar...already heard that one, have you? Since you're likely to pick up a traveling band of weirdos yourself, I'm giving you this as a gift. Teams you gather that have absurdly vast differences in cultures, species, and abilities tend to quickly be forgotten as you all work together. Sure, someone who was part of your own enemies or secretly a mole will still rightfully earn the group's ire, but it's quickly forgotten if they make a genuine effort to atone for it. The strangest teams you gather work together just as well as a band of brothers that have known each other for years, requiring very little effort from you to smooth things out.

As an added bonus, your personal history is quickly glossed over or ignored so long as elements of your past don't come up during whatever mission or project you're all working on together. An interdimensional being from across the multiverse? Sure, why not.

Smash the System [200] – Alright, so Shinra has all these fancy guns, robots, submarines and so on. But you know what you have? A bomb. Several bombs, actually. You are not only skilled at using brute force to break apart machines and robots with a strong intuition of where to hit them, but you know how to make bombs using scraps and spare parts with enough power to blow up Mako Reactors if put in the sweet spot.

It's The Only Way [200] – You need to put on this dress, it's the only way you're going to be able to infiltrate the crime lord's base! Something like that, probably. You're unnaturally gifted in the skill of convincing friends and allies to follow zany plans you come up with regardless of any amount of confusion or humiliation involved, so long as it's in the name of pursuing some sort of mutual goal together. The more ridiculous the actual plan is, the more likely it will succeed. Something that has a high chance in getting them killed will be a hard sell, of course.

Ice Breaker [200] – People can't help but like you, you know? Strangers you have a chance meeting with are quick to develop a good impression of you, secret agents spying on you tend to be captivated by your looks or personality, that sort of thing. So long as you don't have a reason to be sworn enemies with somebody, others tend to warm up to you quickly and are easier to befriend. This is especially effective on the introverted or withdrawn, or the sort of person who tries too hard to look cool. I wonder if you know anyone like that?

Bodyguard Magnet [200] – So much for ice breaking, now we have people protecting you out of the terrible thought you may be made of glass or something. You're probably not, but it's the thought that counts, right? Capable individuals who feel neutral or positive towards you will feel protective towards you, perhaps offering to escort you through a dangerous area free or charge or join you on your quest. This tends to be more effective if you've left a good impression on these would-be knights of yours, of course.

Substance With Style [200] – Say what you will about Shinra and their tyrannical hold on most of the Planet, but they certainly know how to make things look stylish. Between the uniforms of Shinra grunts, the various robots under their control, and even the nice suits of their executives they know how to make a theme and stick with it. This now applies to any organization you run or have a leadership position in, your subordinates gradually changing their uniforms, attire, and equipment into an aesthetic you find favorable. Whether old and rustic or looking like a clockwork nightmare, those who work for you will have a style you approve of. Strangely, nobody really notices or comments on any of this, nor does their gear become more or less effective as a result, even if it looks like they're walking around a battlefield in casual wear or using rifles that look like they belong to the distant past...or future.

Sneaky Suits [200] – So we've got sneaking past security and tracking down targets, but what about not being found in the first place? You've got that covered too. You know how to properly conceal yourself from the sight of human eyes, the sharpened senses of monsters, and the watchful eye of security robots. So long as sneaking past someone or something is an option or possible, you have a pretty good chance of pulling it off! Note that while this is excellent for trespassing or ambushes, once you're caught you're going to have to come up with a new plan!

Do Your Duty [200] – One reason Shinra Inc. has remained unchallenged for so long is that they're good at making themselves look like some sort of ideal to aspire to, for those who aren't that tempted by the prospect of money alone. Taking cues from this, you're a propaganda expert bar none, able to quickly rally entire crowds to your cause by appealing to their sense of heroism or personal honor even if you're obviously a tyrannical regime of some kind. You can get plenty of fresh and loyal recruits or employees for whatever cause you're working towards so long as you can spin it as something that benefits them and those they love in a few speeches. Recruit entire city blocks by yourself, recruit entire armies with some sort of media outlet. Just remember enough bad deeds or things that hurt your recruitment pools will diminish these benefits considerably.

Freak of Nature [200] – Alright, so maybe you're some kind of interdimensional weirdo or a scientist with an absurdly long rap sheet against both humanity and nature itself. But you're just sooo dreamy, aren't you? Despite possibly being by all accounts a horrible human being and having enough red flags tied to your personality to communicate your sins in semaphore, this serves no hindrance to your ability to romance and bed others. If anything, it tends to attract and draw your preferred sex to you all the more. Sure they might snap out of it once your actions directly result in the death or tragedy of themselves or those they care about, but don't expect this to knock you out of the dating pool unless the rest of the Planet is dead.

City Planning [200] – Midgar is a marvel, isn't it? A carefully sectioned city powered by the distribution of Mako to all of its lively citizens on the surface. Of course, this means those in the slums down below live in squalor and never get to see the sun as they desperately scavenge for power and a basic living, but don't you worry about them. Much like the minds that brought such a marvel to life, you are a savant when it comes to planning anything from small villages to gigantic mega-cities. You know how to lay out the infrastructure and buildings in a way that perfectly compliments your desires for those living within it, whether making a beautiful mix of technology and nature that's convenient for your citizens, or a dense and polluted metropolis that ensures division and expensive needs for those living within it. You might make a Midgar of your own someday, if you have the materials and resources needed.

Materia Hunter [200] – You know what Materia, Gil, and special items all have in common? They're rare, hard to find, and worth stealing. Good thing you have a skillset perfect for this sort of thing! You're an expert at treasure hunting and general thievery, able to pickpocket enemies even during the heat of battle and sniff out the location of unique items like special Materia after just a short survey of an area, so long as it's somewhere above ground. The more valuable or rare the item you're looking for, the more lucky you are in eventually tracking it down, so long as it exists in the first place! Your skill at larceny is strong enough that you could take an entire chest full of Materia from a band of folks who trusted you without them noticing until a fight broke out. Don't expect this to work on those wise to your tricks, however.

Take Me With You [200] – Hey, you're a suspicious fortune teller a group of adventurers just met, but why don't they take you along? Good question! With just a casual conversation and a declaration you're sticking with them from now on, you too can join a group with no questions asked! As long as they don't have an existing beef with you or would try to kill you on sight, you can easily force yourself into parties of adventurers or friend groups with nary a question asked! Just have a good cover story when they finally ask what your deal is, alright?

BOUNTY [200] – Humans are such curious creatures. Poking and prodding at things they barely understand, working to reduce them to equations or a scale of usefulness to themselves. How useful for the likes of you. When your cells are introduced to another being through transfusion, reproduction, or other means they will enjoy a considerable boost to their physical abilities. Much like how SOLDIER is enhanced by Jenova cells, they will become stronger, faster, and tougher than most members of their species, their base abilities given a boost by your strange DNA. This is a one-time deal and comes with a noticeable but minor mutation that influences their appearance, such as a marking on the skin or glowing eyes. As a trade-off, those who partake in this bounty are more susceptible to your influence, whether from your words or other abilities you possess that can control them.

PROPAGATE [200] – Why wait for them to come to you? The deadliest virus is the most proactive one. This ability is simple yet terrifying: By touching or inflicting damage using your body on another living being, you may freely choose to 'infect' them with any disease or biological agent contained within your body, such as the effects of HERITAGE. This ability may be toggled on and off freely. The only conditions to infection are that you're able to make skin contact with the enemy, with open wounds being the fastest to complete the process.

PSYCHE [200] – The mind is easily one of the most complicated parts of sentient life. So full of decisions and what-ifs, knowledge and ignorance. What if you could snuff out their will and eclipse it with your own? Wonder no longer. So long as you share some sort of genetic link, whether through infection, infusion, being a relative or clone of yours, you have the ability to influence their minds directly. You can give them subtle suggestions or commands most will follow so long as it doesn't directly contradict their natures, growing stronger over time. You may influence their minds with illusions and make them see or sense things that aren't truly there.

The strong-willed or those sure of their identities can recognize these illusions and commands to resist them, but those without such wills or have identities built on falsehoods are much easier pickings for you. You might even convince them their actions are all their own ideas, making them do things that would be harmful to them and those they value, as far as marching to their deaths into a freezing cave with no regard for their safety. The less strong and certain their minds are, the greater your control. Grasp their delusions and use it as your reins over them.

Adopted Persona [400] – It's no secret people look up to their heroes, or even their friends. Sometimes you wish you could be as skilled as them in a particular area or even become them, if your sense of identity were so badly wounded. For better or worse you have taken this idea to heart, for when you become close to someone or work with an individual for a long period of time, your mind will subtly pick up on their mannerisms and abilities. Being a close friend to a skilled swordsman would let you learn how to wield a blade in the same style several times as quickly, eventually being able to wield their signature weapon with the same amount of ease. You might even take on some aspects of their personality, such as their confidence or even their identity, doing a convincing imitation of who or what you see them as.

Note that you can't learn abilities from this chosen idol if you lacked the capability for it in the first place, it has to be something you can be taught or learn yourself. You will only ever take as many aspects from them as you desire, so if you just want to learn their skills without changing your personality any, that works fine. You may only have one 'idol' to learn from at a time, but you retain whatever you learn from previous ones. Imitation is the sincerest form of flattery, isn't it?

The Legend [400] – While his career ended in tragedy and was hastily swept under the rug by Shinra, the impact Sephiroth left on the world in the wake of the Wutai War can still be felt even now. Just the uttering of his name or the implication he was or is involved in something can inspire terror in the listeners. Your reputation will now carry a similar weight. Should you do heroic deeds, however small, your name will be recognized as someone who does kind or great deeds for those who need it, spreading like wildfire until you become a household name or a rallying cry for rebels. Should you be a villain or an especially brutal individual, your name will inspire fear in all who hear it, many fleeing for the hills before even thinking of trying to cross you. Your legend may grow and grow to the point the stories about you may become unbelievable yet true to your personality...or maybe they don't even come close to how powerful or daring you really are?

Not A Puppet [400] – There are a lot of things in this world that can put your very body and soul in chains. Whether its the oppressive lifestyle Shinra forces on both its customers and its victims or the corruption of all things involving Jenova souls, there are plenty of invasive forces that seek to control you. They're going to find it very difficult to get past you. Your willpower is iron, able to withstand a ridiculous amount of stress and trauma while still carrying on. What's more, this willpower translates to being able to resist involuntary mutations or corruption to your physical body, letting you hold onto your original form so long as you continue to resist it with your mind. Even a deadly infection like Geostigma will find you difficult to bring down or even inconvenience so long as you remain focused. You're not anyone's puppet and you're going to show that to the world.

Suspiciously Convenient [400] – Alright, so let's say you're part of a ragtag bunch with no real supplies, influence, or a chance in hell on a journey to pursue someone or save the world somehow. Sounds difficult, right? Luckily, you tend to bump into things and people that can help you along the way. Need to sneak past a heavily militarized city? Luckily, there's a parade going on and you're mistaken for a new recruit. Your enemy is weak to magic but you don't have any Materia? Lookie here, there's one in a chest nearby! You need to go to a land that can't be reached by boat or airship? Good thing you're on speaking terms with a Chocobo Ranch owner who can eventually give you the means to breed one that can make the trip easily! And so on and so forth. The more difficult and far away these tasks are to complete, the smaller the helping hands and steps towards progress will be, but you will have a habit to bump into useful items and events that will speed you along your way. Just remember that luck by itself won't help much in extremely dire or dangerous situations. You can only get so many lucky breaks at once, after all.

Guns, Guns, Guns [400] – So there's an unfortunate logistical fact to using firearms as your primary weapon: No matter how strong or skilled you are, the bullet fires at the same velocity and caliber as it would back when you had twigs for arms and half an idea of what you were doing. This is perfectly fine when you're fighting ordinary men or monsters with soft skin, but becomes a problem as your foes grow stronger while you're forced to either update your hardware or get a better weapon. But what if that weren't the case? Through some strange technique, the more physically strong you are and the more skilled you are as a gunslinger, the more powerful your gun becomes. The bullet strikes deeper, the insides of your enemies practically burst, and even a handgun can possibly fell a giant monster with a well-placed shot in your hand. Even better, you don't suffer from any recoil or backblast from any personal-sized firearms you use from now on. Lock and load!

Premium Hearts [400] – Humans are capable of some pretty crazy things in this world, even without the help of genetic enhancements or Materia. A skilled enough martial artist could stand their ground against a genetically enhanced superhuman and stand a decent chance of winning, should they stay on their toes. You have taken this to heart and have focused purely on your physical strength and speed, letting you punch much harder and do death-defying acrobatics on reflex. These abilities will grow with you and you start off a master of a self-made (or taught) martial arts style that complements your chosen fighting style in Still More Fighting as well as giving you skill in wielding magic in tandem with your martial arts almost seamlessly. Just be warned: While you're definitely a lot stronger and more skilled with your fists like this, you're not really much more durable. If you were physically frail beforehand, you will still be fairly easy to knock out from a well-placed attack from the aforementioned superhuman.

How does this make you stronger but not much tougher? Don't worry about it.

Wellspring of Power [400] – As sure as the Mako Reactors bleed the Planet's life force to fuel luxuries and utilities, humans lack the connection to nature and magic they once had in the distant past, often reliant on Materia to use even a fragment of those mythical days. Even so, a talent for using such abilities still exists in some, perhaps some close relative to the Cetra of old. You're one of those people, having not only any magic you use through Materia or otherwise being much stronger than the average person, but you have easily twice the mental stamina and energy needed to use it extensively. This grows along with your own strength and experience, eventually turning you into a terrifying spellcaster...assuming you know how, anyways.

The Heart [400] – Sometimes, a genuine personality all by its lonesome can change the world just by inspiring others to be better. Whether you're gentle, mischievous, strict or even just charming, those you interact with positively tend to come out of the experience as better people, the effect being stronger with the strength of the bond and the amount of time spent. A friendly conversation can brighten someone's day, a heart-to-heart with a close companion you have fought alongside may make them think the world of you or even fall in love with you. Should you disappear or even perish, those whose lives you have touched would still be inspired to follow your example, becoming stronger or kinder people for it.

Favored Child [400] – If the Planet could voice its feelings towards the humans who live in Mako Reactor-powered cities that steadily bleed it dry, it would likely involved agonized screaming in a mix of terror and rage. To humans who simply live their lives, perhaps it does not notice them at all. But the Cetra had a special connection with the Planet, and now so do you. When you walk on a world that still has life within it, you will find its 'spirit' favors you above many others. Wild animals will be passive or even friendly towards you, you tend to find food and shelter outside of civilization more easily, and the weather allows for an easier journey. Should you have some way to communicate with the Planet itself, it will more easily communicate information you happen to need for whatever quest or task you're on so long as the information exists somewhere on said Planet. Just note this blessing is likely to evaporate if you willfully cause extreme damage to the world. Working on a farm or even collateral damage from battle won't do a thing, willfully constructing something like a Mako Reactor and activating it would definitely do it.

Ultimate Multitasking [400] – Being an executive in a company or someone in a leadership position can be stressful, to put it mildly. Especially if you're trying to juggle things like an adventuring career or secretly spying on a group of interest on top of all your regular duties. At least for anyone who isn't you, that is. Your ability to split your attention between two or more simultaneous tasks reaches the realm of the improbable, letting you effortlessly remote control a drone on the other side of the world with your mind while carrying out the busy schedule of a corporate executive without any break in personality or actions each and every day. Certain high-stress events might make you slip up, but otherwise don't expect anyone to suspect you and that strange talking robot might actually be the same person.

All About The Spin [400] – Part of the reason that the world hasn't risen in revolt against Shinra isn't just because of their strong military crushing any would-be opposition. It also has a lot to do with their control of public opinion and how they can turn their own laundry list of sins into a net gain. Drop an entire section of city on the slums down below? Terrorists were responsible and you had tried (and failed) to stop it yourselves. Slaughtered an entire town for an accident they weren't at fault for? Nonsense, they were saboteurs who betrayed a generous offer you made them. A little bit of finger pointing and manipulation can make you seem like the 'victim' in any scenario, and while others may wise up to you and your misdeeds, the majority of what would have been an angry mob quickly lose all wind in their sails from either believing these lies or losing any faith that they can upturn this deception of yours.

Rule Through Money [400] – Money makes the world go round, you know? The more you have, the more you can shape the world however you want. But some investors tend to uselessly throw their money away on utopian dream projects or hollow promises from researchers or contractors with eyes bigger than their heads...at least, ones who aren't you. You will find the more money you can pour into a project of yours, the better the results tend to be. A pay raise for your employees will make them work twice as hard instead of making them sit on their laurels. Eccentric scientists become very talented when you add a few extra zeroes to their bank and professional soldiers with expensive equipment become worth five times their worth in training. In short, so long as its possible for something you pour money into to have a good or better result, it is very likely to do so. Just try not to burn a hole in your bank trying to jump technology ahead a few centuries.

Phone A Friend [400] – It's generally smarter to travel in small groups when you're trying to evade Shinra or notice by any enemies of yours. But what if you need someone to get to you in a hurry? As in, right now. Not a problem! So long as you have some method of long-distance communication, such as through a cell phone or even a type of telepathy, any willing allies of yours can quickly appear nearby as if they already made the trip when you need them. How? Don't worry about it. So long as they aren't dead, dying, comatose, incapacitated or otherwise unable or unwilling, your friends are always a phone call away!

Inns Are Hospitals I Guess [400] – Normally, they aren't. If you're injured or otherwise exhausted, no amounts of bed rest by itself will do anything to help you. At least before getting this perk, that was the case. So long as you and any active companions can manage eight hours of bed rest undisturbed, you will all awaken the following morning with all injuries healed, all personal energies restored, and fully refreshed to start a new day! Very handy for when you don't have scores of potions or healing spells to go through. Do note that any interruption of this rest will deny you the effects for a day and you get no special protections from ambushes or complications. Don't sleep in the slums.

BIRTH [400] – Not human. Not human. Not anything near human. You are just like that monster from long, long ago: A Crisis from the Void. Whether you are another iteration of Jenova or something else entirely, you have gone from minor mutations to something...horrifying. You have total control of your biology down to the last cell, able to shapeshift into different forms at will and generate new limbs, organs, and senses for yourself at will. Should you possess abilities that can mutate or change others, you may give or remove them to yourself at will, as well as remove the negative effects of any biological changes to your body with an act of will. If a disease would kill or weaken you, you can simply order it to die and your body will comply. You can also sprout tentacles from your body to use as a weapon regardless of your form, strong enough to tear off metal from tanks. However, this control only applies to living cells still attached to your primary body...removed limbs can be re-attached with some effort, but otherwise you have no control on bits of you that have been removed or put into somebody else...

LIFE [400] – ...unless you have this, anyways. You are able to mentally control cells within the bodies of others so long as they initially belonged to you, such as the effects of HERITAGE or being some sort of biological descendant or clone of yours. The most obvious and immediate application of this power is to forcefully mutate your victim into a horrendous monster akin to those wandering Gaia, putting their bodies through an unlucky genetic lottery and obliterating their brains to be replaced with a single-minded mission of your choosing their now-primitive brains can understand, such as 'Kill Anyone You Encouter.' This can result to anything from gigantic animals or insects with bizarre abilities or even partially fuse them with machines to create truly horrible abominations.

With time and practice, you can fine-tune these mutations into smaller extensions of your control, giving them beneficial or specific forms and abilities akin to those used by other monsters in this world, playing with their cells and biology like a personal toy. You may even let them retain their minds if you're feeling generous. Note that like PSYCHE, those with extremely strong willpower can resist these mutations or remain themselves in spit of what you do to them...but of course, there is a contingency for that too, down below.

DEATH [400] – Congratulations, someone has successfully managed to summon the willpower to resist your influence or otherwise shake off involuntary mutations you have attempted to give them! Their reward? Death. More specifically, an infectious disease similar to Geostigma that induces a deep depression, physical pain, fatigue, and occasionally horrifying visions of yourself and your goals. This will steadily sap them of their will to resist you both mentally and physically, until the disease develops strongly enough to kill them or they succumb to your influence. What's more, ordinary Materia magic or medicine won't heal or cure it...it would take an infusion of purified Lifestream energy or something truly beyond this world to cure it. You may, if you wish, remove this disease from a victim you have 'blessed' with it with a simple act of will. A merciful option, should you wish to use it. This disease only activates to those you have personally tried to mutate or experiment on, and only if you wish it to.

One-Winged Angel [600] – Oh. I guess there were four of you? You are one of the masterpieces of the SOLDIER and Jenova Program, a super soldier without peer that makes even First Class SOLDIERs look like a common grunt in comparison. You have all the benefits of Passed Basic several times over, having insanely superhuman strength, durability, speed and reflexes. A single lazy sword swing from you could bisect an angry dragon in one attack, to say nothing of armies that try to fight you without a plan. You also have a large font of magical energy and mental stamina for Materia use, able to throw around powerful spells with ease and barely noticing any fatigue outside of extensive battles. Should this be insufficient, you may tap into your unique 'heritage' to gain a temporary boost to all of these, marked by the presence of a single wing on your back with an appearance of your taste. It's up to you if such a wing is actually capable of any amount of flight or merely decoration.

Considering the other examples of this former glory of Shinra's are dead or missing in action, your existence raises a lot of uncomfortable questions in the world. The biggest one is: Which side are you on?

Like A Sandwich [600] – Materia Fusion is a unique art that was originally utilized by higher-ranking members of SOLDIER as a way to boost their prowess without having to rely on the sometimes extensive timetables for Materia growth. Whether someone taught you this or you found it out for yourself, you are able to fuse together two pieces of Materia (and optionally, a physical item). The resulting new Materia will contain greater power and passive boosts depending on the ingredient components. For example, combining a Fire Materia that increases your magical ability with another will increase that magical boost. There is no limit to the number of times you can combine Materia to make them stronger, though it is more exhausting on your personal energies the greater they become. As an added bonus, you may combine similarly magical items that in some way enhance your natural abilities with others to create new combinations and effects.

If you have Passed Basic or One-Winged Angel, this perk comes with an internal Mako pool that grows within your body as you slay enemies, letting you fuel Material Fusion or the Digital Mind Wave (if you have it) without needing to spend any of your personal magical energies in its place.

No Getting Off This Train [600] – Just because someone says they're in charge doesn't really make them a good leader, especially if someone might naturally be more effective at it. That someone now being you. You're a natural-born leader, able to quickly draw various personalities around you or a cause you follow as well as knowing how to best apply them in a situation or a fight. This ability is strong enough that even if you were...let's say, trying too hard to look cool and unemotional, you could form a strong band of loyal and eager allies and friends around yourself with a little bit of work. If you have a natural charisma to you, expect those numbers to increase greatly. In addition, when supported by your friends or a team on your side, your mental and fighting abilities increase siginifcantly, letting you potentially stand up to foes much stronger than you just through the power of friendship. At least, in theory. I wouldn't test this against someone way, WAY out of your league.

You're also just a little more attractive to your desired sex, making it so any efforts you pursue towards romancing them are both easier and a little quicker than they'd be otherwise. For some reason.

What A Crew [600] – It is a little convenient that AVALANCHE, if all goes well, can assemble a team not only capable of standing up to Shinra consistently but also save the world from both Meteor and Sephiroth, albeit by the skin of their teeth. Who would have thought such a colorful cast existed in the world? Just like this lucky and eccentric crew, you tend to bump into quirky but surprisingly skilled individuals that could probably exist within a given world that are surprisingly amenable to whatever you're pursuing. A little bit of work and travel could see you with a colorful yet effective team able to take on the world!...or at least a lot of it. Note that while these people may be unique or otherwise hidden gems in the world, their existence still has to make sense for the world you find them in. As a happy side effect, these weirdos you gather tend to get along well with each other and develop strong friendships with or without your help. It's nice, isn't it?

Against All Odds [600] – Are you noticing a theme with some of these yet? When you and a group of people work together long enough, you will find not only do they mesh surprisingly well despite conflicting personalities or history, but their abilities all synergize with each other despite vast differences between them. But going beyond that, you will find that those who work with you for a long period of time quickly find their natural growth and experience skyrocketing considerably, as if racing to meet your own level. So long as they have the capability to, those who are less experienced, skilled, or powerful than you will quickly grow to meet you at your own level all while their teamwork abilities with each other improves in turn. This also tends to increase their personal loyalty and fondness to you as time goes on. Let your bonds elevate them.

Just In Time [600] – How does AVALANCHE survive most of the trials being thrown at them? Luck. Very, very good luck with a dash of convenience. An entire section of city is about to crash on top of your head? There happens to be a crane nearby that would let you swing to safety in the nick of time. Locked in an execution chamber and about to be gassed to death? A giant monster attack happens and causes enough chaos to let you escape. Need to revive a friend from a traumatic experience that has left them catatonic? You both happen to take a dip in the Lifestream and get a moment to put them back together with your help. Opportunities for survival or progress towards your journey tend to pop up unexpectedly, often when you need them most. Keep in mind: Success is more than a few moments of fortune. This will save your life when it's possible, but eventually, you need to either fight or figure things out on your own...don't expect this to win your battles for you.

Wisdom of the Ancients [600] – Materia. The marble-like gems that contain the solidified power of Mako, enabling those who use them to become stronger or cast various spells and special abilities. For most ordinary humans in this world, this is the only real way to use magic left in the world. Materia is created in a process that normally takes hundreds of years, occurring naturally within Lifestream deposits. Through some luck or unique gift from the Planet, you have learned to shorten this process down to a single afternoon. By drawing a small amount of life energy from the Planet, you are able to shape Mako into a brand new Materia of your own design within a few hours. That said, this process starting out is extremely draining for an ordinary person, often needing you to take a bed rest afterwards and you only start out able to make very basic Magic Materia of the elements. However, as you refine this process, not only will it become more efficient over time but you will eventually learn to recreate the other Materia types, even the extremely powerful Summon Materia of this world after a long process of trial and error.

Once you have mastered this creation process, you can eventually turn your own personal spells and special abilities into Materia that others can equip and use, anything from your own personal 'stat boosts' to even making Summon Materia for creatures that voluntarily choose to become your allies, letting you temporarily call on them to unleash devastating attacks or lay waste to your enemies. Like regular Materia, these creations of yours will gradually grow in power until reaching a personal maximum that may be well and above what they started out as. Expect to be in high demand and at the top of Shinra's kidnapping list if somebody finds out you can do this.

As Natural As Breathing [600] – Well, if you weren't one of the surviving Cetra before, you certainly are now. You know that mention about humans not being able to use magic anymore? That's no longer an issue for you. Not only do you have a natural attunment to the Lifestream and magical energies, but you are able to use Magic and Summoning in this world without Materia. Since learning magic the old-fashioned way has been a dead art for several millennia, this is something you're going to have to figure out on your own. With some effort, you can recreate the effects of various Magic Materia on your lonesome, and eventually create your own spells entirely from scratch so long as they follow the same conventions. Combine electricity and ice magic to make a deadly combination spell? Do-able. Make a spell that makes you and your allies faster while healing you all at the same time? Certainly. Create illusions and unique charm effects? All plausible.

The fun doesn't stop there. Since Materia is just a helpful instruction manual in your hands, any spells you use from Materia enough times, you may eventually learn to cast even if you don't have it equipped anymore. Any special abilities or boosts gained from Materia or magical items will eventually become a permanent part of you, letting you retain special effects or use unique spells without needing to carry the Materia around. The mages of old may not be around anymore, but given enough time, you'll give them one hell of a comeback.

The Planet Answers [600] – Completing the magic trifecta, there is magic that is simply leagues above and beyond even powerful Summon Materia. This is Ultimate Magic, which draws on the full power of the Planet itself or even the surrounding cosmos to bring about either salvation or ultimate destruction. You now have two ways you may invoke this powerful Magic. First, you must simply have enough energy to shift the cosmos to your will to unleash a devastating effect, whether calling down a moon-sized Meteor to kill the very Planet you're on or even pull your enemies into a dimension where a Supernova is being unleashed. Needless to say, an ordinary human being isn't capable of this power without a fantastic amount of willpower and magical energy, and the destruction it unleashes is nothing short of breathtaking. You are able to create and eventually cast these awesome spells once you have the energy for it, starting with one of your choice: Something akin to Meteor, Supernova, or Holy. Interestingly, you're capable of this even if you normally depend on Materia to use magic in this world, though taking As Natural As Breathing makes it easier for you to learn and master.

The other method is that you may beseech a higher power for aid. A prayer made to the Lifestream could see the Planet itself moving to save both itself and the creatures living within it in its most dire hour, or unleash the great spell Holy that would cleanse the Planet of all threats to itself...whether an impending destructive force or a species actively trying to kill it. This is done at no personal cost to the user, but whether or not aid is given will depend on the disposition of the force you're calling on and how great your need is. A being or entity that is aligned to your interests or goals is more likely to answer you in a crisis than if you called one with no interest in your actions during a moment of mild danger. At the very least, your prayer WILL be heard by whatever you're calling out to, so long as it exists.

If you have 'Wisdom of the Ancients', you may turn any Ultimate Magic you know or have casted at least once into Materia that others can potentially use, though you may set the conditions needed for such to be done yourself. Even when made into Materia, these spells tend to be very draining and costly, but will be a little easier to accomplish otherwise.

Crushed Underfoot [600] – Shinra achieved its prominence by obtaining a technological advantage that the world suddenly couldn't live without, providing luxury and comfort that having a shanty little town in the woods couldn't hope to provide. At least, that's what they pitch to their many customers. When you have some sort of luxury or commodity to sell, you find it laughably easy to establish a monopoly as your competitors flounder behind you or suffer crippling problems that prevent them from learning your tricks of the trade. In addition, the stronger this monopoly is, the firmer your control over civilization and the world as a whole. A large military contractor could waltz into major political buildings and make some 'friendly' requests of the local government without much resistance. The world's sole source of energy would find all governments exist only as a theory, the word of that provider being law.

Progress At All Costs [600] – Hate them or fear them, but Shinra is undoubtedly responsible for dragging a previously under-developed world into a modern industrial age through their ruthless machinations and willingness to experiment without regard for the damage it would cause. Taking a few cues from their history, your personal management and leadership can introduce new technologies and industry to a world that was previously far behind your own knowledge and expertise, creating an industrial revolution within just a year or two of work as those you involve begin to spread their new ways of life to others in the process.

Of course, this only works if you have some sort of new advancement to introduce to the population, or staff who can do that for you. This process works even faster if you choose to throw things like caution and morality to the wind, grinding all who cling to tradition or primitive living under the machine of progress, destroying entire cultures and ways of life instead of wasting time integrating them. One way or another, the world will enter a modern age, even if you have to drag it kicking and screaming.

The Machine [600] – You know how to build the robots. Really, that's the core of what this offers. You were likely an employed scientist or engineer for Shinra, knowing how to build their computer technology, weapons, and their automated robots and assembly lines. They can function with a fairly simple AI, though they often lack sentience or complex problem-solving skills. With time, you can eventually make things like brainscans of living individuals to preserve their knowledge and personality, or construct weapons on the same scope as the Junon Cannon. You may even surpass what Shinra has built, someday...though I suggest finding another power source.

Under a Microscope [600] – The source of most of this world's grief lies with, you guessed it, Shinra. It was Shinra who discovered the Planet's very own life force could be harnessed into an easily accessible and potent power source, long-term consequences be damned. You have taken a page from this playbook, able to harness 'natural' and magical energies from the world and even the souls of other living beings into a usable energy source, several times more potent than regular-old electricity generators. This can also include genetic modification by using a dead creature as a template, or modifying living beings through this same energy.

Even if you have no interest in discovering your own variant, you also know how to extract Mako from a living planet, bleeding the world itself just to power your own sciences...or your coffee machines. However, if you're willing to go the extra mile, you can learn to make 'safe' substitutes for these energies by increasing its efficiency through experimentation, making it so comparatively small doses of Mako could power as much as a standard Reactor...or you could double down and work to bleed the world dry within a single generation. The possibilities are truly endless.

Welcome to My World [600] – An interesting quirk of Summon Materia is that the majority of the more powerful ones will usually trap their chosen targets into a temporary alternate dimension, where they're free to unleash their destructive power with no fear of causing damage to Gaia or the casters' allies. Through some miracle of the Planet, you can do this too. When unleashing some sort of devastating attack on your enemies, you may temporarily transport them to an alternate dimension with an appearance of your choosing, though it will lack any special properties beyond being out of reach of normal space. Your attack is then unleashed on your enemies, causing whatever damage to your foes it would normally inflict while causing no collateral damage to yourself, allies, or the nearby environment. Once the effect ends, your enemies will reappear where they were originally, though likely much worse for wear afterwards. This may be used as often as you like with any powerful attacks you use, or toggled off if you don't feel like sparing the world from your wrath.

GENESIS [600] – Evolution becomes a much faster process when other species and living beings have done all of the legwork for you. The original Jenova didn't merely adopt the appearance of her victims' loved ones, but assimilated their beings into her own growing mass. Even Angeal, one of the top members of SOLDIER, exhibited this ability to an extent. By physically touching a living being, you may copy its genetic traits, DNA, and even memories into your own being, adding it to your own body and mind. Should you have some ability to change your appearance and shape, you may turn into a perfect double of that person or creature. Anything tied to the biological form of a living being can become all yours...a man could easily turn into a monster all on his lonesome, with this ability by itself.

ADVENT [600] – What one giveth, one taketh away. Or something like that. When you bestow a biological 'gift' upon others, whether from anything like a blood transfusion or the effects of HERITAGE, it has curious effects on their mind. The more of these 'blessings' you choose to give them, the more malleable their minds become as their thoughts and life goals are overwritten by your own desires, making them increasingly fanatical towards you. Those who succumb to your mutations from lack of will or choosing to give themselves up to you are the most vulnerable, often turning into mindless drones following whatever will you order them to follow. Those who retain their minds will often call you Father or Mother, revering you like a deity. There often isn't much left of the people they were before, so take care on who you use this on...you may 'dial back' the effects to little or nothing on a case by case basis, if you wish.

REUNION [600] – The final ingredient. It's not enough to merely be a monster or a dangerous individual lifeform. No, you are truly a disease upon the Planet, something that not even physical destruction will see the end of. Your will is no longer limited to nerves, neurons, or your brain for a copy of your genetic 'will' exists within each cell of your body. A side effect of this is that destruction of your brain or major organs won't spell your death or erasure, restoration with magic or extremely effective healing still being possible even if you're reduced to a puddle of gore. This also means you are able to physically control other beings containing your cells through a genetic link, letting you manipulate their bodies from the inside and creating new sensations or agonies for them through act of will alone.

The true horror comes when your physical body is well and truly annihilated, yet genetic links to you still exist in the world. Able-bodied individuals who hold your cells within their body will rapidly mutate into Remnants, beings that resemble you in appearance and hold aspects of your personality, extinguishing the people they used to be. This effect will primarily target those already weak of mind or already devoted to you in some way, enough that they would be willing to die for you, and work its way down if no such hosts are available. These Remnants will single-mindedly seek your resurrection and completion through any means possible, often using fragments of your own abilities to do so. Should no method exist, they will work to instead collect as many of your cells or missing parts as possible, and absorb them into their bodies. When a Remnant has matured or collected enough of these wayward parts, they will change into a perfect copy of your body, whole mind and all as your consciousness re-awakens within them. Thus, so long as some tiny part of you infests the world, you will never be a mere memory.

If you are still dead, your Remnants killed or neutralized, or if they fail in their mission by the time the jump has ended, that's still considered game over if you lack some other way of cheating death.

Items:

You may discount up to three 100-point items, three 200-point items, three 400-point items, and two 600-point items. Discounted 100 point items are free.

Unique Weapon [Free] – The Buster Sword, Masamune, even just a pair of steel knuckles...you have a weapon that just screams 'you', one that feels as light as a feather in your hands. This is the primary weapon you start with free of charge, complete with its own Materia Slots free of charge. While this bit of starting equipment is reliable but not especially powerful starting out, you may freely choose to 'reskin' any similar weapon into a copy of its appearance, letting you keep your style while also keeping your more powerful equipment down the line.

For 100 points, this weapon is instead a composite or fusion of several smaller weapons, similar to Cloud Strife's Fusion Sword. These individual weapons can be combined to form the original weapon above.

You may import a single weapon into the Unique Weapon slot, or if you buy the Fusion Weapon variant, you may import up to five weapons of a similar 'type' into it, combining them into one.

Unique Outfit [Free/50+] – Just like the above, you need a trademark outfit that perfectly complements you and your appearance, as well as miraculously fitting on you regardless of whatever form or size you're currently at. It also functions as a decent starting armor, even if your body is somehow partially (or mostly) exposed. Somehow. Even when you find better armor or accessories, you are able to make it appear as though you're still wearing this same outfit instead of your actual equipment, at least for anything you can fit on your body.

You may optionally change the look of your Unique Outfit at the start of each new jump from this point onwards. You may also import an article of clothing or armor to this, should you already have them. You can purchase an additional outfit with the same features for 50 points each.

Materia [Varies]

Alright, we're finally on the meat and potatoes of this world. Or in this case, glowing magical marbles. Materia are crystallized energy from the Lifestream that others can use to unlock special abilities or wield magic. Most Materia only requires a mental act of will from the user, and while the most common and convenient method to wield them is by attaching them to weapons or equipment in little 'slots', simply touching one or having it on person when willing it to activate is sufficient. Most Materia start with a basic ability or a limited-time use, but may unlock more uses or more powerful versions of a given ability as they grow in power. After enough use and experience, a Materia will be 'born' and reach the peak of its power, which has different effects for each type.

You receive 300 points to spend on Materia only. Materia cannot be discounted and you cannot acquire any Master Materia or the Knights of the Round summon through this section.

Materia purchased here starts at its base level. As for what each one does and how much they cost...

Magic Materia [50 Each]
The most straightforward Materia to use, colored green. Magic Materia enables the user to cast the spells within said Materia, which is usually tied to a specific element or effect. This spells include attacking your enemies with the elements, healing yourself or allies, manipulating the time of yourself or your enemies, and so on.

Command Materia [100 Each]
Not as flashy as Magic or Summon Materia, these yellow Materia give the user special abilities they can employ in battle. Whether swiftly stealing something from an active combatant, manipulating an enemy into following your commands, and even esoteric things like throwing your own money at a foe like a deadly weapon.

Support Materia [50 Each]
Here's one that will be fun to play with. These pale blue Materia are meant to be paired with other, non-Support Materia to give them unique effects or utility for the user. For instance, you could attach an HP Absorb Materia to a Fire spell to cause it to drain the lost health into the user, or you could attach an Elemental effect to give your weapon the Fire properties of said spell. Many of these are contextual and open to experimentation.

Independent Materia [100 Each]
Standing opposite of Support Materia are the violet-colored Independent Materia. This allows the user to make use of specific abilities granted by Support without needing to pair them with another Materia, as well as boosting one's natural abilities or durability, or even things like luck or experience gained in a single battle.

Summon Materia [200 Each]
Finally, if raw power is what you're looking for, you pick these crimson Materia. Rare and often extremely destructive, these Summon Materia call on powerful creatures to attack your enemies. Just starting out, these Summons will unleash a single attack on your foes and then be unusable until the battle ends, but as the Materia grows you will be able to use them more often or even summon the creatures into real space to rampage at your command. The more devastating attacks that would normally wipe entire cities or countries off the map can instead draw your enemies into an alternate dimension until the attack has concluded, ensuring they and nothing else take damage from it.

A list of canonical Materia and their effects can be found in Notes.

Potions Bundle [100] – When traveling on the open road or even trying to survive in the shadier parts of Midgar, someone is eventually going to get hurt. In that case, these make a good substitute for bandages. You have seven bottles of Potions, all of which heal injuries and restore some measure of health upon being consumed. Actually, just pouring the contents on someone or smashing the bottle over them works just as well too. Any used Potions restock at a rate of one bottle per day until you're back up to seven. For 100 more undiscounted points, you may upgrade these to Hi-Potions, which heal a greater amount of injuries.

Ether Bundle [100] – The use of Materia depends on the mental stamina of its user as well as their personal magical reserves, with most having more of the former than the latter in the current era. For a quick pick-me-up in that department, you have these. Think of them as Potions for your personal magical energy and your mind, restoring them from exhaustion caused by the use of spells or summons. You receive seven of these and they restock at a rate of one per day until you're back up to the starting amount. For 100 more undiscounted points, you may upgrade these to Hi-Ethers, which restore more than the ordinary Ethers.

Stylish Vehicle [100] – What's the point of hitting the road without a good set of wheels? You have yourself a top-of-the-line personal vehicle you would see on the roads to Midgar. Whether it's a custom motorcycle or a rusty pick-up trick, you have yourself a ride that can carry up to four people or just yourself and a passenger. Strangely, it never runs out of fuel and handles like a dream in your hands, yet anyone else who tries to use it without your permission can barely get it to go over five miles per hour. You may import a vehicle of similar size you already own.

Classic Look [100] – Happen to be a fan of Shinra Inc.'s style for their buildings and technology? Or maybe the haunting atmosphere of the City of Ancients is more your speed? Possibly a rocky, in-tune-with-nature look like Cosmo Canyon? Upon purchasing this, you may apply any aesthetic from this world to your properties or your Warehouse, giving it a look you favor. You may change this at will, though the changes won't be apparent until the next time you visit. This only alters appearance, not the contents within.

Hey It's An Old Favorite [100] – A great way to cause some of the locals to experience an existential crisis akin to Sephiroth's breakdown, should you show this to them. It's a working copy of the original Final Fantasy 7 video game, three disks and all, and a working Playstation to boot. The console and game both remain functional without wear-and-tear from age or even dropping them accidentally.

PHS [100] – A flip-phone with an interesting property to it. You may use it to contact any allies or companions regardless of distance or environment with this phone, with them miraculously able to answer your calls wherever they are, even if it's in the middle of nowhere. How? Don't worry about it. It's a handy way to keep in touch on the road, if nothing else. This only works on the same Planet, mind...no space phones here. You may add this feature to any phone or long-range communication device you own instead.

Honey Bee Grade Outfits [100] – Well, everyone has their tastes, I suppose? This is a collection of well-made dresses and costumes of a...provocative sort collected into a small wooden chest. Anyone who reaches into this box will gain an outfit of their choice that's either their size or the size of a person they plan to give it to. They look aesthetically pleasing enough that a grown man could convincingly pass as a woman with a bit of makeup and acting. These have no special properties beyond this.

Source [200] – While not as quick and dirty as a Jenova cell injection, this may be one of the safer ways to boost your personal abilities. This is a single drink that adds a small but permanent boost to one of the following: Your physical attack strength, your durability, your magical power, your magical resistance, your speed, or (oddly enough) your luck. If a human is rated on a 1 to 255 scale, 1 being the bare minimum and 255 being the peak, each drink of Source of your chosen type raises that particular area by 1. After consumption, you gain a new one the following month. You may purchase this perk again for another of the listed Source types, although you may only discount the first.

Safehouse [200] – For when you need somewhere to hide. This is a small business, like a restaurant or a dive bar you would find in the slums. In addition to generating a mild amount of revenue, it comes with a secret basement area that you can access through a seemingly innocuous device in the main building. While it starts empty, it's not only a reliable storage area but tends to evade the notice of the authorities in spite of the amount of traffic it gets...it would take someone leading them right to the basement access for them to suspect something unusual was afoot.

Hero Drink [200] – While Jenova cells tend to have a more immediate and potent gain at potential risk of mutation and a Source will bolster a very specific part of you permanently but for a small amount, a Hero Drink is when you need a pick-me-up and you need it RIGHT NOW. Consuming this drink will give your body a substantial boost, increasing your physical attack power, durability, magical power, and magical defense by about one-third. This boost increases with each one you drink, capping at four effectively doubling your regular power. However, this is temporary and will fade after whatever battle or situation you're in has concluded, changing you back to normal. You start with a single bottle and regain it each week. You may purchase this perk multiple times, undiscounted, to gain an extra Hero Drink for each purchase.

Buggy [200] – A personal vehicle is great, but what if you're not traveling on a concrete road and are instead driving out to the wilderness with a larger group? Courtesy of the Gold Saucer's owner, this is a multi-wheeled buggy that can comfortably holds about eight people in it, able to easily cross treacherous terrain like quicksand walls, deserts, and shallow lakes without losing its stride. Off into the wild!

Absurdly Spacious Inventory [200] – Carrying a small arsenal of various weapons, armor, potions, supplies and various nick-nacks you might never use again tends to get a little encumbering, to put it mildly. Lucky for you, you now have a rather ridiculous amount of storage space in the form of a backpack, napsack, or some other portable storage method. What's special about it is that you can store up to 99 of any item within it without any additional weight or space lost, letting you hold a truly ridiculous amount of supplies or equipment within it. The only downside is that this equipment counts as 'unusable' while it's in the storage, so don't expect to activate a whole host of Materia you're holding within it. It also can't store anything bigger than a grown human. Potions, weapons, clothing? Easy enough. An entire vehicle or an artillery cannon? Not going to happen.

Observatory [200] – Buganhagen isn't the only enthusiast for the stars, I see. This is a simple building that allows you to view a detailed holographic view of the local solar system, as well as any ongoing space phenomena in the surrounding area. It's also a surprisingly secure place to store items of power or importance. You know, if you wanted to, for whatever reason.

Shinra Helicopter [200] – Well, if you're not keen on walking, this is always a reliable standby. This is a Shinra Military Transport Helicopter, standard issue for both the everyday grunts of SOLDIER and when their VIPs don't quite feel like walking. Its fuel tank can't really handle a trip from one continent to another, but is otherwise a handy transportation option for most locations in the world. Speak of, said fuel tank refills itself at the end of each day, through unknown means. Also since air traffic isn't exactly a common phenomena, it will be fairly obvious to any observers when you're in the sky and where you're going, so mind that if you're trying to stay hidden.

Chocobo Ranch [400] – A Chocobo is a large yellow bird mostly incapable of flight that can comfortably let an adult human ride on their back, having once been a reliable beast of burden that was used for transportation before being outpaced by technology. Despite this, Chocobo still have a place in both affordable journeying across dangerous or treacherous terrain, as well as the famous races that take place in the Gold Saucer. This is a ranch that has about a dozen Chocobo in them, all of which are fully tamed and obedient as well as having a landspeed matching the average speed of a car.

However, this isn't the end of it. Chocobo have an...interesting genetic lineage in that especially fit or capable Chocobos have a fair chance of their children being born with a different-colored plumage. This also marks the Chocobo as able to cross a new environment on its lonesome. A Blue Chocobo can cross rivers and lakes, a Green Chocobo can climb mountains as easily as flat ground, a Black Chocobo can cross both, and the especially rare Gold Chocobo can move just about anywhere on foot. You can potentially breed these Chocobo into existence through some trial and error, matching up Chocobo with each other to see what result is gained, and you receive everything needed to both care for the avians and everything needed for the breeding process.

In future worlds, it may be possible to create new breeds of Chocobo able to cross exotic new environments safely, or perhaps even fly. Any Chocobos lost, stolen, or slain are replaced by identical ones the following week. This includes any new ones that are bred.

Gold Saucer [400] – You can already hear the music in your head, can't you? The Gold Saucer is a popular amusement park located just above the ruins of a town Shinra destroyed and now tosses their prisoners into. But it's so much fun! You now co-own the Gold Saucer with its current manager Dio, earning a tidy percentage of the earnings from the park itself as well as free access to any of its games or attractions. Featuring a theater, an arcade, a rail shooter roller coaster, a fairly creepy hotel, and more! It even includes a battle arena you can test your skills in! In future worlds, you will become the sole owner of the Gold Saucer and have a full staff that will manage it in your absence, giving you a reliable source of income as it becomes popular enough for many to travel far and wide just to play on its games. It also tends to be located above an inhospitable or extremely lethal area, making it convenient to throw enemies or prisoners of yours down without any questions asked. All aboard to the Gold Saucer!

Airship [400] – Well, that raises a lot of questions. The Highwind is a one-of-a-kind airship designed and built by Cid Highwind, previously the head engineer of aeronautics for Shinra until a certain incident saw him fired. At least, it was one-of-a-kind until you bought this. You now have your own propeller-powered airship managed by a skilled crew and pilot, able to fly just about anywhere on the Planet in a matter of minutes or hours. It's a little difficult to part in treacherous areas, so it comes with a tether to anchor it to the ground so the passengers make disembark. It also comes with a Chocobo Stable, a rest area, storage for the rest of your gear, and more than enough room to house several squads worth of people in addition to the crew. It also has experimental jet turbines and an 'escape mode' for the cockpit if the ship takes too much damage.

Elixir Bundle [400] – Forget all those meager little potions, THIS is what you want to chug down when you're in a pinch. It's three Elixirs that will fully restore the health and energies of the one who consumes it, making them good as new so long as they're still among the living. You will receive a new bottle to replace a previous one each month until you're back up to three. If you spend an undiscounted additional 200 points, you also receive three Megalixirs which will have the same effect on up to three individuals of your choosing at the same time, which will restock at the same rate.

Mako Reactor Blueprints [400] – Gaia bleeds her lifeblood to fuel Shinra's engine of luxuries and military power, a course that may well spell doom for the Planet and all life on it in the distant future. Why not add future worlds to that grim total? You receive a special copy of Mako Reactor blueprints, detailing their construction and how to apply their principles to any planet with life on it. Even without the Lifestream existing in future worlds, you know how to make these reactors draw Mako out of worlds they are built on, slowly killing said world as you gain a convenient energy source. Build enough at a high enough output and the world will not be able to recover, eventually dying completely. These can also be adapted to instead produce energy from specific resources, although it tends to generate much less efficient results. You care about your bottom line, don't you?

Drone Hub [400] – Interesting choice. Are you familiar with Cait Sith, Jumper? The little cat riding on the back of a fat Moogle that claims to be a fortune teller? He's actually one of the leads of Shrina mentally controlling a robotic double. Taking from his example, this item consists of two portions. First, it's a psychically-linked mental interface you attach to yourself, letting you mentally control and direct a robot linked to the device. The second thing is the robot in question, which can be any sort of appearance or design matching the choices of the Unusual Biology perk. This robot will behave with a personality mirroring yours when left on automatic, but will otherwise follow mental commands and directions as though they were an extension of your body. In addition, they share all of your combat skills and abilities, though obviously they can only use equipment on their person. I hope you have the multitasking needed to make good use of this. After the initial purchase, you may spend an additional 100 (undiscounted) points to get an extra robot in case you need a backup right away or plan to use more...though note the multitasking increases dramatically with each one active at a time.

Ribbon [400] – It looks very modest, but believe me when I say this single ribbon (color of your choosing) will be extremely useful in battle. The person who wears this will find themselves completely immune to 'status effects' in battle. Your body can't be poisoned, your mind can't be charmed or taken control of, nor will instant death effects have any impact on your body. In short, things that mess with your mind or body have no sway over you. If your enemy wants you dead, they have to do it the old-fashioned way: Violence. This doesn't apply to positive effects applied to you by yourself or your allies.

Jumper Electric Company [600] – Sort of. See, a not small number of people within Shinra are a little tired of how things are run. Maybe it's because their hometown got burned down (that happens a lot here). Maybe it's because they don't earn enough to justify their daily stress. Maybe it's members of SOLDIER who have gone a bit batty from the voices in their heads going on about Reunion and the pension doesn't cover insanity. Regardless, a lot of people are unhappy with the monolithic company and are looking for a way out...a way out they see in you.

Whether you're a member of Shinra with your own ambitions or opposed to them, this is a collection of skilled scientists, two regiments of SOLDIER, and various executives and desk jockeys that would have otherwise gone unnoticed in this world that have decided to join you. They bring oodles of stolen equipment and data with them, easily enough to make the bedrock of your own rival company to Shinra or just your own little slice of it. The SOLDIER members may be a little bit loopy from hearing voices and mumbling about Reunions, yet are remarkably skilled at holding onto their personalities and still being able to carry out missions for you both effectively and with loyalty. With all of these resources and individuals, it would be easy to either recreate your own version of Shinra or make something entirely new. These followers can also be assimilated into any organizations, companies or military forces you already own if you would rather just add them to something you already have. They are also able to recruit more people or replenish their numbers if more should perish for whatever reason, gaining replacements for any killed in action the following month.

Ultimate Weapon [600] – If your Signature Weapon can be considered a 10, this can be considered a 100. This is a weapon that matches your chosen fighting style in Still More Fighting, being tailored to an aesthetic you enjoy. In addition to starting off ten times stronger than a normal Signature Weapon, the Ultimate Weapon's strength will scale with one specific trait about yourself you choose. It could be how many enemies you've killed in your chain, your maximum health, how close you are to Limit Break, the strength of a Materia or item you have equipped, your magical energy, and so on. As this specific trait grows stronger, so does the Weapon, with its power growing alongside with it. Thus, as you grow more powerful, the Weapon will grow along with you whether in short bursts or as you continue to become stronger in your chain.

Sterile Sample [600] – I'm sure you've noticed by now, but an awful lot of problems and benefits have come from the corpse of the monster known as Jenova, principle of which is Shinra's SOLDIER program and those created from it. Those injected with Jenova cells are given greatly enhanced abilities, ones that could go well beyond the simple version of Passed Basic into making things like Sephiroth or mutate into strange and fantastical forms. The problem is that the 'will' of Jenova is alive and well even if the creature isn't, often making these creations insane or in some way single-minded.

By some cosmic miracle, you've acquired about twelve vials of Jenova cells that have been completely sterilized of the creature's influence, not only making them safe to use as physical enhancements but ensuring experiments are only at the mercy of your own expertise instead of her will. You can make a quick injection of these to give someone the benefits of Passed Basic, but additional experimentation may create something new entirely...perhaps even your own answer to Sephiroth. What will you do with this, I wonder? Each vial is restocked the following month after being used.

White Materia [600] – One of the only known Ultimate Magics in the world, this White Materia contains the ultimate defense magic: Holy. When the Planet is meeting a crisis that threatens it and life on its surface, you may cast the spell from this Materia. Upon doing so, the spell will roar to life and immediately destroy whatever is causing the Planet agony. While malevolent forces may be able to hold back or overcome the spell, Holy is powerful enough that only another Ultimate Magic could hope

to match it in this world. That said, as indicated, this spell can only be activated in a moment of great need, often an impending apocalypse. Also note that 'threats' may well include all of humanity depending on its relationship with the planet in question. Don't call on Holy lightly, Jumper.

Black Materia [600] – On the other hand, maybe you just want everything to die? This is the legendary Black Materia, which contains the ultimate destructive magic Meteor. Upon being cast, a gigantic moon-sized Meteor will appear in the cosmos and then head hurtling towards the planet you cast this on. Upon impact, Meteor will destroy all life on its surface and deeply wound the planet, likely to death if nothing stopped or blunt its impact. The Meteor itself is also durable enough to shrug off powerful explosives and remain perfectly intact and on-course, as if in mockery at human technology trying to stop what's coming. That said, it takes several days before impact and is plainly visible in the sky...more than enough time for the natives to make a desperate plan of attack or escape, or just dissolve into panic. You may only cast this spell once per jump or once every ten years, whichever comes first.

Oh, and try not to be on said planet when impact happens. Casting this without an escape plan or a way to survive would be, well, stupid.

Materia Mine [600] – Materia takes an awful long time to form and it's unlikely you'll see more if its ilk in future worlds. Well, in most cases, anyways. To compensate you have received a natural cave formation that contains a pool of Mako. It will generate a small number of Materia each week, usually the more common Magic and Command types while occasionally providing more powerful ones such as Summons. No personal labor is required on your part, you need only pluck the newly-formed Materia from the spring with your hands or any tools you have on hand. In addition, splashing yourself or someone else with the waters of this place will completely restore your health and energy. This effect only exists while near the fountain, unfortunately...bottling this will only gain you slightly nasty-tasting water. Note that the more rare and powerful an individual Materia is, the more unlikely it will be created. Still, it will happen...at least, eventually.

Companions:

Get on Board [50+/300] – There's no getting off this train you're on, so bring a friend! For 50 points each, you may import or create a new companion, giving them 600 points to spend as well as 200 points for Materia, getting the same amount of discounts and freebies as you in perks and items.

Fellow Passenger [50+] – Want to reminisce about better days with Tifa? Perhaps expand Shinra's operations with Rufus? Or even hang out with Johnny? Now you can. For each 50 points you spend, so long they are alive by the end of the jump, you may recruit a canon character from this world as a companion. You still need to convince them to come along, however, and some will be easier than others.

Drawbacks:

On That Day Five Years Ago [+0] – Your starting time and location has changed, moving the clock back five years ago. Whether on assignment, it being your hometown, or just happening to pass through at the time, you have arrived in Nibelheim about a day before Sephiroth, Zack, and an embarrassed Cloud Strife enter the town to investigate monster attacks around a Mako Reactor. What you choose to do here is up to you, but you will still be staying ten years.

Keep in mind: Preventing things here is still a long ways off from fixing this world's problems.

Compilation Canonicity [+0] – A lot of stories are told about the past and the future in Gaia, some true, some false...or perhaps you're just remembering it wrong? You may decide how 'canon' events in prequels like Crisis Core are or if events set in the future like Advent Children will unfold if things progress mostly according to its original 'script'. This also includes revelations in the distant future, where fate itself may be remade. Obviously, events as they happened in the original Final Fantasy 7 cannot be altered or removed with this.

Party Limits [+100] – Four and above is far too many, don't you agree? No matter how many companions, allies, or followers you have you will find you can't have more than two with you at a time in any given battle. Even if you bring out an entire army to clash with a massive number of forces, those helpful allies beyond the initial two will be 'off-screen' until the battle has ended, leaving you to deal with the mess in front of you. I hope you weren't going to rely on strength in numbers.

Put On This Dress [+100] – Alright, so one of your friends is currently the 'honored guest' of a perverse crime boss who only allows beautiful women into their estate. The solution? Obviously, you need to cross-dress and get every item you need for it from various shady places in the local market. Expect such embarrassing situations to become the norm for you, where minor problems require you to strangle your own pride and do ridiculous and awkward things in order to progress whatever you're doing. Sensible or brute force solutions attempted to get around these tend to be more difficult than they otherwise would be.

This Guy Are Sick [+100] – While most of the time you have a pretty good idea of what everyone around you is saying, their speech is a little...off. As if translated from one language to another without any attempt at proofreading. This is mostly harmless if a little annoying, but it can be possibly lethal in battle if you mistake a warning about an incoming counterattack as a signal to start hitting the target with everything you have.

ATB [+100] – Just standing around and looking battle-ready for a few seconds before everyone politely takes their turns attacking. Does that sound like fun? No? Too bad. You are now at the mercy of the Active Time Battle system when in any form of combat, where everyone takes turns hitting each other waiting for time bars to fill up before acting. It doesn't make you any less capable in a fight, but it does make things a lot more tedious and denies you freedom of movement.

Let's Mosey [+100] – A polite description for you would be along the lines of Dork. Your social skills a bit lacking, acting like what a teenager would think is a cool tough guy/gal persona or just awkwardly fumbling your words when you have to talk to someone longer than a few minutes. You tend to bumble when it comes to small talk and may the Planet help you if you need to fight someone with only your words. Close friends who have had time to get used to you or enemies you've repeatedly made trouble for will eventually give you all due respect, but expect a lot of teasing before then...and a lot after, too.

On The List [+200] – Someone has dropped a memo at Shinra about your existence and the possibility that your corpse will somehow lead them to the Promised Land or provide them an infinite wellspring of Mako. In response, they have trained up a task force and devoted an entire section of their science team to studying you. Occasionally, high skilled operatives from this task force will attempt to capture you or anything belonging to you, picking up new tactics and gear to fend you off with as time goes on. As you manage to fight back against each attempt, more and more of Shinra's resources will be poured into taking you down, eventually until Professor Hojo is put in charge of the project. While not especially dangerous on his own, Hojo's insanity having a focus point isn't a good thing for anyone, and you will likely have to face whatever horrors he makes from the ongoing conflict.

Note that while being captured by itself isn't a failure or a loss condition, it's very unlikely you will survive or remain sane if you allow Shinra to experiment on you. If you are still a captive or a guinea pig by the end of the jump, your chain ends.

Crazy Train [+200] – Looking at this world and AVALANCHE, you'd be correct in assuming this isn't really a band of pure-hearted heroes but a collection of people with issues. Issues you now share with them. Whether from memories of your background or old wounds being torn open, you are mentally disturbed in some fashion or another. While this doesn't impede you in most situations, it makes your mind more vulnerable to external influences or manipulation, as well as things that remind you of past trauma possibly making adventuring or business very difficult for you. I hope you manage alright, Jumper.

Clear Skies [+200] – Cloud Strife died alongside Zack Fair on the hilltop overlooking Midgar. Without help, it is unlikely AVALANCHE will survive its initial bombing missions on the Mako Reactors in Midgar, nor will they meet Aerith in time to make a difference when Jenova and Sephiroth begin to move again. If you do not act, the world of Gaia will likely be destroyed by Meteor, which will be considered a chain failure for you. Are you ready to carry that burden?

If you take On This Day, both Zack and Cloud were KIA in an unrelated mission before Sephiroth was sent to Nibelheim. This has not done his already-shaken faith and mental state any favors.

Random Encounters [+200] – Do you like having an ambush attack you every ten steps you take out in the wild? No? Too bad. The many monsters and dangers of Gaia think your blood smells like candy, apparently. Whenever you're outside civilization or a 'safe' location, you will suddenly be attacked by a small group of enemies. While not too threatening most of the time, this will go on and on and on until you find a town to rest in or an arbitrary 'safe zone' without any monsters present. Expect to find it exhausting in all senses of the word fast.

STOP READING THIS AND RUN. [+200] – A Tonberry is now walking towards you.

...what, was I not specific enough? Fine. A single Tonberry has decided they don't like you. These adorable, barely three feet tall lizards in small jackets wield knives that can instantly kill the person they touch. The good news is that aside from a slow menacing stroll, they're not very fast. The bad news is that one has somehow discovered the secrets to immortality and has decided you need to be removed from the mortal coil. You can strike them down or even send them away, but they will eventually return to keep walking towards you with murderous intent. If this particular Tonberry stabs you once, consider your chain over. It's easy enough to avoid if you keep your head on a swivel, but...don't stay in one spot for longer than a day.

Who Are You [+300] – Something went a little wrong with your entry into the world. Your memories of your past and any previous jumps you've taken have been broken like glass in your mind. Whatever's left combined with either your background memories or one of the first things you see after entering the world, creating a whole new personality and identity for yourself complete with fake memories. Occasionally, little bits and pieces of who you are will try to break through the facade, which your new self will likely find disturbing and try to resist. Your task is simple yet difficult: You need to remember who you really are and either reclaim your original identity, or reconcile the two personas. Without a companion or external help, it's extremely unlikely you will accomplish this solo. Be warned. The truth can be an ugly thing to behold.

Just A Puppet [+300] – Oh, dear. Whether or not you had a Jenova cell injection, your mind is now suffering the unfortunate side effects of being a Sephiroth-Clone. You will find your mind constantly under the influence of both Jenova and Sephiroth, sometimes making you hallucinate or compelling you to obey their commands. This can be resisted with great effort, but the bigger a mess your psyche is, the more vulnerable you are to their control. I hope your mind's in good condition.

Guess Who's Back [+300] – What are these things doing here?! Unfortunately, regardless of the canons you have chosen to invoke or ignore for this world, you are now at the mercy of Destiny. Wispy black ghosts are now dogging the steps of you and everyone in this world, trying to make the story of Final Fantasy VII unfold the exact way it did originally, no matter who dies or what needs to happen for that to occur. And there certainly wasn't a Jumper or any of their companions, items, or followers in the original game.

These spirits will routinely inconvenience and attack you or whatever you brought with you into this world. If you've already involved yourself in the main story or derailed things with other drawbacks, these attacks will quickly become persistent and lethal. Even if you can fend off the Whispers, they will summon dangerous monsters and foes to dispatch you in their stead, eventually even calling on dangerous enemies from your past jumps (if any) to distract or kill you in order to maintain the course of destiny. Even if you flee from events that interest the Whispers, they WILL eventually try to kill you with extreme force. Altering events is still possible, but it's definitely a hell of a lot more difficult now. Is this worth remaking the world for?

For The Reunion [+300] – For all his delusions of grandeur, Sephiroth couldn't quite accept that he had originally met his end at the hands of a common grunt he barely knew. He would elevate his hatred and personal grudge towards Cloud even as he worked to tear down his false identity at a critical moment, always seeking to fight or kill him first while making him suffer as much as possible. Now you have a nemesis of your own with a similar disposition. Not just skilled and dangerous like Sephiroth was in life, but persistent and firmly believes you are both due for a legendary battle. They are clever, powerful, and sadistic...and they won't rest until you're dead or broken.

They also know you very, very well.

Good luck.

Reached the end, did you? One way or another, you managed to survive ten years and perhaps had a hand in averting catastrophe. Or perhaps Gaia breathed her last yet you still live? Either way, it's time for the choice.

Last Stop – It's been far, far too long. Unlike many others in this world, you still have a home to return to. It's time to head back to your world with all you have gained.

Off The Rails – Even if every Mako Reactor is shut down and Sephiroth is defeated, it's hard to say if Gaia and humanity will survive in the distant future. Despite this, you have decided to stay for your own reasons. I hope you live a good life here, Jumper.

No Getting Off This Train! – On to the next world then? Well, don't just sit there, let's get going!

Notes:

A list of canonical Materia and their effects can be found in the links below. If you have declared Crisis Core to be canon via Compilation Canonicity, you may also buy Materia from that game using the option in Items, though you may not buy any that are considered plot-important.

The Whispers will not attack you or influence events in this jump unless you take Guess Who's Back, even if you declare parts or all of Remake to be canon.

The Materia stipend cannot be spend on White or Black Materia, which are considered separate items.

With Drone Hub, you may attach any future robots you build to the mental interface if you want.

If you take STOP READING THIS and For The Reunion and decide the Tonberry fills both roles, may Gaia have mercy on your wretched soul.

https://finalfantasy.fandom.com/wiki/Materia_(Final_Fantasy_VII)
https://finalfantasy.fandom.com/wiki/Magic_Materia_(Final_Fantasy_VII)
https://finalfantasy.fandom.com/wiki/Command_Materia_(Final_Fantasy_VII)
https://finalfantasy.fandom.com/wiki/Support_Materia_(Final_Fantasy_VII)
https://finalfantasy.fandom.com/wiki/Independent_Materia_(Final_Fantasy_VII)
https://finalfantasy.fandom.com/wiki/Summon_Materia_(Final_Fantasy_VII)