Baten Kaitos Origins
By Anon Heart

Long ago, in the age of the gods, when magic was far more powerful than today, and men lived beneath the sky, the dark god Malpercio rebelled against his brethren, slaying them by the thousands. In the end, however, he fell at last, but not without cost. The earth was choked with poisons, unlivable but for those who covered themselves in the masks of the Children of the Earth. As for the Dark God, Malpercio, he was torn into five parts, and each part of his body was imbued into a portion of the land, which rose into the sky in which we reside.

Alfard, the home of technology, where the Emperor demands advancements in the research of Machina. It's said they've learned even to replace the Wings of Heart with winglets, and that only they among all men have access to explosives. Some believe they've engaged in darker research, research into ancient powers, best lost forever...

Anuenue, the Rainbow Nation. Home to the Academy of magic, and ruled by the Faerie Queen, it cares not for iron and steel, preferring the blessings of the Celestial Tree, whose wood is as hard as any metal.

Diadem, the kingdom of the clouds, is ruled by the child-king Ladekhan, and protected by it's brave knights. It's unique pink clouds can be found nowhere else.

Sadal Suud, the Ancient Land. It is governed by its Lord, Rodolfo. They say he's a man blinded by greed, but the land is not one that lends itself well to such avarice. It's a quiet and serene land, after all, known mainly for it's apples.

But heed my words, child. None of these lands, not one, will survive this age unscathed. This is an age of change, of Machina against Magnus. Where some begin to wonder if they cannot simply cast aside their wings of heart, and replace them with winglets of machina. The fate of the world is uncertain, and it is said that two Spiriters already walk the lands, each a herald of a change in destiny. Are you the third among their number? Or perhaps you are something else? Not lesser, simply different. But here. Have a gift, to guide you through the days to come.

Take 1000 CP.

You begin 1d8+13 years old. Godcraft are 1000 years old. Retain your gender, or pick both for 100 CP.

Location (Roll 1d8 or choose for 100 CP):

1: Alfard: Home to The Empire of the setting, Alfard is the heart of promachination.

2: Hasselegh: A peaceful island, home to peaceful villagers. It recently suffered from Imperial oppression, leaving it with a rather large number of orphans.

3: Diadem: The kingdom of clouds, Diadem is currently ruled by a child-king. Despite this, it's quite stable, with little internal strife emerging from this.

4: Anuenue: Home to the Academy of Magic and ruled by the faerie queen who watches over the Celestial Tree, Anuenue makes very little use of metal, preferring to rely upon the Celestial tree for all it's needs.

5: Sadal Suud: A rustic and rural kingdom. Notable mostly for it's apples and it's greedy governor.

6: Duhr: The only land remaining beneath the sky, it's covered with Taintclouds, a poisonous fog that kills anyone within... or so the rumor goes. Even without a mask, the region seems livable now.

7: The Endmost Bethel: A church where people may pray to reflect upon their experiences, or purchase Auras, temporary boosts to their power. Accessible through Blue Flowers.

8: Blue Flower: You're inside a blue flower, a strange flower capable of teleporting you to certain other flowers. Something seems to have shifted with your arrival: Choose where it drops you.

Origins:

Drop In: You awoke without memories of this world, with nothing to hold you back, but no connections to propel you forward. All that you accomplish will be for you and you alone.

Noble Brat: You're the child of a powerful noble. Trained in prestigious magical and machina academies, taught by the best tutors, your life is nonetheless one of restraint, a gilded cage. But perhaps you can find a way out, either by simply sneaking out yourself, or convincing your parents that you're worth trusting with a job.

Godcraft: You're a paramachina unit... or so people think. In truth, you're one of the four godcraft, powerful mage-hunting constructs build in the Age of the Gods to slay the dark god, Malpercio. Your own magics are a near match for theirs, though you lack the Wings of Heart.

Spiriter: One of those destined to change the fate of the world, you have a Guardian Spirit within you. As your heart and it's align, you'll grow stronger, and your power will grow without bounds. As your hearts diverge, you'll find that the favor of fate leaves you, and luck is not on your side.

Drop In:

Unusually Uninteresting Form (100): No matter how strange you appear, no one will give it a second glance. You could appear to be a giant bird in metal armor, talking with a hollow voice, and no one would even realize that something's odd here.

Machina Wings (200, additional purchases 100 or 50 if already discounted): You've sacrificed your wings of heart, replacing them with winglets forged of steel. Unfortunately, it turns out that Wings of Heart are somewhat necessary to feel emotion... or they are for people other than you. You've managed to harness the loss of your Wings of Heart, and have made your mind turning more calm and logical, making your emotions less likely to sway you toward making a negative decision. If you want, this can completely deaden your emotions instead. Godcraft *are* permitted to purchase Machina Wings. Multiple purchases simply give an additional set of wings.

Magnus Crafter (400): You're an expert with Magnus, and can not only figure out magnus recipes with the barest thought, but can also fuse quest magnus into arms or armor, upgrading them, and often adding special effects.

Magnus Feeder (600): Magnus... the only truth that matters. By converting people into magnus and feeding on it, you can grow in strength, your magical power increasing by leaps and bound as you feed more and more. Unfortunately, the occasional target won't really do, you're going to need to depopulate entire villages in order to grow in strength, and their empty ghosts will remain, ready to speak with anyone who arrives. On the bright side, doing so is quick enough that there's a good chance that their ghosts won't even notice that they've been devoured.

Noble Brat:

Educated (100): You've received an education at some of the finest academia throughout the nations. You can swiftly identify most foes, even mythological or extinct ones, and even if you slept through the class explaining their weak points, that won't really keep you from figuring out how to smack them down.

Butterfly Wings (200, additional purchases 100 or 50 if already discounted): Your wings of Heart take the form of butterfly wings, granting you extreme speed compared to others. Your move like lightning, you can often deliver 3 blows where someone else would only deliver one. While using your wings of heart, your speed instantly increases to the maximum. Multiple purchases simply give an additional set of wings.

Not quite Defenseless (400): You're just as effective with kicks as with proper weapons, and your blows quickly shatter armor and break through your opponent's guards as you blitz them. Furthermore, simply holding a weapon allows all your attacks to hit as if you were hitting them with it. Hold a poisoned blade, for example, and even your kicks will poison your target.

Sheltered? Was it a bomb shelter? (600): You might have been raised in a sheltered environment, but that doesn't mean you don't know how to fight. Each blow you deliver builds upon the last, quickly growing in both damage and how quickly it recharges your will to fight. As you battle, you find your powers recharging more quickly, and comboing moves will recharge you more quickly still. With sufficient experience, you'll find that the only reason you can't fight all day is because you're out of enemies to kill.

Godcraft:

I've Seen Braver Fantails Guarding Their Ducklings (100): You're scary. Terrifying, even. When you glare at someone, they back off. It must be those glowing eyes of yours, or maybe the fact that you can collapse and reinflate like an empty puppet, or perhaps that echoing dual-gendered double-voice thing you have going on.

Why Didn't They Fight Back? (200): The best way to kill something is to kill it before it realizing it should be trying to stop you. Your limbs can extend as needed, shifting and growing into claws, blades, and full fledged weapons as needed, giving you an entire arsenal within your limbs. This would probably be more useful if you weren't a visibly inhuman monster designed to channel magic. Still, this reshaping makes spellcasting easier, as you can reshape your limbs to amplify and shape your magic as needed.

Sagi, Can I Eat Her? (400): As one of the four Godcraft, you're a powerful weapon designed to kill beings from the age of the gods, and cleanse the earth of their influence. As powerful mages themselves, you have the ability to fight them where they're weakest: In melee. For short bursts, you can convert your magical power into physical strength, turning you from a magical powerhouse into a temporary physical one.

Godslaying Weapon (600): You're a weapon forged in the age of the gods for the express purpose of slaying them. Your spells burn through supernatural defenses with ease, and your raw destructive power is enough to slay gods. Furthermore, your defenses are nothing to scoff at; only unholy or darkness type powers can penetrate them without being being significantly reduced.

Spiriter:

Guardian Spirit (100): You've been possessed by a guardian spirit. As your will grows in tune with theirs, you'll find that luck bends your way as you sway the winds of destiny. Unfortunately, this only remains while your will is in tune with theirs: as your hearts diverge, they can less and less affect fate on your behalf.

Feathered Wings (200, additional purchases 100 or 50 if already discounted): Your wings of Heart take the form of those of a bird, granting you an unshakable soul. Your willpower grows stronger, as does your conviction, until you can even recover from being possessed and twisted by a dark god. Multiple purchases simply give an additional set of wings.

Scension (400): As your alignment to your Guardian Spirit increases, magic and might fuse within you. Spells are cast with strokes of your blade, enhancing the blows to come, or flow from the edge of your sword. At first, all you can do is use a spell to leap at the same time you strike in order to deliver a twisting, cutting, blow that carries you upward, but with only the tiniest bit of work, you can grow flowers of frost to restrain the target of a cut, or deliver a fireball as you strike from the heart of an explosion.

Apothesis (600): The world will be swayed to your will, for your Guardian Spirit permits no providence but it's own. Fate cannot bind you, destiny cannot force you down it's paths, and nothing is certain or absolute in your presence.

Items:

Quest Magnus (100, 1 free): You've been given a set of 8 quest magnus. They function a bit like an inventory, only they hold the 'essence' of an object. Taking the essence of an object destroys that object, while deploying it recreates it. Interestingly, this isn't limited to actual *objects*, also being able to hold things like conversations, sunshine, hearty cheers, and stress or exhaustion.

Magnus Mixer (100): A magnus mixer. These allow you to fuse multiple Quest Magnus in order to get something new. Recipes are often mostly logical: Things like Flame + Flame = Blaze, or Blaze + Pow (cow, basically) Meat = Well-Done Meat. They're also often "logical", like Salt + Terrible Song = Heartbreaking Song. This does not damage your Quest Magnus.

Magnus Equipment (200): A set of empty magnus cards for storing weapons and armor. Weapons and armor stored inside a magnus can be called forth in order to temporarily enhance

your attacks with their traits. Only one can be active at a time, and they only last for a few hits before breaking and returning to their magnus to recharge.

Paramachina plans (200): Plans for mass producing paramachina. Paramachina are, basically, low level robots. They come in a large variety of types though.

Attack Magnus (400): A set of empty magnus cards for designing attack magnus. Attack Magnus range from simple attacks stored into magnus cards, such as a simple slash, to full fledged special attacks, like a spell that rains fire upon all your foes. This allows you to combo one attack after another, and attacks within a 'combo' do significantly more damage than they would if used alone. The sum is greater than it's parts, and all that.

Heartbrace (400): A sprig of heartbrace, to strengthen someone's heart. Can heal someone who had their wings of heart ripped out, and outside of the jump, can awaken someone's wings of heart and allow them to use the local magic. You get another sprig once a week if you're out.

Celestial Tree Seed (600): The seed for a Celestial Tree, which grows wood that is as tough as steel and imbued with strange elemental effects. Fortunately, this particular seed will grow on its own without any particular effort beyond planting it, so no need to run around gathering the necessary materials. You get a new one each time the previous tree withers.

Machina Arma (600): A machina arma. A rather powerful mech, can come in any of the forms we see in the game: A giant mech with a tail that shoots lasers, a set of powered armor, or a tank. It is replaced at the start of each jump. They may or may not be powered by the corpse of a fallen evil god. Everything else seems to be, are you really willing to risk that this isn't?

Companions:

Import [50/200]: Import a companion for 50 CP, or all 8 for 200. Companions have 300 CP and a free origin and it's 100 perk. They may take up to 300 CP worth of disadvantages, but only ones that do *not* override the setting.

Canon Companion [200]: For 200 cp, you can try to convince a canon character to stick with you during your jumps.

Drawbacks: Maximum of +600.

Adorable pout (+100): When you pout, you look *adorable.* It's difficult to take you seriously.

Hater of Greythorns (+100): You hate greythorns. They're just so *incredibly* creepy! Since they're the setting equivalent of puppies, this will make it hard to take you seriously.

Spatially Problematic (+200): You have an unstable grasp on reality. No, you're not insane, it's just that every once in awhile, you'll find yourself in the past, or in something's heart, or otherwise somewhere that you really shouldn't be. This is triggered by something, and you won't have too much trouble figuring out what, but for some reason, you'll keep running into that trigger.

Accursed One (+200): You've replaced Marno in the Age of the Gods. The jump ends only when Wiseman is slain. In return, any surviving members of Malpercio can be taken as companions for free.

Magnus Combat (+200): You seem to run on the Baten Kaitos combat system now. Whenever you pull out a weapon or put on armor, it only seems to last for a few hits before needing to be requipped. This will be incredibly annoying, but as the weapons will simply reappear in a magnus, not actually too problematic for you. Really, it's only bad when they break in the middle of a combo. That's just... unfortunate.

Spirit (+300): You're a Guardian Spirit. The spiriter you're within can either be an imported companion, an OC, or a canon spiriter, but either way, while you can make suggestions, and talk to them, their choices are their own. On the bright side, you can lend them your power. When you're perfectly in sync, you might as well be there yourself, and your powers act in full effect, but as your hearts diverge your ability to grant them assistance will weaken.

Malideiter (+300): You're a Malideiter, a person infected with a fragment of the dark god, Malpercio. If you're a spiriter, you've made contact with the fragment within you, and it's taken the place of your Guardian Spirit. If not, then you're unable to call upon its powers. As a Malideiter, you have one major weakness: If your emotional state ever grows too unstable and the darkness in your heart grows too heavy, you'll become one of Malpercio's Afterlings, a two story tall monster that rampages around with furious abandon. This counts as ending your chain. If taken with the Spirit disadvantage, your host is now a Malideiter, and you're a fragment of Malpercio. If they fall into darkness, you *still* lose the chain. No, you can't not take over when that happens, it's an automatic thing.

Ghost Boy (+0, requires Guardian Spirit perk and Malideiter disadvantage): You've replaced Sagi in the plot, and will have to save the world yourself. If taken with the Spirit disadvantage, you become his Guardian Spirit. On the bright side, this removes the loss condition from falling into darkness as long as you manage to force yourself back to your original form (or he returns to his original form, if you're the spirit).

Lost Magics of Another Age (+300): It is said that in a long lost era, the Jumper had powers beyond any others. No longer. You have no powers from outside the jump.

At the end of the jump, you may revoke all drawbacks and choose to stay, move on, or return home with all your powers.

Notes:

Guardian Spirits seem to tend to be the same alignment as you were when you made your choice. Straying from your original goals will cause them to revoke their favor.

All perks and descriptions are relative to this jump. Something like a death star beam is going to laugh off the defenses granted by Godslaying weapon, even while it blocks high powered destructive magic on the local scale.

High Powered for the settings ‘modern’ age is a laser that cuts off a piece of a continent. This mostly drains its battery, leaving it without enough to continue fighting.

The gods, on the other hand, are... kinda weird, power-wise. On the one hand, bits of Malpercio are used in their “afterling” form to power an island-busting flying fortress, with 1 powering each gun, and apparently a good chunk of the ship. On the other hand, they don’t actually get shown doing much impressive while they’re alive, and have a giant war without any real signs of damage beyond a burning plane, which is honestly *really* generic.

Sagi, Can I Eat Her? is basically a muscle-wizard perk. It lets you turn your magic into muscles to punch stuff harder. Scension is more like a magical knight perk, in that it lets you deliver spells through your sword.

Wings may be customized: Butterfly Wings can take the form of any insect, while Feathered wings can take any sort of feathered form.

All wing perks grant you Wings of Heart. Wings of Heart are basically energy wings that you can summon which let you fly for short bursts. The flight length depends on your conviction and the strength of your heart. These Wings of Heart can be summoned or banished functionally at will. Machina Wings simply fold up into tiny winglets, while actual Wings of Heart return to your heart.

Purchasing different types of wings let you either take one wing of each type, have multiple sets of wings, or combo that however you like. Choose how your wings appear when you first enter this jump. You could, for example, have a pair of butterfly wings, then a left feathered wing combined with a right machina wing. Or a pair of right feathered wings, then a left machina and a left butterfly wing. Or however else you want to arrange that. Taking a set of wings multiple times simply gives you more wings.

Note: Magnus Feeder doesn’t seem to affect the soul. It eats their body and their magic, but leaves an echo that others can encounter.

Quest Magnus are not consumed when the stored magnus are used or fused or whatever. They’re more like containers than anything.