

Xenoblade Chronicles 3 Jumpchain

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Ver 1.1

Welcome to Aionios, the world in which the story of Xenoblade Chronicles 3 takes place.

This is a world of constant war, where the nations of Keves and Agnus fight an unending war, overseen and controlled by the Consols, or rather, Mobius.

The Mobius are beings who want to create an "Eternal Now", and feed off the life-force of the soldiers. They do so via the Flame Clocks, which are installed in the Feronises, large mobile Fortress that Colonies of soldiers center around, and in the eye of every soldier. In addition to their eternally extended life, they also have the ability to transform into massive forms, standing at least 20 feet tall, with massive durability and power.

Every soldier in this war is an artificial lifeform, grown in a pod, artificially aged up to around 10 years old before they ever awaken, and is given a maximum lifespan of 10 years from that point. That is, however, assuming they live that long.

Because, even disregarding the threat of their enemy, the Flame Clock also puts a timer on their lives. As it burns, it tells every soldier how much left they have to live. And as its Flames die down, they lose their strength. However, by killing other living beings, the soldiers can absorb the lives of others and add some of that time to their own.

Thus, they fight to live and live to fight. And once they die, they are reincarnated into the next batch of soldiers, creating an endless cycle of death and war.

However, not all hope is lost. An organization simply called the City exists outside of this cycle, and with them lies a power called Ouroboros. This allows a pair of two people, either both from the city or a pair one from each nation, to gain the power to Interlink with each other to gain a

form similar to that of the Mobius, alongside other more minor bonuses. And, should they currently be shackled by a Flame Clock, the power of Ouroboros will free them from that as well.

Due to the way this world works, the conditions of your time in this chain and its end conditions may be different than standard. Please see each Origin and the "To Reach Infinity" Perk to see the details as to these conditions.

To better survive, take this with you.

Gain 1000 CP

Origin

Here, we cover the place you have come from for your time in this World.

Due to how time works in this world, you may choose any time you wish to begin your time here. Additionally, you may choose your gender at will.

As was said before, but is worth repeating: *Due to the way this world works, the conditions of your time in this chain and its end conditions may be different than standard. Please see each Origin and the "To Reach Infinity" Perk to see the details as to these conditions.*

Soldier of Agnus - You are a Soldier of Agnus, one of the two nations in this World, locked in an eternal war. If you are more familiar with the worlds that existed before Aionios, you may know the people of Agnus as being from Alrest, the world of Xenoblade Chronicles 2. The people of Agnus are all what one may know as a Blade Eater. They are biological and can exist without something like a Driver, but have a crystal naturally existing in their chest, and have parts of their body glow with the Ether that they channel as a part of living. Because of this, and the general biodiversity of Alrest, the people of Agnus can have a variety of physical traits and appearances, although these variances have no appreciable effect on their ability to fight. As such, you may choose the specifics of your Body within these bounds as you will.

- **Jump Start Conditions:** You start soon after being "born" from your pod. As was stated at the start, the "when" in relation to World Events doesn't matter due to how the world is in a near-endless cycle.
- **Jump End Conditions**: You can come to the end of your time in this Jump in one of two ways.
    - Firstly, you can survive for 10 years and Reach the end of the natural life of a Soldier in Aionios. Upon your Homecoming, rather than dying you are transported back to your Warehouse.
    - Secondly, if you do not survive for 10 consecutive years, you will be Reborn upon Death rather than failing your chain, as is the typical course of things in Aionios.

You can instead succeed in this Jump by living a cumulative total of 100 years in the conflict across your many lives.

- **Chain End Condition**: With this Origin, you cannot suffer a Chain End during this Jump, so long as you do not take any Drawback and/or Perk that would alter this condition. Death only results in you being Reborn.
- **Required Drawbacks:** You must take the “Live by the Flame” and “Marked for Death” Drawbacks as a representation of your situation.

Soldier of Keves - You are a Soldier of Keves, one of the two nations in this World, locked in an eternal war. If you are more familiar with the worlds that existed before Aionios, you may know the people of Keves as being from the Bionis and Mechonis, the world of Xenoblade Chronicles 1. The people of Keves are comprised of three different races, although they don't really understand the concept of race or categorize people differently on how they look. These races, which are named back in Xenoblade 1 but are not used within Aionios, are Homs, who look basically human, the High Entia, who are mostly human but have small wings upon their head and were previously known for high Ether affinity and a much longer lifespan, and the Machina, who are human-adjacent mechanical lifeforms with no biological components whatsoever. Despite these differences which should be drastic, in Aionios all of these races eat the same thing, age and develop at the same rate, and have no notable differences in combat whatsoever. As such, you may choose the specifics of your Body within these bounds as you will.

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- **Required Drawbacks:** You must take the “Live by the Flame” and “Marked for Death” Drawbacks as a representation of your situation.

Inhabitant of the City - You are someone who lives in, and was most likely born in, the City. Yes, it's just called that. As the only city that exists in this world, to the point where soldiers of Keves and Agnus don't even know what the word means, it's not like anyone can call them out

on it. The City was formed by a group of defected soldiers from Agnus and Keves, who managed to obtain the power of Ouroboros and have children in the small lifespan that they possess. These children possessed the traits of either Kevesi or Agnian people if their parents were from different nations, seemingly at random as to which they would take after, and did not suffer the same limited lifespan as the soldiers. After the original founding of The City, Mobius destroyed it, and what few survivors there were scattered, until the 6 Founders of the City that exists to today remade it. The founders also unlocked the greater strength for the power of Ouroboros used today. Of the races of Agnians and Kevesi, which you appear to be has no tangible difference, so choose as you will.

- **Jump Start Conditions:** You can start this Jump at any age from 13 to 23, and start within the City.
- **Jump End Conditions**: Survive for 10 years, as usual.
- **Chain End Condition**: Die, as usual.
- **Required Drawbacks**: There are no Required Drawbacks you need to take with this Origin.

Remnant of the Old Worlds [Drop In] - In this world, there are a significant amount of relics, structures, and landscapes that are clear hold-overs from the old world. Such as the Sword of the Mechonis standing tall straight Into the sky, the Uraya Titan's form as an entire mountain range, and a ruined sky-scraper filled city covered in overgrowth. These simply exist, and aren't questioned. The Soldiers don't consider much other than combat, but even the City doesn't put too much thought into how all the world around them has come to be, and what relics are just laying around. Perhaps you are one of these Relics that has finally woken from its slumber, or perhaps you just found yourself in this world spontaneously. But regardless, it's clear to see from any that lay eyes on you that you aren't normal. That you are something expressly different that couldn't have come from either the city or the warring nations.

- **Jump Start Conditions:** You start this Jump as you are.
- **Jump End Conditions**: Survive for 10 years, as usual.
- **Chain End Condition**: Die, as usual.
- **Required Drawbacks**: There are no Required Drawbacks you need to take with this Origin.

Battle Role

Within Aionios, combatants can generally be split into three main roles: Attackers, Defenders, and Healers. Now, these are not static categories, there can be a significant amount of overlap between them, but generally a combatant is best in their role's specialization. This is likely less true for you, but you can still choose a Battle Role that you are interested in pursuing.

None of these roles are inherently self sufficient, and any squad will try to have a balanced number of them, so you don't need to worry about doing everything yourself.

Unlike the Origins and the “To Reach Infinity” Perk, there are no special conditions related to a Battle Role.

Attacker - First up is Attackers. While all roles have ways to kill others, Attackers are the ones that specialize in it. Be it through brutal blows or swift strikes, the ultimate priority of an Attacker should be to kill all of their enemies as quickly and efficiently as possible, and rely on their allies to remain alive as they do so.

Defender - Next is the Defenders. Their goal, as their name would imply, is to ensure that their allies are safe from harm. Consequently, this means putting themselves in harm's way instead, and being able to survive the process. While the title of Defender may imply a shield, avoiding attacks also works, so long as you can keep the heat off your allies with relative safety.

Healer - Lastly is the Healers, although Supporters are also an adequate description. A Healer's job is to keep the rest of their team alive, and help prevent them from harm as they do so. A Healer is a valuable asset on a team and a powerful force multiplier, and thus is often a prime target for enemy combatants, but that's generally a problem for the Defender.

Perks

This world can be a brutal place, and death is all too common here. If you wish to have even a chance at survival, you will need strength. To that end, the following Perks are available for purchase.

As is standard, a Perk being discounted means its cost is reduced by 50%, and if something is listed as being free, it costs nothing.

General Perks

This is the section for Perks that are equally available to everyone. Please, look them over. There are Perks here that are universally useful, as well as Perks that are free for everyone.

Additionally, Gain 100 CP for General Perks Only.

In the Eye of the Beholder (Free): In Aionios, there is a universal ability called the Iris. It is an augmented reality and short range communications system that resides within the eye of its user. It is also capable of displaying 3 dimensional maps, performing zoom capabilities in its user' vision, can grant access to alternate vision types like heat vision, can function as GPS, and can be used to access wireless networks / interface with machinery. Those from Keves have it be Blue in their Right Eye, those from Agnus have it be Yellow in their Left Eye, and Mobius have theirs as Red. For Soldiers, this is represented as their Flame Clock. For Ouroboros, this is represented as a flaming snake biting its own tail. And lastly, Mobius has an infinity symbol in their Eye.

- Note 1: If you have taken the "Remnant of the Old Worlds" Origin, you may have your Iris in either or both eyes. This is a one-time permanent choice. This has no effect on its function and is purely cosmetic.
- Note 2: Normally, Mobius has the power to access the location data of all Iris, and can control the perception of all soldiers connected to a Flame Clock. This is not something that can happen to you. Your Iris cannot be tracked, hacked, or subverted by any parties through any means.

Your Blade (Free): In this world, all people have the ability to summon a Blade. A Blade is a weapon that represents the will of its user to fight. To face combat and end the lives of others to survive. This Perk gives you the capability to summon one as well. This can be one you make a custom design for, or you can freely import any Weapon you have from a prior Jump to be your Blade. A Blade does not need to be a bladed weapon, but if so, it will be an energy weapon. Well, all Blades are technically energy weapons, as the edges of melee Blades are also made of energy. Normally, the Blade someone has is set in stone and permanent. However, those with some level of the power of Ouroboros, be it Ouroboros properly or members of The City, may change their Blade at will.

While there are generic Blades that most Soldiers possess, some people have unique ones. However, there is a general color scheme regardless. Generally, Agnian Blades are white and their energy is a yellow color, Kevesi Blades are light gray and emit a blue energy, and the blades used by Mobius are Black and give out a purple colored energy. A Blade does not need to be a single weapon. Forms like dual wielding pistols or a mace and shield are perfectly acceptable. Lastly, there is always a circular portion of a Blade. This shows the same symbol that would be in one's Iris.

The destruction of a Blade means nothing. A user can freely dismiss and re-summon their Blade at will, regardless of what state it was in. By using a Blade, a wielder can gain access to Arts:

Supernatural Combat Techniques of some description. You may start with 3 Arts of your choice, so long as they appropriately match your weapon of choice and are within the general power scale of the base work. Additionally, a Blade is the only weapon that can be used to absorb the life-force of slain enemies to fill the Flame Clock. That being said, nothing is stopping you from using that same property for other means later on.

Dirge of Eternity (-100 CP): In Aionios, there is a tradition on both sides of the War, that of the Offseer. They are a special soldier assigned to play a specific song on their Flute to help see off the departed, and are generally relegated to this specific role over participating in combat. Agnians have their Offseers in pairs, while Kevesi have theirs play alone but operate alongside a standard squad. This gives you the musical skill and knowledge required to be a professional musician, and if you are a Soldier, you can choose to take the Offseer position in your Colony. This also gives you the supernatural ability to bring peace to the spirits of the Dead and to help them pass on through your Music. Additionally, this comes with a free Flute in the Items section.

Levnis Operator (-200CP): Alongside Infantry, the various militaries of Aionios utilize Military Robots, called Levnis. They are usually piloted, but Agnus does have some Levnis that are self-operating. These range in size, power, and purpose, but all of them do share a single fatal flaw: They cannot be used to harvest the life-force of the fallen. Because the ever-fading Flame Clock that powers the Feronises is as existential a threat as their enemies, these powerful War Machines are relegated to being tactical support and softening up the enemy just enough for the Infantry to finish them off with their Blades. That being said, The City is able to use Levnis much more effectively, as they do not need to worry about the Flame Clock. This Perk grants you the knowledge and skill of an expert Levnis pilot, as well as the position of a Levnis Pilot if you are a Soldier. This Perk also comes with one free Levnis in the Item Section.

- Note: The knowledge and skills gained from this Perk will also apply to the operation and usage of any other Mechs or Mech-Adjacent things you may come across in later Jumps.

Master Tactician (-400 CP): In War, how you use and maneuver your forces can matter far more than the actual forces at your disposal. Well, not always, but incompetence can squander a superior position, and vice versa. By purchasing this Perk, you become a master of military tactics in all its forms. You have no trouble handling the tactics of an entire army in real time, and are capable of thinking dozens of steps ahead in your plans. You are well versed at commanding soldiers and getting them to listen and obey your orders without causing dissent or frustration. This Perk also boosts your observational abilities, so that you can observe minute details on the battlefield even from a command post.

To Reach Infinity [Capstone Booster] (-600 CP. *Discount for Inhabitant of the City for the Ouroboros Version Only*): In Aionios, there are two types of beings that go beyond the standard

people who live in it. Those who directly interact with the flow of the world, and the fate it has found itself within. These are Mobius, those who desire to protect and reinforce the Status Quo, and Ouroboros, those who desire to shatter the endless cycle of War that this world finds itself in. Each represents a different kind of False Infinity, and each holds great power. By taking this perk, you become one of these two. However, while this is one Perk, the details of these two are significantly different, so they will be covered separately. Additionally, as has been mentioned before, ***the effects of this Perk affects the conditions of the Jump, in order to reflect your circumstances. Please read the options below to understand what is involved in each.***

However, regardless of which path you pick, there are some universal benefits. Firstly, if you were tied to a Flame Clock, that is no longer the case. This also grants you immunity to any force that would attempt to drain you of your life force of any other type of energy you may have. Secondly, you gain the power to Interlink. This allows you to temporarily fuse with another being, creating a significantly larger and more powerful form in the process that is both of you at once. To reiterate, this is indeed temporary. You can only hold the Interlink for so long before it will forcibly disconnect. You are able to tell how long you have left at any point in time, there is no shortage of warnings for when it is reaching its limit.

Ouroboros: You have chosen to become an Ouroboros. Generally, there are only able to be 6 Ouroboros at a time, but that's a technical limitation to the power that the Ouroboros Stone can amplify rather than any hard limit. The power you (and any companions) may have from this are separate from that, so you don't need to concern yourself with that. The greatest power of Ouroboros is that of Change. As has been stated before, Ouroboros have the power to alter the Blade they use at any given point in time, and use the Arts of those Blades as well. Additionally, you gain a significantly increased rate of learning and growth, and a perfect memory of all things. For other benefits, the power of Ouroboros gives you an immunity to any and all mind-altering effects, and greatly increases all of your base capabilities, although not as greatly as Mobius. However, as Ouroboros, you are the enemy of the entire world, as Mobius controls all behind the scene and Ouroboros is an existential threat to them.

- **Jump Start Conditions:** This does not affect the Starting Conditions of your Jump.
- **Jump End Conditions**: This adds an additional Jump End Condition to this Jump: You may end this Jump by causing the End of Aionios and allowing the Two Worlds to Rejoin.
- **Chain End Condition**: This does not affect the Ending Conditions of your Chain.
- **Required Drawbacks**: You must take the “Enemy of the World” Drawback as a representation of your situation. However, you no longer need to take the “Live by the Flame” Drawback if you had previously needed to take that.
- **Additional Note:** If you are a Soldier of Agnus or Keves, you will not have the Power of Ouroboros immediately upon rebirth, in order to stop you from being repeatedly slaughtered in your crib-tube. You will get it back in short order afterwards though.

Mobius: You have chosen to become a Mobius. Mobius is both an organization, a descriptor, and an emotion. It is the manifestation of a fear of tomorrow and a desire for the present. Because of this, any progress you may make has been set to near 0, at least for the duration of this Jump. Your new form, however, comes with many benefits. Firstly, your base capabilities are greatly increased, with your durability and endurance being increased the most. However, even in areas other than your durability and endurance (that have been especially boosted), a Mobius is still notably, but not incredibly, stronger than an Ouroboros in all respects. You also gain massively slowed aging, to the point of near-Immortality, although you must consume the life-force of others to maintain it. You can also consume life-force to heal yourself of injuries, and within the world of Aionios, can take it from the Flame Clocks at will. Last, but certainly not least, you gain a transformation to an alternate form. This form has the same general size and power of an Ouroboros Interlink, but without a time limit or requiring another person, while still allowing you to Interlink within it.

- **Jump Start Conditions:** This does not affect the Starting Conditions of your Jump.
- **Jump End Conditions**: As a Mobius, you must now survive in this Jump for 1,000 Years. This overwrites any previous Jump End Conditions.
- **Chain End Condition**: Dying now causes the End of your Chain. This overwrites any previous Chain End Conditions.
- **Required Drawbacks**: You must take the “The Eternal Now” Drawback as a representation of your situation. However, this overwrites any Drawbacks required from your Origin.

Origin Perks

This is the section for Perks that are discounted based on one’s Origin. While it is indeed incentivised to pick the perks from one's Origin, don't forget to look at the other sections either. You can take Perks from the other sections as well.

Additionally, Gain 100 CP for Origin Perks Only.

Soldier of Agnus Perks

Ether-Adjusted Body (Free for Soldier of Agnus. Soldier of Agnus Only): The Soldiers of Agnus all share some important characteristics, most notably the crystals they possess in their chests. This is naturally occuring, and is a part of the physical system they have that passively channels Ether through their bodies to enhance their abilities and grant them a greater control over Ether. In another world, they would all be known as Natural Blade Eaters. However, unlike Pure Blades, they do not possess infinite regeneration and their Core Crystal being damaged is not

life threatening. As a Soldier of Agnus, you have this as well, although the details of its appearance is up to you. This grants a bonus to all of your base capabilities, although if you already had supernatural capabilities ahead of time, this likely won't be that impactful. For reference, the bonuses from “Ether-Adjusted Body”, “Power Frame”, and “Echoes of Ouroboros” are all approximately the same in their effectiveness.

Inherent Elementalism (-100 CP, Free for Soldier of Agnus): As a carry-over of the Blade Eater Physiology that Soldiers of Agnus possess, they all have an affinity to some element. You may pick any one element of your choice. You find it significantly easier to use and learn techniques of that element, as well as having them be both less energy to perform and more powerful than techniques of other elements. This can be represented in your physical appearance if you want, such as someone with a Fire Affinity having hair that is passively alight without actual heat or an ability to spread, but that isn't required.

Lasting Legacy (-200 CP, Discount for Soldier of Agnus): In Aionios, nothing seems to truly last. Soldiers last for a mere 10 years, Death and Destruction are everywhere, and Annihilation Events can cause parts of the landscape to spontaneously vanish. In spite of this, you now excel in making things that last, supernaturally so even. You could have a message on a tree, and the message and remnant of that tree survive a thousand years. You can also make changes to the culture or rules of an organization you have authority within that will endure for centuries without degradation. Lastly, this also makes you a fantastic teacher whose lessons will be remembered and passed down for generations to come.

Resourceful Logistician (-400 CP, Discount for Soldier of Agnus): An army cannot march on an empty stomach, that much is common sense. Colonies normally get supplies allocated to them based on their rank, to be provided via air-drops. However, while the constant war and moving makes it difficult, there is nothing stopping a Colony from performing methods to gather its own resources, through various methods. You have now become a master of all things related to the creation, procurement, tracking, and/or transport of resources, as well as a supernatural boost to the efficiency and results you would get from those measures that goes beyond mere skill. You can easily do espionage on the movement of enemy troops by tracking their air-dropped supplies, and can near-effortlessly subvert their acquisition of those resources. This also helps with general logistics in running a Colony, as well as activities like farming, scavenging, harvesting, and hunting.

Titan Drive (-600 CP, Discount for Soldier of Agnus): All people of Agnus Descent are Blade Eaters. Because of this, they often display some small physical characteristics of Blades alongside the Core Crystal. However, the life-cycle of Blades was to eventually become Titans, giant creatures the size of a small country who have massive amounts of physical and etheric power alongside the ability to generate and support all kinds of life, as well as create Core

Crystals. This Perk does not grant you the ability to turn into a Titan, but it does grant you the power to partially manifest forms in alignment with them. Be it making a gigantic mouth to bite with, or transforming a limb into that like your Titan Form would have. While doing so, your base abilities and inherent characteristics grow dramatically more powerful in alignment with how much of you is transformed, but it also takes more effort to perform and maintain. You can, with enough skill and/or effort, also manifest a humanoid Pseudo-Titan form, as per one step past the state of the Blade Herald. This form has a similar appearance and relative strength to an Ouroboros' Interlink or a Mobius' Transformation. Lastly, as a result of this ability, you have gained an immunity to all diseases, parasites, radiation, and anything else that could mess with or alter your bilogy or genetics.

- [Boosted] Well, it seems the power you hold has overwhelmed what I previously stated. You now have the ability to transform into a full-sized (or smaller) Titan, with all of the power and abilities associated with that, at no cost whatsoever. That also includes the ability to generate and support all kinds of life (and Core Crystals) alongside the more direct power, as is mentioned in the base Perk. This perk also eliminates any effort required to perform or maintain the partial transformations given by the base version of this Perk. Additionally, you may manifest your Titan Self independently from your Human Self, and exist simultaneously as both as a peudo-hivemind situation, should you desire to do so.

Soldier of Keves Perks

Hard-Learned Mechanical Knowledge (Free for Soldiers of Keves. Soldier of Keves Only): The people of Keves are weaker than those of Agnus. That much is a simple fact. Be it in manipulating Ether or pure physical abilities, they don't measure up. As such, the Soldiers of Keves had to turn to technology to level the playing field. They did manage to do so, via the Power Frames, but the reliance on technology has engraved within them, and now you, an inherent affinity and skill with technology of all kinds. There is also a free Power Frame in the Item Section for you.

Person with Wings (-100 CP, Free for Soldier of Keves): The troops employed by Keves are made up from the races once known as Homs, High Entia, and Machina. However, there are no divisions as a result of this, and when asked, they think it's weird one would even care. Some people have gray skin and some people have wings. So what? In general, the people of Aionios generally have no biases, discrimination, suspicion, or even curiosity around race, gender, species, or even things like strange appearance and fashion. Generally because they're too busy killing to even begin to consider that, but regardless, it is how things are. What this Perk does is allow you to apply that mindset to those around you in later Jumps as well. This perk has three modes of applying this effect. The first is to apply that effect to the perception of yourself specifically. The second is to apply a field around you that applies that mindset to all

within so long as they are within it. And lastly, the third mode is to make that mindset universal, effectively eliminating concepts like racism and sexism. You can swap between these modes freely, and of course, you can turn this off at will.

Enduring Will (-200 CP, Discount for Soldier of Keves): Fear, Confusion, Doubt. These emotions can all be used as weapons of War. Ones that can break ranks, sow chaos, and change the course of a battle. Some people can handle it better than others, and in this aspect you're one of the best. This Perk does not make you into an emotionless being, to be clear. However, it does greatly increase your Willpower, alongside increasing your mental stability, ability to control your emotions, and your ability to maintain composure in stressful situations. This also assists in battles of will, resisting mental effects, and anything else an increased willpower can assist with. In other Worlds, this may also assist in resisting things like torture or interrogation, but in Aionios such things don't really occur. Enemies are to be killed on the spot. On another note, normally a high willpower can also make one more stubborn and less willing to accept fault. That is not an issue for you. You will not suffer any negative effects from this increased willpower.

Silvercoat Standard (-400 CP, Discount for Soldier of Keves): Combat is a part of life for Soldiers. Death comes often on the battlefield, but where others seem to struggle, you just. . . don't. Others describe combat on the battlefield, but while there is a significant amount of things to keep track of, you can do so without issue. You grow in skill and power far faster than your peers, and have no trouble at all remembering all you've learned. Assuming you have the chance to grow, there's no doubt you'll become one of the best soldiers in the land. Although, one should keep in mind that being a good soldier is not the same as being a good Tactician or Commander. This helps with killing your opponents and keeping yourself alive, little else.

Invoked Ether (-600 CP, Discount for Soldier of Keves): While the Soldiers of Keves may not be as gifted in the art of manipulating Ether as those from Agnus ***in general***, there are some prodigies that can outstrip anything they are capable of. The most famous of these is Queen Melia Antiqua, but your mastery of Ether doesn't falter in relation to her. You now have perfect control of Ether you are manipulating, as well as any other supernatural energy sources you may have access to. In addition, you have gained the ability to manifest semi-independent Ether Constructs. These are generally based on an element, manifesting as a Pseudo-Elemental (or even making a proper Elemental with enough time and effort), and base their actions on your will. They passively provide bonuses to you and your allies, can perform attacks, and can blow themselves up if need be. Of course, nothing is stopping you from making semi-static Ether constructs either, such as shields that follow a target.

- [Boosted] It seems the power of your control over Ether has reached new heights. You may have heard of the power of the Monado, a weapon that can manipulate the Ether that makes up reality to apply different traits to itself, give enhancements to those its Wielder chooses to assist, and is even able to read the flow of Ether to see the future. Now, that power is yours as well. The future sight can be sporadic, chaotic, and hard to

read the further out you try and see, but you will be able to predict the immediate future with near-perfect accuracy.

Inhabitant of the City Perks

Echoes of Ouroboros (Free for Inhabitant of the City. Inhabitant of the City Only): The Founders of the City were some of the original Ouroboros, and nearly all of those living in the city are defended from them in some way at this point. Because of this, they have increased power as well as the ability to change their Blade at will, as Echoes of the Power of Ouroboros still remain within them even if most don't possess the full power. And as an inhabitant of the City, so do you. This grants a bonus to all of your base capabilities, although if you already had supernatural capabilities ahead of time, this likely won't be that impactful. For reference, the bonuses from “Ether-Adjusted Body”, “Power Frame”, and “Echoes of Ouroboros” are all approximately the same in their effectiveness.

- Note: This Perk is the reason the Inhabitant Of the City Origin has a discount for To Reach Infinity (Ouroboros Version). The reduced Cost ***is*** the Synergy, so no additional synergies between the two Perks need to be considered if you have both.

Understanding of Peace (-100 CP, Free for Inhabitant of the City): It is an easily overlooked detail, but the ability to live in peace is a rare skill in Aionios. The Soldiers of Agnus and Keves have lived their life knowing only War, so if they were cut free from that life they would flounder. However, those in the City have learned how to do so, and so have you. You are now able to live in times of peace without any PTSD or overreaction due to instincts and habits formed from combat, no matter how long or how brutal that combat may have been. Additionally, you have become very skilled at any one nonviolent hobby of your choice. This could be something like Cooking, Music, or Painting, so long as it isn't directly related to combat or fighting. You'll need something to fill your new free time with, after all.

Exceed the Eyepatch (-200 CP, Discount for Inhabitant of the City): The people of the City are protected from Mobius's ability to track their Iris Signals while within the City itself, but that is only due to in-built precautions within the walls of The City. While outside of the City, they don't have that protection (although you do, as mentioned in “In the Eye of the Beholder”). To counteract this, those who leave the City wear a special eyepatch to block the location signals from their Iris. However, fighting with only one eye can be difficult. While some train to ensure that they can compensate, you never had that issue at all. Now, lacking any function of any part of your Body will not hinder your ability to act or fight. You can have your full depth perception and field of view even with an eye missing or covered up, and you can have your full ability to manipulate and interact with objects even if you had a hand amputated. So long as you aren't dead, you can perform as if you had no issues at all no matter what you may lack access to.

Lapidarist Extrordonaire (-400 CP, Discount for Inhabitant of the City): As it turns out, accessories in a world that contains monsters and superhuman Soldiers are more than mere trinkets. While they still can, and really should, look nice, they also have legitimate and practical effects that make the holder stronger. And now, you are an expert in making them. This Perk has three separate components. The first is the mundane skills related to creating accessories. Aesthetic Design, Metal-working, Gemcutting, Wood-working, Cloth-working, and various other crafts. You are now experienced enough to be a professional in any and all of those fields. The second is the Gem System. In addition to standard gemstones, the world of Aionios has Gems. These are mystical gemstones that can be crafted and refined. Once made, anyone you approve of within a moderate range can tap into the power and effects of up to three of them of their choice at a time. There is no loss of power if multiple people tap into the power of the same Gem at the same time. Refining the Gems to a higher level of power will require increasingly rare and powerful materials. Lastly, we have the accessories themselves. This grants you the ability to craft accessories that grant supernatural enhancements to its wielder. The effects of these accessories are based partially on your own intentions and skills and partially on the quality and type of the materials used to make it. This can range from what the actual effects are to the strength of the effects. There is a significant amount of room for expression, but you can only make something so good without proper materials to make it with. And, of course, it should still be an accessory that someone would want to be seen wearing, irregardless of its supernatural effects.

Forward, Together (-600 CP, Discount for Inhabitant of the City): The City is founded by, and only functions because of, cooperation. This spirit lives on, in some form, in all of the people of the City. However, it shines more brightly in some than others. And in you, it shines very brightly. You are, to put it simply, supernaturally charismatic. You make friends very easily, and inspire great loyalty in those you have formed bonds with. Additionally, you are able to broker lasting peace between lifelong enemies, like members of the two nations that have been eternally at war. While you may be supernaturally good at this, you do still need to have time to talk them into said peace, so you may need to punch some sense into them before that point. Lastly, this Perk grants you a literal Power of Friendship Bonus. The bonds you have with others will literally empower you. All of the bonds you have will give small and passive bonuses merely by existing. In addition to that, intense feelings of comradery and/or love, alongside actual assistance from your friends, will boost your power multiplicity in that moment.

- [Boosted] This Perk has gained a new facet in response to the power you have gained. Specifically, it evolves the power of Interlink you hold. To start, your Interlinks are more stable, last longer, and can draw out greater power. However, the other effect of this Perk is the much greater one. Before, it was stated that you may only Interlink with one other person. That is no longer the case. You may now Interlink with as many people as you desire, so long as all parties are willing to participate in the process. The size and power of your combined form will continue to grow with the increased number of

participants, although there is a point where it can become impractical and/or overkill depending on the scale of enemy you are facing.

Remnant of the Old Worlds Perks

Rule Breaker (Free for Remnant of the Old Worlds. Remnant of the Old Worlds Only): You aren't from this World. As such, you have no obligation to follow its rules. Things that “cannot” happen merely become very hard to do, and forces like Fate merely become “This is the way things would go if you don't actively interfere”. There is nothing “impossible” for you anymore, simply “very hard”. Now, I want to be very clear: This does not let you freely do anything you want. This makes it so that with enough effort, there is nothing you *cannot* accomplish. Just because you can now break the rules of reality does not mean it is easy to do so.

Contradiction Commonality (-100 CP, Free for Remnant of the Old Worlds): During your travels between Worlds, you may pick up some odd traits to yourself. Maybe you get a prosthetic arm, have a part of your body turn into crystal, or gain cybernetic enhancements. Perhaps you even obtain multiple different forms all together. What this Perk does is simple: It eliminates any and all issues and discrepancies that may have occurred between any different parts of yourself. Mix and match body parts, body materials, and even alternative forms in whatever way you wish, and it will all still function without issue. No matter if you seem like an abomination of ten thousand different prices patchwork together or an inhumane perfectly being, no internal contradictions will ever cause any issues for you. And lastly, this Perk allows you to change your gender at will.

Foreign Champion (-200 CP, Discount for Remnant of the Old Worlds): As a creature completely foreign to this world, with no connections, relationships, or history to anything whatsoever that could help someone integrate themselves with others, some may find it hard to be trusted. This, however, doesn't apply to you. No matter how strange, horrifying, or malevolent you may appear to be, you are always guaranteed to get at least one realistic offer in good faith to prove yourself trustworthy, despite any biases they may hold. And if you do good by that offer, you will gain a working relationship with that group that can grow as you continue to do good by them. This also allows you to move up in any organization or group you may join, no matter what nepotistic or inborn hierarchies they may have, so long as you continue to work with them and excel. Now, very specifically, this does not grant you enforced loyalty or affection. This allows you chances to prove yourself in good faith, and will grant you an appropriate amount of standing and respect for doing so.

Existence Outside of the Domain (-400 CP, Discount for Remnant of the Old Worlds): As something not from this World, it would thus follow that you have special powers and protections that the normal person doesn't. How else would you be able to survive whatever reality is like beyond Aionios? Well, now such a belief is the truth. This Perk grants you absolute protection against a variety of effects. Firstly, you are immune to any and all conceptual abilities. You are also immune to any methods of bending, altering, or destroying Time, Space, or Dimensions that would be detrimental to you. Additionally, you possess an immunity against forcible transformations to yourself or your immediate surroundings. And lastly, you gain an immunity to any foreign effects that would try and alter your own powers. All of these are unlikely to come up during your time here, truthfully. However, it is a useful collection of abilities to possess, and may very well save your life one day.

Power of Annihilation (-600 CP, Discount for Remnant of the Old Worlds): In Aionios, there is a Phenomenon known as Annihilation Events. The build-up to one is foreshadowed only with the growing amount of Black Fog in the area, but even that is no guarantee that it will happen. An Annihilation Event is a manifestation of Rejection, and represents the total and complete erasure of all it touches. Wherever it occurs, a perfectly spherical space is carved out of the world, vanishing permanently and utterly. As for anything surrounding that area, the World generally isn't sure how to deal with this, so it just doesn't. Sand won't rush in to fill the cavity of performance in a desert. A permanent divot can be formed in the surface of a lake. If the area was structurally supporting something else, it will continue to exist as if the material was still there, up to and including simply floating in mid-air without reason nor an ability to fall. By taking this Perk, this becomes a power that you can use as well. Through will and Ether (or some other supernatural energy source), you can cause an Annihilation event to happen at a location of your choosing. The only restriction as to its location is that you must be able to perceive that location in some way. The amount of Annihilation you can bring to bear at once will be dependent on your own power and skill, but this is by no means a weak ability.

- [Boosted] With the power you have gained, you have gained greater control over the Power of Annihilation. More specifically, you have gained the ability to wield the lower levels of power, the Black Fog and the Fog Beasts. The Black Fog is, as the name implies, a Fog that you can now summon at will that is colored Black. In addition to the general utility of being able to summon large amounts of Fog at will, the Black Fog has the effect of blocking any and all methods of communications that would go through it, as well as negating any sort of enhanced senses or vision. That being said, you may White-List people to be immune to these effects as you wish. The Fog Beasts, meanwhile, are creatures made out of the Black Fog. They take more effort to summon than just summoning Black Fog, but they are able to interact with the world, and will obey your every command. The Fog Beasts are dimensional anomaly based creatures, and thus can interact with esoteric elements and are incredibly resistant to normal attacks. They can be based on any creature you have ever seen or interacted with, although they will cost more to summon based on their size. Additionally, you can have them act semi-independently, and will follow your values and only harm what you would want to be harmed.

Battle Role Perks

This is the section for Perks that are discounted based on one's Battle Role. As had been said before, someone's Battle Role may be what they are most proficient in, but that doesn't mean that it is all they can do. A Healer can also hurt the enemy and an Attacker can help support their allies. It never hurts to diversify one's skill set.

Additionally, Gain 100 CP for Battle Role Perks Only.

Attacker Perks

Blindside and Backstab (-100 CP, Free for Attacker): Of all the types of combatants, Attacks generally have the most freedom to move around the battlefield. This has many tactical benefits, such as distracting or dividing enemy forces, avoiding large scale attacks, and the general benefits of flanking. However, this Perk adds an additional bonus. Now, you can select one type of positioning (Attacking from the Front, Sides, or Back) to each Art or distinct Supernatural Technique that you possess. You can choose this at any time, although it takes enough time to apply or change the effect that it is not viable to do so during combat. While using a technique in its applied positioning, the technique is 50% more effective in any effects it may have or apply, including the damage it deals. Additionally, this Perk makes it so that you always know what positioning is applied to each technique, and what positioning you are considered to be at in relation to all enemies around you. It wouldn't do to have this Perk become wasted due to unclear information, after all.

Strength to Survive (-200 CP, Discount for Attacker): There are many factors that can affect the outcome of a battle. That being said, as an Attacker, your main job is to ensure that your enemies die as quickly as possible. That means clashing with opponents, overcoming whatever countermeasure they may have, and striking them down before they can do the same to you and yours. To that end, this Perk has a very simple effect: Your Strength is doubled. This applies both to your Physical Strength as well as the strength of any Ether Attacks you perform. If you wish, you can choose to have this reflected in your build and/or muscle density, but that is not required.

Cursed Blade (-400 CP, Discount for Attacker): In a Battle, pure strength is not always enough to grasp victory. There are many ways to do so, but one not yet covered is debilitating the

opponent. Poison, Clouding their Vision, Weakening their abilities, there are many ways to lessen your opponents to make your own victory more likely. Some may call this cowardly, but all is permitted for the sake of survival. This Perk has two aspects. Firstly, you may choose to apply any debilitating effect you know how to apply to any attack you would perform. This could be something like making your Blade light those hit on fire, or making Ether Beams that will slow the bodies of those struck by them. You may change which is applied at a moment's notice with but a thought. Secondly, you gain a great affinity for any sort of debilitating effect, be it supernatural or otherwise. However, this affinity is modular, and can be set to one of two modes. The first increases the effectiveness of any debilitating effect once applied. The second makes it so that any debilitating effect you would apply bypasses any protections and is inflicted without fail. Lastly, you may choose any three debilitating effects to know how to perform. This Perk isn't worth much without knowing how to apply any debilitating effects, after all.

- Note: For the sake of clarification, Instant Death and Injuries do not count as Debilitating Effects. This Perk is meant to apply to Debuffs.

Eye for Weak Points (-600 CP, Discount for Attacker): As a simple fact of existence, nothing is perfect. There are always strengths and weaknesses to anything, no matter what it is. And through exploiting those weaknesses, you can overcome enemies of a far greater strength than yourself. With this Perk, you are now able to know any and every weak point in every object, person, and phenomenon that you can perceive, and are aware of what those weak points are, how critical they are, and what the general results will be if attacked or interacted with. Please note, this is very explicitly only Physical and Meta-Physical Weaknesses. You will not be able to see the weak points in someone's psyche, personally, or beliefs upon seeing them. Additionally, you may turn off the effects of this Perk at any time, or limit it to only focus on specific target(s) at a time, instead of applying to everything you can perceive.

- [Boosted] I . . . suppose this still counts? With the power you have gained, this power has evolved. Before, while you could understand all of the weak points of anything you could perceive, that didn't mean that you were able to exploit them, or that they were meaningful. An enemy could have a shield that you can't break, even if you attack its weakness, or an Enemy could have some sort of protection that can only be bypassed by some specific weapon, attack type, or by a specific person that you aren't able to access. In cases like that, even if you understand the weakness, you can't use it to achieve victory. However, the power you have gained has evolved your Perk. Now, if there is an enemy where there is no critical weakness that you could properly exploit, this will create one. Even if the enemy had a technique or armor that you have no way of beating, this Perk will artificially create a critical weakness within it that you can exploit to lead yourself to victory. That being said, this doesn't guarantee your victory. It is still up to you to exploit these weaknesses and follow through with the opportunities this Perk will create for you.

Defender Perks

Eyes on Me (-100 CP, Free for Defender): The core concept of being a Defender is having the Enemy's focus. It's rather hard to defend someone if their attacks aren't even near you, and if you can keep those attacks away from your allies altogether, all the better. That being said. . . the most universally effective way to get an enemy's attention is to be annoying. As a Perk, this has two aspects. The first is that you are an expert in the art of annoying the hell out of anyone. Be it humans, monsters, or even robots, you can get it annoyed and make it focus its ire onto you with enough effort. The second half of the Perk is very simple: Any and all actions that you would take to get the attention and/or focus of another being onto you are twice as effective. While this obviously applies to annoying them, this also applies to more personalized attacks to attract hatred, get attention for serious conversations or speeches, and even get romantic attention, should you be able to find the time for that.

Steady Stance (-200 CP, Discount for Defender): Footwork and Balance are important in a fight for any type of combatant, but it is critical for a Defender. Whether you intend to dodge and attack, deflect it, or block it, you cannot do so without proper footing and being able to accurately manage your weight and momentum. This Perk gives you a perfect understanding and a sense of your balance, weight distribution, and your footing at all times, and grants you an incredible amount of skill in managing them. Additionally, this Perk grants you supernaturally enhanced footing, making you unable to slip or be forcibly moved from your location without breaking the ground under your feet, unless you would desire to have that happen. Lastly, as a consequence of the above effects, it is impossible for you to get dizzy or have any kind of motion sickness, which is nice to have in case you were affected by those issues.

Guardian Aura (-400 CP, Discount for Defender): No matter how effective you may be at getting the enemy to focus on you, and how well you may be able to intercept attacks, there is no way to completely ensure that those you are defending are absolutely protected. You are only human, so a large enough attack, such as an explosion, can hurt them even if you try to guard, and if you are facing enough enemies, you may be unable to stop every attack launched towards them. However, you are a guardian, and this Perk allows some of your protection to reach them even if your shield cannot. Specifically, what this Perk does is simple: While you are in combat, any allies you are fighting alongside and anyone you are fighting to protect temporarily gain the effects of any passive resistances, immunities, and/or purely defensive Perks or Traits you may have, albeit only at half of its normal strength / effectiveness. You can choose to blacklist people from this if you wish, as well as being able to select which Perks and Traits are being applied, should you not want to give them all out. That being said, this only applies while ***you*** are in combat, so try to make sure anyone that has been under the effects of this Perk doesn't think they're more than they are outside of its effects.

The Undying (-600 CP, Discount for Defender): The Undying. A Title that is challenged often in a world Filled with Death. Of course, the title, and this Perk, doesn't make you immortal. Rather, this Perk gives you many ways to help ensure your survival, even through situations that really should kill you. Firstly, you gain a significant increase to your physical durability in all respects. Be it in how hard it is to break your skin or how extreme of temperatures you can endure, it is greatly increased. Secondly, your stamina and endurance, both mental and physical, become near-infinite. You will be able to endure great strain and effort for days on end before you start to give out. Next, you gain a passive ability: Anything that would harm or disadvantage you is half as effective as it otherwise would be. A simple yet effective method to protect yourself from anything and everything. And lastly, you gain a massively increased regeneration. While not at the level where you can regrow an arm in the middle of a fight (assuming no other ways of boosting regeneration), your wounds will quickly close even within the battle you got them in, and it is very unlikely that you will ever die from wounds if the strike itself didn't kill you. This also assists your immune system and other biological processes. Additionally, you cannot heal wrong due to this, cannot get Cancer or similar diseases, and will not scar unless you wish for a wound to do so.

- [Boosted] When I said you weren't literally immortal, did you take that as a challenge? Now, ***once a year***, upon dying, you will immediately revive in peak condition. However, if you were in a situation where there is no possibility of you surviving upon reviving immediately after death, you will instead be moved to the nearest location that does not have that issue. Additionally, if there were any lingering negative effects on you at the time of your death, those will be removed. With this, you aren't literally unable to die, but it's a significantly more accurate statement than before.

Healer Perks

Don't Die on Me (-100 CP, Free for Healer): Fundamentally, a Healer is meant to keep their allies alive, and you obviously can do so as well. This Perk has multiple parts. Firstly, you have gained a comprehensive but intermediate level knowledge of medicine and treatment. Secondly, you gain one Art that allows you to heal others in addition to any you may have from the "Your Blade” Perk. The method or any other effects of this Art is up to your discretion, though. Lastly, you gain an increased affinity for supernatural healing techniques. Any that you would perform can be done with half the effort or energy, and will be twice as effective as it would otherwise be. This alone will not make you one of the premiere Healers in Aionios, but it will make you competent enough to fill the role in a battle.

Death-Sense (-200 CP, Discount for Healer): As it turns out, being a Healer means being in regular contact with Death. Well, that's the life of a Soldier in general, but as a Healer it's far more critical to be able to know when someone will need your assistance, and know how to keep them from passing on. This Perk grants you a literal sense for this, allowing you to

inherently know how close everything around you is to Death. Naturally, this will assist in treatment and keeping others alive on the battlefield, but it does have other uses. This can allow you to be aware of things around you that you would be unable to detect otherwise, and this sense works independently of any of your other senses. Additionally, you may set certain individuals to be marked, allowing you to be aware of their condition at any time, regardless of their distance from you, and will allow you to automatically tell them apart from others. Any companions you have are marked in this way by default. You may choose to turn off this additional sense, should you want.

Resonant Melody (-400 CP, Discount for Healer): While a Healer does indeed Heal, they also support their allies in other ways. Notably, through the use of enhancing Arts. However, some of the best Healers have abilities that allow them to interact with enhancing effects themselves. This Perk gives you two of them. Firstly, you can select any of your allies that are within your same general location, including yourself. You can then make a copy of any enhancement effects on that ally onto any other ally in the same area, although this does not allow you to stack the same effect over itself multiple times. To put the previous effect in different terms, it allows you to copy the buffs on any one ally onto all of your other allies. The second effect allows you to negate the degradation for any enhancing effect in your general area that you would want to assist with this ability. To put the previous effect in different terms, it allows you to pause the timer on any buff effect on an ally. Lastly, this Perk gives you the passive ability to know any and all enhancement effects someone has on them at any given time by sight alone. This gives you perfect information as to what the benefits of them are, and how long they have remaining, but this does not inform you of how they were applied or who applied them.

Understanding of Life (-600 CP, Discount for Healer): While the abilities of your Arts may allow you to heal others without knowing exactly what you are doing, an increased knowledge will help the effectiveness of all kinds of both your Arts and more mundane treatments. Biological knowledge can also assist in combat, as you can know the physiological strengths and weaknesses of your opponents. Why is that relevant? Because this Perk grants you perfect biological knowledge of each and every type of lifeform in Aionios, and will automatically update upon any new type of creature being created and/or upon entering a new World or Jump. You have a perfect memory and ability to call upon any and all of this information at a moment's notice, without being overwhelmed or distracted by any of it. That being said, you are also able to compartmentalize this information away if you don't want to have access to it at any given moment.

- [Boosted] It seems with the power you gained, you can take your understanding of life to the next level. Where before, you only had purely theoretical knowledge of each species, this allows you to go one step further. Now, upon looking at any and all physical beings, you can get a full and automatically updating understanding of their physiology and all ongoing biological processes within them. This grants you a far more personalized understanding of the subject's situation, compared to the general species knowledge you had before. Like with the base version of this Perk, you can choose to compartmentalize

this information into its own corner at any time, and you suffer no negative consequences for having all of the information this Perk will be constantly giving you.

Items

Up next is the Items Section. Here, you can buy a variety of items that you may purchase to obtain upon starting your Jump. There are a variety of items here, some of which may be free for you, so please do look it over.

As per usual, all items here cannot be stolen, broken, or lost.

Uniform (-50 CP, Free for Soldier of Keves, Soldier of Agnus, and To Reach Infinity (Mobius Version).): A Standard Uniform for one of the two nations. If you are getting this for free, you obtain the uniform for your Nation and/or the Mobius Uniform, whichever is appropriate. If you are purchasing this for CP, you may pick any or all of the above.

Custom Outfit (-50 CP, Free for Inhabitant of the City, Remnant of the Old Worlds, and To Reach Infinity (Ouroboros Version).): A custom outfit, set as per your exact specifications. That being said, there is nothing special about it outside of that. It has no enchantments, special properties, or anything of the sort. It simply is an outfit that you can design for yourself.

Offseer Flute (-50 CP, Free with Dirge of Eternity): A Flute. A standard Offseer Flute, to be exact. There is nothing special about this Flute, beyond the standard protections, but it is a nice flute if you want it.

Power Frame (-50 CP, Free for Soldier of Keves): These are the Power Frames. They are a series of gray devices with glowing blue circles on them that Soldiers of Keves use to boost their abilities, in order to match the Soldier of Agnus. This grants a bonus to all of your base capabilities, although if you already had supernatural capabilities ahead of time, this likely won't be that impactful. For reference, the bonuses from “Ether-Adjusted Body”, “Power Frame”, and “Echoes of Ouroboros” are all approximately the same in their effectiveness. This is done through mimicking the Ether enhancements that the Soldiers of Agnus naturally possess through mechanical means. As such, Soldiers of Agnus receive no benefit from wearing them, and people of the City have no use for them either. However, that doesn't mean the technology isn't worth using. By purchasing this, you gain your own Power Frame, as well as the blueprints for the technology.

100,000G (-50 CP, Can be purchased multiple times): In Aionios, money is called G. Yes, just G. This gives you a significant amount of it. 100,000 of it, specifically. . . Yes, that's all. What you do with these funds is up to you.

Ultimate Hammer (-200 CP, Discount for Inhabitant of the City and Remnant of the Old Worlds): This is an Ultimate Hammer, one of many. This is a Hammer that has the supernatural ability to work any metal, regardless of if it has any physical ability to do so. Additionally, with enough skill and high enough quality material, this has the ability to permanently upgrade Blades, as well as any other partially or completely incorporeal or spiritual Items or materials. Naturally, this can also be used to work on normal items and materials as well.

Levnis (-200 CP, 1 Free with Levnis Operator, Can he purchased multiple times): This is a Levnis, one of the many Piloted (and Non-Piloted in regards to some Agnian Models) Robots that are used by every military force in Aionios. Upon purchasing this, you obtain any one of your choice. Levnis can vary greatly in size, purpose, and power, but they all cost the same here. You also gain the blueprints for your chosen Levnis.

- Note: A Feronis is not a Levnis. A Feronis is a gigantic mobile colony, not something that is to be causally deployed alongside troops. The Feronis has its own section in the Items.

Ether Cylinder Stores (-400 CP, Discount for Soldier of Keves and Soldier of Agnus): Ether Cylinders are a container of energy on Aionios, literally being a Cylinder that contains Ether. It is used to fuel any machine that is not fueled with a Flame Clock, which is almost everything that is not a Feronis (but can also be used to fuel a Feronis). This item grants you a room full of thousands of Ether Cylinders that will refill weekly. While you can use this to power machinery, it can also be sold, or be used as a source of power for spells, as Ether is the energy that is used for supernatural effects in Aionios, and can substitute for any other supernatural energy.

Legacy of the Seven (-400 CP, Discount for Inhabitant of the City and Remnant of the Old Worlds, can be purchased multiple times): In the world of Aionios, there exists a series of seven rings. Each one of them has a specific enhancement effect that outstrips any other accessory on Aionios in its field. By purchasing this, you obtain a copy of any one of these rings. You can purchase this Item multiple times if you wish, either to get a copy of a different ring, or multiple copies of the ring you already obtained.

Feronis (-600 CP, Discount for Soldier of Keves, Soldier of Agnus, and To Reach Infinity (Mobius Version).): This is a Feronis, a mobile colony that is equipped with a series of weapon systems. It is equipped with a Flame Clock, and is able to absorb life-force from others and use it as fuel

to continue operating. However, it is also capable of operating off of Ether Cylinders or any other source of magical power you may have. Additionally, all Feronis are equipped with item fabricators, which are able to convert an excess of magical energy or life-force into a variety of materials that it has data on, usually (but not limited to) whatever is located in the general area around the Feronis. Should you desire, this can also come with a Colony to staff it. You may choose whether they are of Kevesi or Agnian Heritage, and are considered to have all Free Perks and Items they would have, including those from their Origin, but nothing else. Any Soldier taken this way will be freed from their artificially shortened lifespan post-jump.

The City (-600 CP, Discount for Inhabitant of the City, Remnant of the Old Worlds, and To Reach Infinity (Ouroboros Version).): This is The City. The Mobile, well, City that is the independent group that contains people who actually live longer than 10 years and have children the normal way. As per the time of Canon, it is within the hilt of the Mechonis' Sword, but it is fully capable of moving at will, and is capable of traveling through Land, Water, and Air. It also contains a massive stockpile of Levnis, Airships, various materials, and Stolen Soldiers from the Castles, who are kept in status. You may also choose to keep all of the people living in The City alongside as well, and they are considered to have all Free Perks and Items they would have, including those from their Origin, but nothing else. You can choose whether you wish to obtain the original City or a copy of it.

Sword of the End (-1000 CP, Discount if you have To Reach Infinity (Ouroboros Version).): This is Lucky 7, also known as the Sword of the End. In its base form, it is a Katana without a proper hilt, mostly transitioning from the edge into the handle. It is an Infinity Sharp Sword that can cut through anything without resistance. As there can canonically be multiple of these through both N and Noah having one, you have one such additional copy. Additionally, it is a Conceptual Weapon of Change and Endings, and has power when used in relation to that. You are able to summon and dismiss it at will, as you would with a Blade, and it will also change size and form to be usable no matter your form. Additionally, when using this weapon, any Art or other Supernatural Technique you may know will also take on a new, and almost certainly stronger, form. Lastly, an aside. In Canon, Lucky 7 held the Soul and Power of Fiora, who you may know from Xenoblade Chronicles 1. You may choose whether or not this is the case for your copy. If you choose it to be the case, once this Jump is over, you can allow her to change between the Sword Form of Lucky 7 and either her Human or Part Machina form at will. While she is a Person, you cannot use her as a Weapon. You will still be able to communicate with her while she is a weapon, but it will be *only* you that can communicate with her. However, as was said before, having Fiora be within the Sword is not required.

- Note: If you had Fiora as a Companion from a Previous Jump, you may choose to have her be the Fiora in your sword, should that be something you want to do.

Twin Origin (-1000 CP, Discount if you have To Reach Infinity (Mobius Version).): This is Origin, the Two Halves Super-Ark that makes up the core of Aionios. It was crafted in two parts by the

two worlds. One by the people of the Bionis and Mechonis, and the other by the people of Alrest, in mutual cooperation with each other through interdimensional communication. It was made as a failsafe to ensure the survival of both worlds, in case the recombination of the two worlds after the Conduit's disappearance would destroy everything. As such, it contains the data of everything in both worlds. It is also a massive super-structure that contains a variety of weapons systems and can even manipulate the environment around it and can move itself. However, it is also the base of Ouroboros, and is the manufacturing center of all Feronis and most Levnis. With this Item specifically, you may choose whether or or not you possess the original version or a copy. If you possess a Copy, you will certainly draw the attention of Ouroboros, but if you possess the Original, you may need to do some cleaning if you don't want to keep the massive Ouroboros presence within.

Companions

No one in Aionios fights alone. Well, aside from Mobius.

In this section, we cover Companions, the people who will be alongside you in this Jump and beyond. If you haven't taken To Reach Infinity (Mobius Version), there are some free options for you, so do take a look.

Additionally, each Companion Section will note how this interacts with what occurs with the cyclical rebirth of the Soldiers of Agnus and Keves.

The Squad (Free for All, except those who have taken To Reach Infinity (Mobius Version).): In Aionios, no Soldier is sent into the field alone. At bare minimum, Soldiers operate in squads of three, with one Attacker, one Defender, and one Healer. With this, you get two Companions. They each have the same Origin as you, and have the Battle Roles you do not have, so that the three of you combined have one person in each Role. You may import existing companions for this role or create new ones. You are guaranteed to have good relations with them. They each get 800 CP and gain all free perks, items, and points. If you have taken To Reach Infinity (Ouroboros Version), they may take the Perk for 300 CP instead of its standard cost, but must take the Ouroboros option if they take this discount. Additionally, they cannot take Drawbacks that affect the World at large (but can take Drawbacks that affect only themselves), and cannot take Companions aside from Snake's Other Half.

- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version): You will always be deployed with your Companions. If you die, your Companions will end up being reincarnated alongside you and be sent to the same Colony as you. All victory conditions must be completed by you. If you are dead and a Companion survives for 10 straight years, they will just be reincarnated.

Snake's Other Half (Free for To Reach Infinity (Ouroboros Version).): There is never only one Ouroboros. As such you have a Partner. You may import an existing companion for this or create a new one. They will share your Origin if you are an Inhabitant of the City or a Remnant of the Old Worlds, or will be a member of the opposite army if you are a Soldier of Agnus or a Soldier of Keves. However, they can have whatever Battle Role they wish. You are guaranteed to have good relations with them. They each get 800 CP and gain all free perks, items, and points. They also have To Reach Infinity (Ouroboros Version) for free. Additionally, they cannot take Drawbacks that affect the World at large (but can take Drawbacks that affect only themselves), and cannot take Companions.

- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version): The Power of Ouroboros will be suppressed for both of you until you meet up with each other. This is guaranteed to happen within the first 6 months of your life. Should you die, this will also occur within your next life(s).

Hand in Hand (-50 CP, can be purchased multiple times): Even with the above, there may be some companions you wish to take with. For that, you may pay to import additional companions. They can select any Origin and Battle Role. They each get 800 CP and gain all free perks, items, and points. If you have taken To Reach Infinity (Ouroboros Version), they may take the Perk for 300 CP instead of its standard cost, but must take the Ouroboros option if they take this discount. Additionally, they cannot take Drawbacks that affect the World at large (but can take Drawbacks that affect only themselves), and cannot take Companions aside from Snake's Other Half.

- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version), and your Companions share your Origin: You will always be deployed with your Companions. If you die, your Companions will end up being reincarnated alongside you and be sent to the same Colony as you. All victory conditions must be completed by you. If you are dead and a Companion survives for 10 straight years, they will just be reincarnated.
- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version), and your Companions have the Origin of the Opposite Nation: You will regularly find yourself meeting them, be it in battle or otherwise. Perhaps being rivals that find connection through battle, or perhaps finding yourself in a friendship that crosses the lines of War. Fate will conspire to have you meet each other as often as it is even remotely reasonable, and this will not be stopped by death, with your and their reincarnations being either delayed or accelerated to make your interactions more common.
- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version), and your Companions are of neither Origin, or has To Reach Infinity (Mobius Version): Your Cycle has no effect on your companion directly, aside from the fact that your end conditions are what must end the Jump. It is recommended that you only select this for Companions that are Immortal in some way.

Hero Call (-100 CP, can be purchased multiple times): There are many people within this world. Some may be more powerful than others, but all are on offer. By picking this Perk, you are guaranteed to meet and be in good relationships with any non-Mobius Character of your choice. They maintain whatever powers it would make sense for them to have and what has been shown in Canon. Should they be a Soldier, they will join you in whatever condition they may be in within their Reincarnation Cycle, and will be freed from their artificially shortened lifespan post-jump. They will also remember all of their previous interactions with you in their past incarnations.

- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version), and your Companions share your Origin: You will always be deployed with your Companions. If you die, your Companions will end up being reincarnated alongside you and be sent to the same Colony as you. All victory conditions must be completed by you. If you are dead and a Companion survives for 10 straight years, they will just be reincarnated.
- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version), and your Companions have the Origin of the Opposite Nation: You will regularly find yourself meeting them, be it in battle or otherwise. Perhaps being rivals that find connection through battle, or perhaps finding yourself in a friendship that crosses the lines of War. Fate will conspire to have you meet each other as often as it is even remotely reasonable, and this will not be stopped by death, with your and their reincarnations being either delayed or accelerated to make your interactions more common.
- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version), and your Companions is of Neither Nation and isn't Mobius: Quite frankly, I don't recommend this. People of the City age at the same rate as a normal human, and they can and will age in-between your lives if you die. Still, I suppose there are immortals that aren't Mobius, so you could select one of them.

Eternal Keeper (-400 CP, Discount if you have To Reach Infinity (Mobius Version), can be purchased multiple times.): Within this world exists many Mobius. Somehow, for whatever reason, you have decided to take one as a Companion. They are considered to have any powers they show in canon or would make sense for them to have based on their existence as Mobius. You are guaranteed to have a good relationship with them.

- If you are a Soldier of Agnus or Soldier of Keves without To Reach Infinity (Mobius Version): Your Companion will always be the Consol that will oversee the Colony you will be sent to, and will like you in some way or form. What exactly that means for you is up to whoever you choose to be your companion.

Drawbacks

We're almost at the end now. This is the Drawbacks. It is a section of alterations to the World or restrictions to yourself that will allow you to gain additional CP. There is no limit to how many Drawbacks you can take or how much CP you can gain, although do be sure to not overdo it.

Fragmented Legacy (+0 CP): Aionios is made from the data of the worlds of Xenoblade Chronicles 1 and 2. Locations are made from those two worlds massed together, and many characters are the descendants of characters from those two Worlds. Should you happen to have gone to either of those Jumps before this, you can allow for changes you may have made to be represented in Aionios as well.

Live by the Flame (Free and Mandatory for Soldier of Agnus and Soldier of Keves, unless they have To Reach Infinity (Either Version). Cannot be chosen otherwise.): As a Soldier, you are tied to a Flame Clock, a literal representation of the life force of all of the Soldiers of a Colony, and also the fuel force for a Feronis. As this is literally the representation of the composite life force of all soldiers, it affects you as well. As it runs lower, you grow weaker, and it can only be refilled by the Soldiers killing other lifeforms with their Blades and absorbing their Life Force.

Marked for Death (Free and Mandatory for Soldier of Agnus and Soldier of Keves, unless they have To Reach Infinity (Mobius Version). Cannot be chosen otherwise.): As one of the Soldiers of this land, your lifespan is limited to a total of 10 years. This is represented (and possibly also caused by) a tattoo on your body that will fade from Red to Black over the course of said 10 years. The position of this tattoo can be selected at will, although the design is always the same.

Bad in Heat (+100 CP): You are very bad in very high temperatures. You will easily suffer things like heat stroke and dehydration. I suggest you try and avoid the desert.

Bad in Cold (+100 CP): You are very bad in very low temperatures. You will easily suffer things like frostbite and hypothermia. I suggest you try and avoid snowy areas.

Nopon Dialog-ification (+100 CP): . . . I'm gonna be honest with you, Jumper. I don't want to write out how the Nopon talk for this one. I'm sure you know how they talk, and if not, you can then look it up. That's how you have to talk now, for the duration of this Jump. Even if you try and intentionally not talk like a Nopon, you will find yourself doing it anyway. You can't escape it, Jump-Jump.

Foreign Embargo (+100 CP): Aionios is a world composed of a variety of disparate things already, and it seems like it doesn't want any more. By selecting this Drawback, you are unable

to import or access any item you already possess, be it armor, weaponry, or accessories. Additionally, this means you will be unable to Import a weapon you have from another Jump as your Blade for the “Your Blade” Perk. Or, in other words, the only items you will have access to are the ones you gain from this Jump.

- Total Embargo (+200 CP, Requires Foreign Embargo): . . . Well, OK then. By selecting this, you are unable to access or use ***any*** item you possess, including the ones you have purchased from this Jump. The only exception is your basic clothes option that you get for free, just so that you don't end up naked.

Unfamiliar Faces (+100 CP): Well, At least you're meeting new people! By selecting this Drawback, all of your existing companions are unable to enter Aionios through any method, be it through Importing or simply entering the world. All of the Companions you take here must be new Companions.

- Unconnected Hearts (+200 CP, Requires Unfamiliar Faces): Hmm? Confident going it alone are you? Very well. By taking this, you cannot take any Companions whatsoever in this Jump. Additionally, you will be unable to get any closer than being Friendly Acquaintances with others. You can have decent relationships, but never truly meaningful ones, so long as this Drawback is active.

Monster Target (+200 CP): I don't know if you have a specific smell about you, pissed off some theoretical ruler of monsters, or whatever else it could be, but Monsters just have it out for you. While they aren't more likely to pick a fight with you than the average person, once you're in a fight with a Monster it seems like the only one they want to focus on is you. A good enough tank can split the heat, but you'll always have at least some monster focus on you. Well, I suppose this is helpful if you're a Tank, at least. Saves you the effort of making them all focus on you.

- Monster Bait (+200 CP, Requires Monster Target): Well, scratch that part about them not attacking you more than the average person. It is now on sight between you and literally all of the supernaturally powerful wildlife. If you get far enough from them, you will stop pursuing, and they won't go after you if you're in a vehicle of some kind, but expect to get into a lot of conflict. Lastly, to be clear, this is only in relation to the monsters you run into. It's not like monsters will be migrating across Aionios to try and kill you.
    - Monster Magnet (+400 CP, Requires Monster Bait): . . . Ok then, maybe they ***are*** migrating across Aionios to try and kill you. Now, every monster in Aionios instinctively knows your location, has an all consuming drive to kill you, and will actively and wholeheartedly cooperate with other monsters to try and better their odds of causing your death. By picking this Drawback, you have essentially created a semi-organized army dedicated solely to your demise. It'll definitely cause a stir, but good luck staying alive.

Whole New World (+200 CP): In Aionios as it is in Xenoblade Chronicles 3, there are dozens of Colonies across the world and an Alphabet's worth of Mobius to manage them. However, that

scale may be too small for some. By selecting this Perk, the scale of the world massively increases, resulting in hundreds, if not thousands, of Colonies and Mobius. And yet, still the same amount of Ouroboros and only the one City. Such a wide world does leave ample hiding spaces, but it does make the task before the Ouroboros all the more daunting. Although, Mobius was hardly a coherent organization as it was, so perhaps the mass increase in scale has resulted in in-fightings or rebellions.

Expanded Time-Frame (+200 CP, Cannot be taken with Rushed Time-Frame.): It was stated before that the maximum lifespan of a Soldier was 10 years. By selecting this Drawback, this is no longer the case. The new maximum lifespan of a Soldier is 20 Years. As a result of this, the Flame Clock drains slower and conflicts are more often drawn out and long lasting. However, the amount of people that reach the end of their lifespan does not change. Mobius assures that much. ***This Drawback affects some Jump End Conditions. Please see below if you are affected by this.***

- ***Soldier of Agnus and Soldier of Keves:*** You must now spend a total of 200 years in Aionios or make it to the end of your 20 year lifespan.
- ***Inhabitant of the City and Remnant of the Old Worlds:*** You must now spend 20 years in Aionios.
- ***To Reach Infinity (Ouroboros):*** Your End Jump Conditions are unchanged from those mentioned above.
- ***To Reach Infinity (Mobius):*** You must now spend 2,000 years in Aionios.

Rushed Time-Frame (+200 CP, Cannot be taken with Expanded Time-Frame.): It was stated before that the maximum lifespan of a Soldier was 10 years. By selecting this Drawback, this is no longer the case. The new maximum lifespan of a Soldier is 5 Years. As a result of this, the Flame Clock drains faster and conflict is even more often and brutal. However, the amount of people that reach the end of their lifespan does not change. Mobius assures that much. ***This Drawback affects some Jump End Conditions. Please see below if you are affected by this.***

- ***Soldier of Agnus and Soldier of Keves:*** Instead of living through 1 10 year Lifespan, you must now live through 2 5 year Lifespans to qualify for that option. Your 100 Year Total option remains unchanged, however.
- ***Inhabitant of the City and Remnant of the Old Worlds:*** Your Jump End Conditions remain unchanged from the standard.
- ***To Reach Infinity (Ouroboros):*** Your End Jump Conditions are unchanged from those mentioned above.
- ***To Reach Infinity (Mobius):*** Your Jump End Conditions remain unchanged from the standard

Lingering Scars (+200 CP, Can only be taken by Soldier of Agnus or Soldier of Keves that haven't taken To Reach Infinity (Mobius Version).): As one of the Soldiers in the cycle of Rebirth,

you are very likely to die. Normally, when a Soldier dies, they are Reborn without any of the knowledge or injuries from their last life. By taking this Drawback, regardless of if you will remember between lives, the Echoes of your deaths will stick with you. You will have a scar of every wound that caused you to die in this Jump, and will regularly feel phantom pains from it and have nightmares of the event. If you have taken “Consuming Spiral”, these nightmares will be more vague, but they will still exist. Naturally, this Drawback has no negative effects on you if you simply don't die, but that's easier said than done.

Consuming Spiral (+200 CP, Can only be taken by Soldier of Agnus and Soldier of Keves that haven't taken To Reach Infinity (Mobius Version).): Well, this is one way to spice things up. Now, upon death, you will have all the memories of your past loops in this world sealed until the end of this Jump. Thus, resulting in you waking up as if it was the start of your Jump each time. Well, unless you took “Lingering Scars”. That would give you the knowledge that it isn't your first try by the appearance of new scars, but that's a rather cold comfort indeed. Theoretically, you can circumvent this entire Drawback by achieving one of the other victory conditions first, but until you actually finish your Jump, you most likely won't be able to know how many loops it has been.

Cloudy Spiral (+400 CP): Hmm? Well, I suppose you're rather confident in your abilities. Upon starting this Jump, you will lose any and all knowledge you have about any and all Xenoblade Games. You still retain any information you would have from your Origin, but any information you may have had from reading this Jump, visiting the Jumps of other Xenoblade Games, or playing any of the other games is gone. And naturally, you still remember anything else unrelated to Xenoblade.

- Unknown Spiral (+400 CP, Requires Cloudy Spiral): Are you sure? Very well then. Now, rather than only forgetting about any details about Xenoblade, you are forgetting absolutely everything. Well, you still keep your knowledge of things like movement and language, but all of your memories and knowledge of people, places, and events will be sealed for the duration of this Jump.

Iris Vulnerability (+400 CP, Must have “In the Eye of the Beholder”.): Normally, Mobius has the power to access the location data of all Iris, and can control the perception of all soldiers connected to a Flame Clock. Back in the Perk “In the Eye of the Beholder”, it was stated you had protection from this, alongside that your Iris cannot be tracked, hacked, or subverted by any parties through any means. By picking this Drawback, all of the above protections are suppressed for the duration of this Jump, allowing those vulnerabilities to be possibly exploited.

Blade Insufficient (+400 CP, Must have “Your Blade”.): I'm sure that you are aware of how critical a Blade is to life on Aionios at this point. However, by taking this Drawback you become unable to summon your Blade or use any Arts for the entire duration of this Jump. It's highly

recommended that you either find yourself in a position that doesn't involve combat or become a Levnis Operator if you pick this, as almost no Colony would want you on a battlefield as an Infantry Member without an ability to use a Blade, and thus collect life-force, even if you did have some substitute weapon.

Start from Zero (+400 CP): Considering how dangerous Aionios is, I didn't expect you to pick this, but the option is here regardless. Now, upon entering Aionios you will lose access to any and all Perks, Powers, and Techniques you may have had before this. You still maintain all of the new Perks you have purchased from this Jump, but for the duration of your time in Aionios, your power will be as if this is your first Jump.

Enemy of the World (+600 CP, Free and Mandatory if you have To Reach Infinity (Ouroboros Version).): For whatever reason, you have drawn the absolute hatred of Mobius. They will use their powers to try and kill you on sight, and although they as an organization may be willing to pass responsibility for doing the deed around, there will likely always be one in the area that is going to try and kill you, be it with their own power or their soldiers that they have controlled the perceptions of. Nothing is stopping you from killing them, of course, but you have a lot of enemies to chew through if that's your goal.

- Note: If you are a Soldier of Agnus and Keves taking this due to taking "To Reach Infinity (Ouroboros Version)", this Drawback will not apply in situations where you do not have the Power of Ouroboros.

The Eternal Now (+600 CP, Free and Mandatory if you have To Reach Infinity (Mobius Version).): A force of absolute stagnation has fallen over you. Now, during your time here, you will be unable to make all but the most miniscule of progress. Be that in your personal strength, knowledge gained, or in interpersonal relationships. You could spend decades here and progress less than you normally would in a few hours.

The Spiral Must End (+600 CP, Requires To Reach Infinity (Ouroboros Version).): The World of Aionios is a frozen moment in time, an abomination made to prevent the true merger of Worlds due to the fear that people had for the Future. It must be destroyed. Upon taking To Reach Infinity (Ouroboros Version), it was noted that you gained an additional Jump End Condition. That being to successfully destroy Aionios and allowing the Two Worlds to Rejoin. Taking this drawback changes that slightly. Now, it is no longer an additional way to end this Jump, it is the only way. All of your other Jump End Conditions are nullified. You are not permitted to leave Aionios until it has been destroyed or you End your Chain trying.

Ending

Well, it seems you've made it to the end of your time here in Aionios.

Now, what is your next step?

A Future Redeemed: Whether Aionios still exists or it has been destroyed to allow for the proper merger of the two worlds, you have decided to stay and face the results of your actions, have you? Very well. I wish you the best.

The Road Home: I see, so this World of Death has made you long for what you once had, have you? So be it. Enjoy your rest, you have earned it.

An Unknown Destination: Onto your next destination then? As expected. May your travels be kind to you, and best of luck.

Author's Notes

Changelog:
Ver. 1.1: Fixed Typos. Updated an oversight where I forgot to update the Chain End Conditions of To Reach Infinity (Ouroboros), so now your Chain doesn't end upon Death if you are a Soldier of Agnus or Keves.

On Titan Drive: Is there any Character in Xenoblade 3 capable of doing this? No. However, it's generally lore compliant as a thing they could theoretically achieve and is very cool, so I added it in.