



Ivalice means different things to different people; to some, it's a fictional world of heroes and monsters, the setting of some of the games in the Final Fantasy series. To others, it's home, the only place they've ever known. You, Jumper, have crossed the line between the two, as you have for other worlds before this one. Welcome to an illusory world brought to life by a grimoire and the imagination of a boy starved of a mother's love and yearning for a kinder world ; I hope you're prepared to spend the next ten years here. To help with that,

Have **+1000 CP (Character Points)**

Foreword: This is not the first Final Fantasy Tactics Advance jump; however, this jump's author, J3Puffin, was dissatisfied with the previous one and decided to create an alternative for his own use if nothing else. Hopefully this doesn't start a trend on his part…

Background

Age and Gender: Your age is determined by your Race, while your physical body can be either male or female, your choice. No need to be strict about this – it's all a dream anyway, right?

Races: There are 5 humanoid races in this version of Ivalice… but we can make some exceptions for the particularly determined.

- Free:
    - **Humes** – Known as "humans" on other worlds, humes are pretty much what you'd expect, considering that a human subconsciously built the world in his own image. They're versatile, not particularly made for or barred from any subset of jobs; instead, each finds their own path. Age is between 14 and 100 (physical prime around 20s-30s).
    - **Moogles** – Ah, the pom-pom fairies. Don't be fooled by their appearance (especially since the wings are largely for show); despite their small size, the Mog are surprisingly resilient and nimble. They're best suited for dexterous and supplemental roles, but even so, there are knights in shining armor among them. Age is between 14 and 100.
    - **Nu Mou** – The fluffy, dog-eared scholars of Ivalice. The Nu Mou are natural academics and teachers with keen analytical minds. While ill-suited for physical combat, as they're rather compact and sluggish compared to the other races, not all are mages (despite being strongly gifted in that arena). Indeed, some have developed more martially-inclined traditions. Age is between 30 and 300.
    - **Bangaa** – Whatever you do, don't call them lizards, because they *aren't*, you got it? The strongest (physically speaking) of the Ivalicean races, these scaled and tailed warriors have had to design their fighting styles around a wildly different physiology, and their magical talents suffer for it. Still, those suitably inclined can wield a brand of what one might call "divine" magic in another context…or at least, the names for their mystical Jobs imply such. Age is between 21 and 200.
    - **Viera** – Bunny-eared, graceful, and predominantly female, the Viera are a reclusive race of forest dwellers well-known for their skills with blade, bow, and staff (although not always in equal measure). Their thin frames aren't designed for the same degree of physical engagement as, say, the Bangaa, but magic comes more naturally to

them, allowing them to easily blend spell and sword. Age is between 30 and 300.

- For a Price:
    - **Undiscovered (100 CP)** – Maybe you're a part of the world, just sort of hidden? Pick a humanoid race from any Final Fantasy game set in Ivalice; you're either the only one of your kind, or one of, say, several dozen on the entire continent, whichever you'd prefer.
    - **Sentient Monster (100 CP)** – Oh, now this is…odd. You've become one of the monsters of this world – Chocobo, Rockbeast, Goblin, anything that can be captured for a Morpher's soul. While normally this would make interacting with a normal clan impossible, you've been blessed with the ability to talk like a normal person! Hurray for progressivism! Every monster has its own set of special abilities to tap into, but don't expect your monster to earn Job XP unless it's particularly humanoid. Can a Rockbeast even become an Archer? I mean, how would it shoot a bow? It has no hands!

Origin:

- **Drop-In** – Much like the main character, Marche Radiuju, you're -deposited in your starting location with your various purchases already affecting you. You don't have any knowledge of the world that you don't bring in with you, nor any relationships with anyone in this world beyond those you've purchased, but being a free agent has its own advantages.
- **Clansman** – You've been a part of your Clan (think mercenary guild, not blood-related tribe) for some time now and have the combat experience to match. You may not be the leader, but no matter what your position, you know the ins and outs of the mercenary life, the judicial system that sometimes makes hitting people with your weapons illegal, and other local knowledge behooving an adventuring type.
- **Citizen** – You don't go out of your way to find adventure, but it seems to find its way to you. Whether as a shop- or tavern-keeper, a militia man or a smith, you have other things happening in your life than competing in the Clan Wars. This doesn't mean you don't know about them – in fact, you're quite familiar with the clans local to your area and who's who in the world – but you definitely feel more comfortable behind a counter than behind cover. Monsters are simply denizens of the wilderness, not tied to any other group and thereby rarely required to interact with Humes if undesired.
- **Nobleman** – Of course, not everyone's so lowly here. Indeed, Ivalice has a rather prestigious royal family, including Newt's new mother and

revitalized Judge father. Whether you're a court sorcerer, a Judge freshly through training, or simply a member of the Queen's army, you have extra social pull, a bit of extra training, and material resources that only a monarchy can provide. Monsters are either pets who suddenly gain intellect or field agents who've been unfortunately polymorphed.

Location[1]

Roll 1d8 to determine your starting location OR pay 50 CP to choose

1. Cyril – The site of Marche's first steps in the world of Ivalice, mostly filled with humes. Home to the Ramsen Armory and the Monster Bank, as well as the pub and apothecary common to any town.
2. Sprohm – The bangaa's main city, home to the Bangaa Emporium (a gear shop, not a…nother type of establishment) and the prison (and a pub and apothecary).
3. Cadoan – The primary city of the nu mou; home to the Oasis Armory, the infamous Sleeping Frog, and Ezel Berbier's underground anti-law card shop are all located here.
4. Muscadet – A viera settlement, home to Ellen's Place (belonging to a rather flirtatious owner) and the standard pub and apothecary faire.
5. Baguba Port – The moogle's favorite town, home to an airship dock, Warehouse Armor Alley, and the pub and apothecary, as expected.
6. Ambervale – The summer retreat of the royal family and a rather illustrious building. No one of the royal family is here at the moment, but there are plenty of guards and other staff around.
7. Jagd Dorsa – The ruins of a town now bound with an insidious curse – this is one of three places in Ivalice where the Judges truly have no sway, meaning that one can actually die here. Fortunately, you won't *immediately* be in a fight, barring unfortunate circumstances.
8. Free Choice – Pick any named location in Ivalice – a town, one of the palaces, Giza Plains, whatever…

Perks

As per norm, Origins get the 100-CP Perks free and the remainder at half price.

General

Job System (Free/300)[2]: The world of Ivalice functions on a Job System, like a class system in many other games, with the exception that you can change the Job you're a part of during your downtime. This is essentially a world-law, one which the Judges utilize in their law-making; since most Jobs' abilities are rigorously

defined and tagged, the Laws can be keyed to specific status conditions, specific Jobs, specific weapon types or magic elements…it's all rather impressive. Becoming a part of the Job System is simple – you go to a Pub, pick one of the Jobs offered to you, and sign a contract which makes your choice a reality. Whenever you want to change Jobs – well, you have your paper with you, so just scratch out that little detail, circle a new Job, and the paper will take care of the rest. It's that simple! (see Job Description in Items)

After you've signed your contract, you'll be able to wield the weapons and armor your Job allows you to use and learn their abilities…right, should've mentioned that bit. See, in this incarnation of Ivalice, your armaments are the source of your learnable abilities – one sword might teach you a particularly masterful stroke, while another might grant you the power of the Ultima Blade – and no, it's not random. Smiths and mages who create the various pieces of gear imbue them according to their premade designs; every sword that looks like an Atmos Blade provides the same set of available abilities.

Of course, since this is a world law, you can't take these traits (learning Job Skills and learning from gear) with you. I mean, yes, you do get your paper and can continue to switch up your readied Abilities, but you can't go farther in any of your Jobs or share your knowledge effectively…unless you spend 300 CP, which allows you to continue mastering your Jobs and grant others access to the Job System by handing them their own contracts to work with. It's a good deal, trust me.

I Choose My Own Path (100/200, First Free for Drop-In)[3]: You're a bit of an exception, aren't you? You have access to abilities no one else does in the form of a unique Job. Note that, when I say unique, I *mean* unique – not clones of other classes' abilities glued together however you want them, but spells and martial techniques literally unavailable to anyone else. Ninjas can dual-wield, Blue Mages learn the abilities of monsters, Morphers transform using souls…you have to learn these things the proper way to use them. However, predicting you on the battlefield will certainly be more difficult. You can take this multiple times, building off your first Personal Job to obtain additional sets of unique abilities; these additional purchases aren't immediately unlocked, but after sufficiently mastering your first Personal Job, they'll be unlocked for you. For an additional 100 CP on the first purchase, your Personal Jobs can have the unique abilities, or derivatives thereof, of other Jobs.

Monster Whisperer (100 CP, Free Sentient Monster): If you can communicate with one monster, you can communicate with any of them - or at least, that seems to be the case for you. Despite the wide variety of forms they take, the supernatural denizens of this world share a language of sorts, a combination of intent and various dialectical expressions of motion which seem to come naturally to you. For those monsters that can speak Hume, your understanding of their native language predisposes them to you, as if they can sense your comprehension on instinct.

Nothing to See Here... (100 CP, Free Undiscovered): You know, in a world where Bangaas have an explicit derogatory term attached to their race, you'd expect being such a standout as yourself to cause problems...but somehow, it never does. People aren't prejudiced against you for being unusual - racially, skill-wise, or anything else that may cause problems - even if they're getting onto someone for the exact same distinctive traits standing next to you, like you're in a blindspot in their bigot-radar.

Drop-In

I Am Who I Am (100): Waking up in a world you don't understand can sometimes do things to your head, especially during those times when new, foreign memories and personalities come along for the ride. It can be hard to stick to your principles with fifteen voices shouting in your head, you know? Fortunately, you no longer have that problem; you are highly resistant to compulsion magic (not even Queen Remedi can sway you from your convictions), and the negative effects of sudden information dumps (i.e. from Origins providing memories) are virtually non-existent. No matter where you are, you are still you.

No Matter How Long It Takes (200): Determination is a wonderful thing. Sure, it can be dangerous - just ask anyone who was determined to drink an entire 12-pack of beer during a single party - but having the follow through necessary to see something through to its completion is a rarity in this day and age. You have it in abundance; so long as you want something, you can pour as much focus into it as you want, never losing sight of your goals as long as you continue to want them accomplished. This is an immense reserve of willpower that also eliminates the problems of boredom and impatience, as regardless of what must be done to reach your goals, you have the tenacity to see them through.

I Am What I Have Done (400)^{4}: Actions speak louder than words, or so the saying goes, and you can be a bit...loud. Whether it's saving the world, defeating

an enemy everyone thought couldn't be stopped, or simply consistent acts of kindness over a long span of time, you change the world with your presence in a way most people simply can't. Tapping into that, you can shape your reputation as you wish based on the actions you've taken, effectively becoming your own spin doctor, and a bloody good one at that. "Yes, you did kill a lot of people, but in the face of all the heroism you've done in the past, I guess we can overlook it this time." This also allows you to maintain whatever level of fame, infamy, or anonymity you wish, as you direct public awareness through a simple act of will.

The Way It Was (600)[5]: People like living in lies. It's a sad truth, but there are many people who simply can't stomach reality as it is and hide behind layers of fantasy and obfuscation; this is just as much so in the real world as in Ivalice, although the latter is obviously a more literal example. You, however, are made of stronger stuff, and through a combination of grit, optimism, and well-chosen words, you can remind the false around you how shallow a disguise it truly is. Simply put, you are incredibly resistant to unwillful reality warping - someone trying to alter your body, your mind, your perception, or even your soul in any way outside of your desires through such methods will be met with nigh-impossible to overcome defenses, as your reality is a solid rock in an oasis of sand. More than that, however, you instantly recognize when an illusion or reality-warping power has been used, and with an act of willpower whose intensity and required time scales with the level of reality warped, you can dispel such effects. You are the worst foil to those who think they are outside reality's grasp.

Clansman

Paperwork Sickens Me! (100): Who wants to have to maintain a record of budgetary expenses, or keep up with your spell incantations, or spend hours of your time rehearsing the same strike over and over again? Certainly not you, and now you don't have to. You can't lose your skills simply from the passing of time, and you always have the appropriate paperwork pre-filled and -filed (without time investment on your part) to handle whatever bureaucratic bullshit life throws your way.

Friendly Competition (200): The Clan Wars aren't a true "war," so to say, but a kind of contest for control of the continent's resources. Thanks to the Judges, these battles are largely non-lethal, but most worlds aren't so nice about combat. Whenever you fight, however, your opponents almost instinctively treat the conflict as a rival's quarrel rather than a life-and-death fight for dominance; the

less familiar you are to each other, the less animosity they feel towards you, and the more likely they are to spare you should you lose the battle. Heck, if you defeat a complete stranger in solitary combat, you could convince them to join your cause with sufficient persuasiveness…

My Answer Will Be 'No' (400): "Let your no be no, and your yes be yes." Wiser words have probably been spoken at some point, or at least there's a mile-long tie for first, but the principle is a solid one, and you've taken it to heart. When faced with a decision, you'll almost instantaneously know every choice available to you (as far as it depends on you), weigh the pros and cons, and settle on a final response; furthermore, once you've made your decision, other parties will respect it and, unless it actively interferes with their goals, won't try to dissuade you. Besides, foes who try to change your mind will have a hard time, as not only did you have all the information available to you, you did so with the conviction of a man on a mission.

Once a Soldier (600): Clansmen are, to be frank, mercenaries; they take jobs for money, fight what needs to be fought, acquire what needs to be acquired, and repeat these steps until they keel over or move to another profession. This takes more than just the right mindset, however, and you know this better than anyone thanks to all the time you've spent in the field. You have a perfectly objective memory for battles, missions, accomplishments, and defeats, to the point where it's as if you saw the fight from every participants' angle. Someone telling you the story of a particular skirmish with a rough time frame and portrayal of the participants (for example, "During the battle of Stormspire, the goblin forces routed the Allied Forces, leaving them weak to a coming second attack") is enough to activate this ability. Furthermore, should you ever find yourself in need of supplies or something to do, people will come out of the woodwork to support you for some deed or another you performed that made their lives better. Finally, when it comes to combat, you never lose your edge; your combat skills never decay, your strategic and tactical intuition is command academy levels of brilliant, and the stresses of prolonged fighting don't slow you down.

Citizen

Inspiration Has Struck! (100): Eureka! Ideas just don't stop coming for you, and as someone who's made a living out of turning ideas into realities, this is just about the best thing you could hope for. Your imagination is boundless, and so long as you have the appropriate resources, you know exactly how to act on it every step of the way.

Business is Business (200): Look, man, I won't judge you for playing both sides of the field - battlefield, that is. I get it, shopkeepers gotta do what they can to make ends meet, right? This is just the way to ensure other people have the same general thought process; even if they have irrefutable proof that you offered aid to both them and their sworn enemies, they'll be far more understanding than, honestly, is reasonable for them. Imagine selling weapons to both the Allies and the Axis in World War II, and rather than being strung up by your bootstraps after the fighting, receiving rewards from both sides for your contributions to the war effort…it's like that.

A Burden Geniuses Must Bear (400): With great power comes great responsibility, and boy do you have great power. Not combat power - at least, not from this ability alone - but a mind more dangerous than it has any right to be. Your memory is retroactively infallible, indexed to your specifications, and can be called upon at a moment's notice, whether you need trivial details or a summary of all of your adventures thus far; your attention to detail allows you to notice miniscule differences in a process, product, or situation; and your powers of deductive reasoning are simply absurd, almost as if someone was reciting the events to you in your ear while narrating from a recording. In conjunction, these features make you a prodigy in whatever trade you wish to pursue, as well as grant you near Sherlock Holmes-level detective skills. If you ever wanted to be a private eye in this world, now's your chance.

It Was a Day Like Any Other…(600): Townsfolk tend to have a certain monotony to their days, not that you mind. After all, you take pleasure in the nuances of each day behind the counter, even if it's the same faces with the same requests each time. However, there are times when things don't go according to plan, and what was a pleasant afternoon sours like yesterday's buffalo milk. Luckily, you have a way to counteract this; see, when you're a run-of-the-mill urban citizen in a world like this one, the world has a way of overlooking you, keeping you safe from the worst of the chaos around you. When your nation's at war with another, business remains plentiful and your town is spared the worst; if a plague sweeps through the continent, you and your customers will find themselves inoculated far longer than average; if your shop explodes in the middle of the night, the city will be more than happy to rebuild it, good as new. In short, when you're just going with the flow, doing your job and keeping a low profile, you're practically immune to the negative consequences of the events beyond your control. After all, that's all background noise, isn't it? You've got customers to attend to.

Nobleman

Your Path Should Be Clear (100): Red tape? What's that? When it comes to getting things done, legally or otherwise, bureaucracy has no hope of stopping you; whether through always having the appropriate documents or simply not sweating the small stuff and letting Bahamut sort it out, if you want something, the only thing standing in your way is you and your opponent(s).

By My Decree (200): Your word is law - and, in this case, also Law. Get into a fight with a Summoner, and they start wiping the floor with you? Simply call out, "The Summon Skill is not allowed for this fight," and ta-da! The Law is changed, and they get a Yellow Card. What luck! This doesn't work in reverse, unfortunately, but then again, that's what Ezel's for, isn't it? Of course, your judicial powers have limits; you can only impose an additional three Laws per battle.

Meanwhile, at the Palace (400): What's the good of being nobility if you don't have servants to do things for you you'd rather not do? Cleaning, spying, assassinating the boy who seems hell-bent on destroying the world you fell in love with at first sight and have come to hold so dear in your heart - whatever the case may be, when you need something done and can't be bothered to do it yourself, you can send one of your allies to do it instead. Their methods will probably be different, but they'll have just as much chance to succeed as you would (or simply half again more likely to succeed, if they're better at the thing than you) so long as they're even vaguely suited for the job in question. It's good to be a noble...

It Will Exist (600): The world can be a cruel place, you know? Bullies, incurable diseases and handicaps, parental drama, schoolwork...do you ever wish it would all just go away? Well, with a little bit of reality warping, that's exactly what you can do. While you're no Queen Remedi or a pentet of crystals designed to uphold reality, you can shape the world around you according to your whims with little more than a thought and intentional use of magical energy. At first, you can't do much - bring a weapon to your hand you don't even have Equipped from five feet away, have an arrow land at your feet instead of in your kneecap, et cetera. With time and mana investment, however, you can reach a level where you can create a pocket dimension, complete with realistic NPCs, about as large as Ivalice is now. Time passed in this parallel world is also time passed for the sake of your Jump, but major events in reality (such as shifting battlefronts, plague spreading, natural disaster relief, et cetera) all occur at half their normal speed, and no one will think it strange. Of course, if someone were to come into your fantasy world

and destroy the five artifacts used to sustain it, there might be a problem, but they'll be erased along with it, so maybe it's worth it in the end.

Gear

General

Job Description (Free for all except Sentient Monsters [100]): This handy little paper (with free endless quill exclusively for it) does a lot of cool things. First of all, when you receive this item, you pick any Base Job available to your race (for those without Job Trees, pick one from any Race's list); this is your first Job, which determines the gear you'll enter the world with. Second, whenever you have a free second, you can change the Job you're currently engaged in, which instantaneously changes the weapons and armor you can wield and the primary Job Skill (set of abilities from your Job) available to you. You can also change your secondary Job Skill and equipped Reaction, Support, and Combo Abilities from this piece of paper. Third, you can tie weapons, armor, and accessories to each Job; whenever you change to that Job, your current Equipment will go into storage, and your preset will automatically be equipped. Fourth and finally, you can use this paper to review all of your abilities whenever you need a refresher on what they do, which can happen to even the best of us.

Clan Base (300): Most Clans don't actually have a base – many wander between the towns, often camping in the wilderness and occasionally staying in Inns. For one reason or another, however, your Clan does have a permanent place of operation located in or near (within one day's travel) any one town of your choice. It's a two-story building made of brick and mortar, sturdy but not necessarily pretty to look at. However, it's got everything you could want from a central base of operations: a constantly-updating quest board which shows active and available quests, a bunk bed for every 2 Clan Members (automatically expands the inside, not the outside, as needed) with a storage locker for important gear, a cafeteria fully stocked with the best of Ivalicean cuisine, training grounds inside and in a 9 square-mile fenced-off and magically warded practice field behind it, a library AND an armory. It's a fantastic building for anyone needing somewhere to call home, and it can all be yours…

Starting Gear (Free): Everyone who enters the world receives the appropriate starting Equipment for their first Job – a weapon, body armor, and a hat or helmet of some kind. The weapon is set to the most basic ability for the Job in question (i.e., the Short Sword for Soldiers or Basic Rod for Black Mages), while

the armor and headgear are the lowest level available to the class (ie Bronze Helm for Soldiers, Feather Cap for most others). If for some reason the class can't wear headgear, they get the next level of armor.

Laws and Anti-Laws (1st Purchase free for Noblemen, 100 CP): The invention of Ezel Berbier, and a handy one at that, each card either sets a new Law or negates an existing one for the duration of a fight after you crush it in your hand. Using them sets the Judges on edge, of course, but their power is such that nothing can be done about it on their end; your blatant cheating is Law, after all. Overuse of this (say, one per fight for five consecutive fights) might mean the palace starts sending hit squads after you, so maybe be prepared for that. Each purchase provides up to 5 Laws and Anti-Laws in any desired combination which are reformed every week.

Drop-In

Crystal Armring (100): An armlet made from a single crystal and imbued with spirit energy, on its own it doesn't do much but glow in the presence of those you call friend. However, you can easily produce more of these; by shaking said friend's hand with both of yours and saying something dramatically appropriate, another armring appears around their subordinate hand's wrist. Anyone wearing one of these armrings can communicate with anyone else with the same type of ring. This can be purchased multiple times, and separate rings can be triggered simultaneously or individually at-will, allowing you to have distinct networks of communication.

Ally Finders (200): This pair of wire-frame glasses doesn't do anything for your eyesight, but it does have its benefits. Namely, wearing these allows you to intuitively recognize a person's disposition and opinion of you, making sorting between friend and foe as simple as putting on your reading glasses. At the same time, they also suggest to the wearer the best words to use to improve their relationship with a person during conversation; this only works on one person at a time, however, which if used properly can have a rather sitcom-esque result.

Sixth Totema (400): Inset in an intricate necklace now draped over your neck is a pulsating crystal; living within it is a "Sixth Totema," the embodiment of…well, you, Jumper. Its aesthetic, name, and so forth are up to your discretion, but ultimately, the Totema is one of two things: a guardian, sworn to protect something to its last breath, or an agent of sheer destructive power controlled by those tied to it. You, along with your Companions, can call upon your Totema once per day, at which point it unleashes its power, either dealing major physical

damage or draining the magical energy of every enemy within a half-mile radius of a point you can see. Go ahead, nuke the palace. We'll wait.

Clansman

A Proper Weapon (100): Pick any weapon you can't purchase at a shop, excluding Mythril Weapons and those that grant the Ultima abilities. You receive one of these with the rest of your starting gear.

Hero's Medal (200): It's not an easy thing, one must admit, fighting for a living. However, there are some benefits - namely, being looked up to as a protector, a defender…a hero. While you wear this golden medallion on a chain necklace, the faith of others becomes something more tangible, multiplying your physical and mental strength and resolve proportionally to the number of people who rely on you. Your "believer" count doesn't carry over between worlds, and imported individuals count marginally towards it, but for each Jump you receive recognition as a "Hero" (so long as it's willing, regardless of grandeur or ceremony), each person's trust is worth a little more. For a more concrete perspective: an untrained farmer who was a pillar of his community wearing this medal could defeat a hume Soldier with a year's worth of Clan experience under their belts, although it would be a close fight. On the other hand, said Soldier wearing this, drawing upon the support of all of Cyril thanks to his continued labors in their defense, would be strong enough to slay a Rockbeast with a blade alone.

Phoenix Plume (400): This fan of phoenix feathers is laden with restorative magic; a single gust of air from it is enough to restore health as if treated with a *Cura* spell, while prolonged fanning will infallibly bring about complete and total restoration so long as they're still alive. On top of that, you can pluck a feather and use it as a Phoenix Down, resurrecting a fallen comrade from death or the brink thereof in fighting condition (beaten up, sure, but still in fighting condition). A single plume has 10 feathers and regains any plucked between jumps.

Citizen

Taking Stock (100): You've got some extra stock, so you might as well use it, right? Every month, you receive 5 Potions, 3 Hi-Potions, 2 X-Potions, 1 of each of the status-restoring items excepting Remedy, and 2 Phoenix Downs.

Merchant's License (200): This handy little card does a lot of things; not only is it a universal 25% reusable coupon, it's also personal identification and registration of whatever kind you need at the time. Nifty, huh?

Jumper's Place (400): You have your own store! It's a two-room building, one for the counter and displays and a backroom for storage, but it's all yours. When you buy this, decide whether you're a Smith, Armorer or Apothecary; whichever you decide, the store comes with a monthly restocking supply of all the shop-purchasable weapons, armors, or accessories and consumables, respectively.

Nobleman

Imperial Funding (100): The queen is paying your salary, and it's quite the doozy. At the beginning of every month, you receive enough cash (or, in this world, Gil) to provide for all of your mandatory expenses and ~$5k (in Ivalice terms, around 100,000 Gil) in spending money.

Judge Mail (200): This suit of silvery steel armor, similar to that worn by the Judges of Ivalice, is a masterpiece of Ivalicean craftsmanship. Individually, the chestpiece, helm, gauntlets, and shield are impressive pieces of protective gear, able to ward against both physical and magical attacks, but when worn in conjunction, they grant the wearer a level of immunity from the law. Sure, being caught wearing this is an easy way to become a target unless you can bluff your way through, but you don't have to worry about Yellow or Red Cards while wearing it. Fair trade, probably.

Gran Grimoire (400): While this isn't the one Queen Remedi's holding onto, having a copy of this ornately-decorated book of magic is useful for any aspiring spellcaster. The Gran Grimoire contains a copy of every bit of magic in Ivalice, from the Colored Magicks to Summons, Totemas, and more. Equipping this item as an accessory allows one to learn any three Job Abilities for their current Job at once, saving the effort required to locate specific weapons. Of course, those able to learn without the use of the Job System will probably be able to do more with this…

Companions

(Note: Companions with CP must pay for their Race as normal)

New Acquaintances (100): You can create a native to this world (with 700 CP to spend and an Origin of your choice) or pick any recruitable character from the

game. Circumstances will align to introduce the two of you to one another, and in spite of any other conditions (i.e. Drawbacks), they will start on positive terms with you and be willing to join you on your quest both in this world and whatever worlds come after.

We're Clan ___! (400, Discounted by Clansman or Clan Base): Everybody's here! You can import all of your Companions, as well as create up to 6 additional Companions; each gains the benefits of Job System and Job Description, as well as 300 CP to spend (no Origins). They all start in the same location you do, your Clan Base if you have one, OR at the closest pub, whichever you'd prefer. Alternatively, you can use this option to take all members of one clan - including the likes of Clan Nutsy and Ritz - with you; they are considered one Companion and divide import purchases equally amongst themselves. You can take both options with separate purchases, if you wish, but this doesn't meld all your current Companions into the Group Companion.

New Pet (100): Pick a monster breed from this world. You gain a member of that species as a loyal pet who starts in the same location you do; they'll follow any orders you give them with gusto and, unless you are truly cruel to them, will believe you're the bestest person in the whole world. Give them a compatible body, and they'd think you're a perfect mate…

Not the Only Refugee (100): Hey, it's your buddy! Whether they're one of your other Companions or, perhaps, an old friend from before your Jumping began, they get 600 CP with a 200 CP stipend for Items and an Origin and will start in whatever location you do.

Drawbacks

I Recognize That Face…(Toggle, 0 CP): Hey, haven't you seen that guy somewhere? As it turns out, the names and, in some cases, the personalities of various monsters or generic recruits are based on people you know either from before your Jump career began or from previous jumps. They won't have any of the powers they had on their first world, of course, but if you ever wanted to hang out with Thanos the Jelly, now's your chance.

This Isn't the Gran Grimoire! (Toggle, 0 CP): There's some neat interpretations/crossovers out there partially set in this version of Ivalice; if you'd rather visit one of those realities instead of the canon Ivalice, go right ahead! Just make sure you write this toggle down in your record logs.

Robbed Again (+100 CP): Where does all your stuff end up? Spare change, that kunai you had on your belt, the bullets you were holding for the gunner - things sock-sized and smaller have a tendency to get lost when you're put in charge of them. It's hard to explain why, honestly…

Port 1 Imports (+100 CP): You can never seem to find quality equipment; everything is less durable and more cumbersome than it should be, including the nice outfit you'd picked out for this jump. How unfortunate.

This is How I Talk, Kupo! (+100 CP): You have a verbal tic; maybe it's randomly replacing words with "kupo", maybe it'sssss hisssssssing every Sssss becausssse you have ssssnake mouth, whatever. You won't be the only one, of course, but you might annoy yourself after awhile. For an additional +100 CP, strangers won't stop pointing out how strange your verbal tic is, even if they're literally doing the same kupo thing.

Powerless (+200 CP): Ivalice is a strongly magical place; so magical, in fact, it can interfere with the working of outside magic. You lost access to any supernatural abilities you gained during other jumps, although your weapons and such retain their properties.

Professor Auggie's Ambitious Adventures (+200): Congratulations, Jumper! For the next ten years, you'll be periodically rescuing Professor Auggie from various beast-related dangers - from zombies and goblins to vampires and ahriman, the Nu Mou can't seem to stop running into problems. Failing to save him doesn't lead to a Chain Fail…but it does mean said monsters will start chasing you. En masse. All the time. Good luck with that…

Ritz and Crackers (+200 CP): Clan Ritz, managed at least in part by Marche's classmate and president Ritz Malheur, took a contract for you and your Clan (if any), and now they're after you. The spunky redhead is an Elementalist, while her partner-in-crime (and also possibly life-partner?) is a Viera Sharpshooter, and the rest of the Clan is made up of Vieras with various Jobs. For an additional +100 CP, they can follow you anywhere, even places they have no right to be in, as if they periodically teleport behind you to strike while you're off your guard. Have fun with that!

A Lawless Land (+300 CP): Normally, the Judges have enough power to ensure that, barring the Jagds, death isn't a permanent end. Taking this Drawback renders this moot - while the Judges will continue to enforce the Laws, they

cannot prevent death post combat. I hope you have enough Phoenix Downs, Jumper.

I Walk Alone (+300 CP): In a world like Ivalice, going it alone is practically suicidal…well, I guess someone has a death wish. You won't find friends in this world, Jumper - you can't pick up new Companions or import any with you. Furthermore, townsfolk are more hostile, and there's an aura of menace around you can never rid yourself of. Even as a White Mage, you exude malice…it'd almost be impressive, if it wasn't so hazardous.

I'm Not a Soldier (+300 CP, cannot be taken my Clansman): You never learned how to fight, and it clearly shows. You lose any and all prior combat skill, as well as access to any armaments or supernatural abilities which would make you more effective than a normal person in combat. Of course, you'll be able to gain some of it back during the jump, and you don't necessarily lose your tactical/strategic abilities, but good luck being a general who can't stand on the battlefield.

Do I Have to Spell it Out for You? (+400 CP): Oh, Jumper, I'm sorry. It seems everyone on your side, be they members of your Clan or your Companions, have been hit with some kind of mental stasis. Essentially, unless you direct them, or a Reaction Ability equipped to them is triggered, they are completely helpless in combat, not even able to swing their weapon or move forward without your command. Once combat ends, they return to normal, but the moment the Judge appears, their eyes glaze over, and it's up to you to micromanage your side's way to victory.

Doomsday (+600 CP): Regardless of whether Marche shows up and intends to destroy everything, there's another force that wants exactly that: an entity known simply as "Miasma," a vile thing that knows nothing but destruction. The scariest part is, they seem to have modeled themselves after you…

A Bad Reputation (+Variable CP): No matter what you do, you and your Clan are constantly being bad-mouthed. How badly depends on how much you want back from this: +100 means gossip, mean rumors that may dissuade people from offering you quests or full rewards but won't garner too much attention from authorities; +200 is criminal offenses, interfering with other clans' missions, Jagd poaching - things that will attract bounties and other Clans who want those rewards; +300 means you're rumored to be part of some sort of apocalypse cult

bent on destroying the world, meaning the palace will pour a lot of resources into your capture or destruction (they're not too picky). Good luck with that one.

Scenarios

All Scenarios impose a form of power reduction - any Perks, Gear, and magic systems from any non-Square Enix jumps (exception includes Generics set in Square Enix games) is inaccessible to both the Jumper and their Companions. However, you do get an extra 300 CP for attempting one of the Scenarios, as well as an additional reward upon completion.

Marche to the Sea

Oh, Jumper, what have you gotten yourself into? See, Marche Radiuju is a boy with simple convictions; he believes this world is a lie, a dream, an illusion created so that Mewt could finally have the life he always wanted, and normally, he'd be right. Unfortunately, that's not quite the case anymore…See, now that you're here, Ivalice has taken on a life of its own, separate from St. Ivalice, and if Marche manages to complete the main quest line as he does in the game, then you, along with this world, are going to crumble into nothing, Marche included. Okay, technically you'll just end your JumpChain, but that doesn't make things any less dangerous for the four children formerly from St. Ivalice or the thousands (millions?) of inhabitants of this world.

So, here's how this works: you'll arrive in your starting location as Marche destroys the first Totema Crystal, hidden in a dimensional rift along the Ulei River. You have whatever purchases you made and, indirectly, the support of Queen Media and Prince Newt; they aren't aware of you yet, but should you make your presence known to them, after they send some people to assess you, you could very well become close allies. Honestly, there's only one real problem here: Marche is shounen anime protagonist levels of "as strong as need be." He and his Clan grow in strength five times as fast as the other Clans before them, and that's before making *active* efforts to prepare for true difficulties. Their armaments are also substantially better than normal. It's almost like they're using cheat codes or something…

Your goal is to defeat Marche and his Clan as fast as possible, saving as many of the Totema Crystals as you can. Succeeding means you've saved the world; Marche is either dead or imprisoned, along with the rest of his Clan (who lose their hax after being defeated), and you can spend the rest of your ten years in relative peace. In addition, Queen Remedi will give you a crystal which, once

installed in your Warehouse (or, if you don't have one, placed in an indention in the floor) will grant you a measure of her power: you can create a fantasy world inside a Jump based on any one character's desires which sucks all the main characters in, converts the rest into NPCs who believe they've always lived in that world, and functions like Ivalice does magic-wise with the addition of whatever system is native to that world. This will completely derail most plots, of course. In this world, you have near-total control of the governing forces as the King/Queen, able to decree and end laws of all kinds at a whim and with near-instant results. The character whose desires built the world becomes your Prince/Princess, of course, while the other roles can be filled by NPCs or your Companions as desired. For someone who'd rather live a fantasy than a reality, this is quite a useful reward, no?

In Another Life

Then again, maybe you agree with Marche. Maybe Ivalice *does* need to die; after all, Mewt's become a spoiled brat, and Doned's not doing much better himself. If you'd like, this is your chance to end Ivalice…then again, things aren't quite what they were.

Upon taking this scenario, your starting location is set to Cadoan, and you will be taking Marche's role as the ender of this world. He's still here, though - Montblanc and Marche, leaders of Clan Nutsy, are some of Prince Mewt's finest field agents. Your most valued Companions, like Marche's, will initially be deluded by the magic of this world, believing this to be the better alternative than continuing the Chain with you, but you can quickly set them straight. The plot will largely follow the main story with you as its main character: you'll encounter a bangaa in Cadoan who's itching for a fight, meet with a Companion of your choice as your guide, and from there begin your quest to destroy the Totema Crystals. Knowing their locations will certainly make things easier, and Ezel Berbier will gladly provide you with Law/Anti-Law Cards to help you on your mission, but keep in mind, the authorities and, it seems at times, nature itself is against your efforts, sending royal hit squads and waves of wild beasts your way. Ultimately, your victory will depend on your knowledge of the world, your mastery of the Job System, and your bonds with your allies. Victory means the creation of a bridge between Ivalice and St. Ivalice, allowing those who wish to leave to do so, and those who wish to stay to continue their fantastical existence. Surely this is the best of both worlds?

Upon succeeding in this scenario, you will receive a copy of the Gran Grimoire, although this one has a different purpose than Mewt's. See, the original turned St. Ivalice into Ivalice, creating a fantastical realm from the desires of one boy with a heavy heart and a spark of potential. This one…a better name would be the Mundane Grimoire, as it can dispel any magic, undo any curse, end any illusion with a moment's chanting and a palm splayed across the cover. It has an intellect of its own, perfectly following the intent of the wielder's desires rather than the exact phrasing; someone wanting to "free an ally bound to the ceiling" would not only release the bindings, but ensure said ally reaches the ground safely and in the best position to continue fighting. Whenever it dispels an effect, whatever was affected becomes immune to similar effects for a solid twenty-four hours. With this tome, you could destroy fictional (within the context of the Jump) realities with a thought.

Failing this scenario is treated as a failed Gauntlet - you receive none of the purchases you made from this Jump, but can continue your Jump as normal.

Ending

Now, your journey comes to an end. Choose one of the following options:

Stay: Ivalice lives on. How will you continue your adventures in this dream world?

Go Home: You came, you saw, you conquered, but now you're taking your toys and going home. Without a perk allowing otherwise, you will not be able to improve your Job Skills upon returning to your reality, but you will be able to access those you have as before.

Continue Jumping: Why would you stop here? Surely there's more to see! Wherever you go, Ivalice will surely miss you…barring you trying to or successfully destroying it, that is.

Notes

Locations: For mapping questions, assume the world map is the one which provides the most treasure drops, as discussed here.

Job System: If you already have access to another game's Job System, i.e. Final Fantasy Tactics', the 300 CP cost allows you to combine them, giving you more Job Skill/Ability slots usable by either version (i.e., you can set 3 Secondary Job Skills

from the two games in any combination), and similar Jobs will be combined in the most optimal way (Wizards and Black Mages are united, for example, providing any abilities you've learned as either). Otherwise, the two are kept entirely separate, giving you two different sets of Skill Sets to keep track of.

I Choose My Own Path: You can use this to access Jobs from other Final Fantasy Tactics games as well as create new ones whole cloth. Ever wanted to play a Geomancer or Mediator in FFTA? Here's your chance!

I Am What I Have Done: Using this ability allows you to smooth over your actions in one world with those of another. Say, for example, that during the course of a Jump, you accidentally murder the king of the most prosperous empire in the world and send it crashing into the ground; however, in a previous Jump, you were responsible for establishing one of the most beloved monarchs to ever take the throne, resulting in a glorious golden age for the nation's citizens. You can muddy public perception so that most citizens of the empire you just destroyed will remember you as the one who established the dynasty and assume someone else committed the murder, although those with direct connections to the king's death will be much harder to convince of your subjective history's veracity.

The Way It Was: This can take a variety of forms. In a dream world, you might impose a bubble around yourself wherein physics act normally as around you, that's just…not the case. If someone were to rewrite history with time travel, you can remain aware of their changes to the timeline while still knowing what the *actual* course of events was.

Also, "reality warping" is not "change"; you can still be shot, stabbed, blasted, and what have you. However, there are a lot of abilities which simply rewrite reality, saying "this is true now" when moments ago it wasn't. This is the sort of shit this Perk protects from.

Laws Outside of Ivalice: There are several Perks and Items relating to Laws; while in-universe, these restrictions are enforced by the Judges, in future worlds, they are maintained by Jump-Chan, meaning that receiving Red Cards will lead to confinement in some extradimensional jailhouse they're in charge of. You can visit friends and foes trapped there and barter for their release…although what Jump-Chan would possibly want is anyone's guess.