Final Fantasy XI

It all began with a stone
Or so the legend says
In ages past, a sentient jewel, enormous and beautiful banished the darkness
Its many-colored light filled the world with life and brought forth mighty Gods
Bathed in that light, the world entered an age of bliss
Until, after a time, the Gods fell into slumber
That world was called: Vana'diel.

Ancient lore states that Vana'diel was created as a playground for the Gods, who themselves were spawned from an enormous and sentient Crystal. For eons, the Gods joyfully played until eventually falling into a deep slumber. It was during this slumber that the children of the Gods rose and flourished in Vana'diel, extracting gold from stones, traveling through the sky, building mighty cities, and giving birth to grasslands across the world.
Eventually, the children longed to join their parents, and constructed a pathway to the Divine Entrance of Paradise. Enraged by such an insolent act, the Holy Gatekeeper smote the children, and cast their cities to the bottom of the sea.

Shortly thereafter, the Goddess Altana awoke, and saw the ruin that had once been Vana'diel. Filled with an emotion that the likes of a God had never felt before, sadness, Altana wept five divine tears. When the five tears fell upon the earth, they gave life to the five races of Vana'diel.

However, the God of Twilight, Promathia, observed this act from his place in the shadows. Promathia saw fit to condemn her weakness and the life that arose from it. Promathia cursed the five races with eternal conflict among themselves by bringing forth their darkest attributes: the apathy of the Humes, the arrogance of the Elvaan, the rage of the Galka, the cowardice of the Tarutaru, and the envy of the Mithra. He created terrible beasts and spread them across the world, commanding them to forever fight the people of Vana'diel and occupy their minds. Never again would anyone think to open the Gate of the Gods.

It is now many Eons after that event, the current year is the 884th year of the Crystal Era, twenty years after the end of the Crystal War that ravaged Vana'diel. The three main nations of Vana'diel, San d'Oria, Bastok and Windhurst continue their struggle against the Beastmen who, although less organized, have regrouped and still terrorize the land. Rather than dispatching their own forces to deal with this threat, the nations of Vana'diel begin to employ adventurers to handle them as well as other minor tasks. You are now one such adventurer. Though adventurers choose not to speak of their past their futures often effect the entire world as they carry out missions of great importance to the safety and sanctity of all nations.

To aid you in your quests You get 1000 cp! Use it well!

Roll 1d8+16 for your current age, Your Gender may be chosen freely.

Races:



Hume- For the most part, could be considered Vana'diel's equivalent to humans. They are both a common and popular race in many parts of Vana'diel. Humes could be considered a “Jack of all trades,” in the sense that they are able to perform exceptionally well with any job they choose. Hume population is primarily concentrated in Bastok, where they originated and continue to prosper.

Elvaan- The Elvaan are renowned for establishing a strict and powerful military originally divided into three sects. The Temple Knights, from which came the job Paladin, value honor and a deep, unshakable faith. The Royal Knights, on the other hand, are more secular and are involved in more missions outside the Kingdom. The third arm, the Dragon Knights, were along the lines of personal Knights to the King. The Dragoon job draws inspiration from the Dragon Knights, which no longer exist.
This race has excellent hearing, second only to that of the Mithra. Elvaan are physically the most powerful of the 5 races and the second most physically durable. They are known for being stuffy; that is, having class, and honoring a noble life. They can be quite rude to the people they look down upon and can seem rather snooty..

Tarutaru- The Tarutaru are the most skilled race when it comes to the use of magic. They originated from the Fauregandi Region from which they were eventually led to the Sarutabaruta Region which they now call home. They are the creators of the magical automatons known as Cardians. Tarutaru children are, in fact, smaller than the adults, but the entire race has child-like proportions compared to the other races. They are among the most dedicated, yet childish races of Vana'diel. They welcomed the Mithra into their home of Windurst at some point in history, and the two races have lived together in peace and harmony ever since. The only thing threatening that peace is a race of Beastmen that call themselves the Yagudo.

Mithra- A race of humanoid cats. These cat-like people live alongside the Tarutaru in Windurst and in the small town of Kazham in the Outlands. Their homeland of Gha Naboh, with its capital City of Yhoh is located on the continent of Olzhirya to the far south (according to Lehko Habhoka, the Vana'diel Tribune and the Sin Hunters).
The tails of the Mithra give them an excellent sense of balance that no other race seems to be able to compare with. This gives them the highest dexterity and agility among the races of Vana'diel, however, due to their tribal hunter culture, their lack of social grace found in other races results in a penalty in their Charisma. Like all cats, they have unbelievable energy and curiosity. Being related to cats, Mithra are the only race able to eat and enjoy raw fish safely.

Galka- The Galka are a hulking race of powerful warriors. The Galka's capital city, located in the Altepa desert of Zepwell Island in the southwest corner of the Quon continent, fell to an attack from giant ant creatures six hundred years ago. The surviving Galka spread throughout Vana'diel, and a large number of them eventually settled in Bastok. The sheer strength of their powerful physiques is second to none. They have used their skills to contribute to the construction and development of the numerous mines in Bastok. However, it seems that some Galka have less than fond feelings for members of the Hume race.



Beastmen Races: Free

Orc- Lust for combat and conquest drives most of the Orcs to join the ranks of their Imperial Army. All Orcs--male and female--are required to participate in years of military training, and even their social structure is based on military ranks.
Orcs have tribal hierarchy based on strength; those who prove most formidable in battle are higher in the pecking-order; stronger Orcs even employ means (such as attaching heavy weights to well-water buckets) to deny those weaker than themselves access to common resources.
From outward appearances, their cultural belief systems seem based in something like shamanism; magic-users, for instance, cover their heads with a hood which prevents the visual senses from being used, presumably in order to heighten their other senses.
While their technology appears rudimentary (most Orcish armor is evidently fashioned from leather, bone, and wood), they do employ metal weapons where available.

Quadav-A race of turtle-like bipeds, the Quadav inhabit certain swampy regions, as well as subterranean caverns, on the continent of Quon. Apparently closely tied to the earth in which they work and live, the Quadav identify themselves individually and culturally with the materials with which they work. As their shells thicken with age, the titles given to individual Quadav change. Within their strict caste system, those chosen to serve in the Elite Guard are given titles portraying hard and precious metals, while those chosen to be magicians are given titles taken from precious gems.The Quadav have long possessed an understanding of metallurgical technology, and have adapted their skills in metalworking to even create fire-fueled incubators with pipes to carry warm air into the ground to warm the damp caves where their eggs are kept**.**

Yagudo-The Yagudo are a race of crow-like bipeds inhabiting the continent of Mindartia.
Violently devout and ritualistic, the Yagudo are a race of religious zealots, their society appearing to be based on a strict religious hierarchy. Yagudo evince little technological development, living instead in austere constructions of wattle-and-daub, as well as cliffside caves.
Their most formidable architectural construct is Castle Oztroja, which may be more appropriately considered a temple than a castle, for it exists as a gateway to the location of the current manifestation of their Godhead, Tzee Xicu. There's also the "the avatar," who is second to Tzee Xicu. Dialogue refers to the Yagudo Avatar as a king while Tzee Xicu is female and the manifest seems to traditionally be a female (much like their Star Sibyl counterpart).

Antica- Upon birth, all individuals are given a number, and a job for which they spend the rest of their lives training. Apart from the information needed to perform their duties, the individual is not allowed any other knowledge. An Antica is only allowed to transfer positions to become a gladiator (used for population control).
The Antica have no concept of personal belongings. All equipment is provided by the Empire, and food rations are based solely on the duties performed by the individual. However, due to their lack of emotion, there is not a single Antica who feels discontent towards this system. This can also be seen on the battlefield. No matter the situation, the lack of fluctuation in morale is the Antica's greatest strength.
While the Antica communicate by fricative sounds made within their necks, they are unable to release loud war cries like the other beastmen. This results in an eerie silence on the battlefield that can send chills down the spine of even the bravest warrior.

Sahagin- These amphibious beastmen reside mainly on the western coastline of the island of Elshimo. They spend the majority of their time practicing primitive fishing techniques to provide an ample supply of shellfish for their survival. Other than to protect their territory, the Sahagin rarely interact with other races. Before the Great War, they adamantly refused invitations by the Shadow Lord to join the beastmen armies--until he convinced them that the steamships of Bastok would eventually destroy their environment. During the war, the Sahagin used their sea maneuvering abilities to attack even the strongest ships in the allied fleet, and were feared by all seafaring soldiers. After the flames of battle had been extinguished, the Sahagin cut off all ties to the other beastmen and returned to their secluded way of life. Apart from limited trading with Norg--they often trade shellfish for metal trinkets salvaged by the pirates--the Sahagin have little contact with the outside world.

Finally, many of the Sahagin worship the elements, and have made deities out of sea serpents and oddly shaped stones within their grotto. However, within their ranks are some who follow the teachings of the Goddess Altana.

Gigas- The general term for enormous members of the Gigas, Giant, and Jotunn tribes. Groups of these giants can be found roaming the island of Qufim. As their appearances imply, the Gigas do not possess much in the way of intelligence. While they do possess a language, it consists of the stringing together of simple words or phrases. Their language is often unintelligible--even by members of their own kind. However, what they lack in intelligence is made up for in brute strength. Also, while not as advanced as that of the allied forces, their ship and castle building abilities are comparable to those of the Orcs or Yagudo.

Demon- These winged beastmen are found mainly in the Valdeaunia Region. It is said that their damage-absorbing outer shell was once armor that was enhanced by an evil enchantment. In addition to their highly advanced fighting skills, they are also known to possess high levels of intelligence, which they have used to acquire various types of potent magic. Due to their pitch-black color and ominous appearance, the inhabitants of Vana'diel came to call these beastmen "Demons." However, Demons refer to themselves as "the Kindred." This, along with many other questions about their origins, still remain unanswered.

Poroggo- Discovered by Professor Clavauert and named after the eccentric frog princess Samariri, these beastmen were born in the Age of Magic. Feeling sorry for the toads that were trampled on the paths of Windurst Waters, Samariri cast a spell that made the toads grow and allowed them to walk on two feet. The Poroggos eventually learned the Tarutaru language and the arts of magic and saw themselves as brothers and sisters to the people of Vana'diel, but the Windurstian military quickly disposed of what they saw as a threat. They were originally believed to be a myth or extinct but have recently resurfaced and joined the Mamool Ja Savages, presumably seeking revenge on the Tarutaru race.



Special Beastmen Races: 50 cp

Moogle- Good-natured creatures, moogles are usually white or tan, and their most notable feature is a white antenna protruding from the head with a small red ball (called a 'pompom') at the end. They have small red or purple wings, and their ears are shaped like those of a cat or rabbit. They tend to use the word (or possibly sound) "kupo" when they talk, more commonly to finish a sentence (for example, "What a beautiful day, kupo!"). Moogles were known for running an intercontinental mail delivery system known as "Mognet."

Goblin- Unlike other beastmen, Goblins (aka "Gobs" or "Gobbies") can be found in most regions across Vana'diel. Their flexible lifestyle and adaptability to the surrounding environment have given them the ability to coexist with other beastmen as well as people. Compared to other beastmen, Goblins have developed superior techniques in trades such as smithing and healing.
When Goblins are born, linkpearls are inserted, by incision, behind their ears, allowing goblins to communicate with their minds across Vana'diel. The Goblins have a number of different channels, such as those about weather, but they are high frequency so adventurers are unable to hear them.

Qiqirn- These diminutive beastmen reside together with the civilized races of Vana'diel. Most Qiqirn make their home in a city located in the heart of the Aht Urhgan Empire's western half. They tend to have an easygoing and cheerful personality, but have difficulty speaking the common language due to their unusual vocal cords. Even so, it is not uncommon to hire a Qiqirn as a shop or guild assistant, thanks to their reliability and surprisingly quick wits. Some Qiqirn have even made use of their sharp sense of smell to become extremely wealthy in the production of fragrances. According to their oral tradition, the ancestors of the Qiqirn lived a nomadic life in the northern lands. Even today, remnants of the Qiqirn's ancient lifestyle may be seen in their unique customs, such as their sheep-led wagon homes, their leather clothing, and their habit of carrying their valuables with them at all times.

Tonberry- These tiny beastmen live solely in the Yhoator Jungle on the eastern half of Elshimo. The Tonberries possess a great deal of anger, or "rancor," in their hearts. It is this anger that binds them as a tribe while driving them to commit terrible acts against all other beings.
During the Great War, the majority of the Tonberries remained in their strongholds, the Temple of Uggalepih and Pso'Xja. However, a few elite members of the tribe were sent to the Shadow Lord to act as his secret agents. These Tonberries would often sneak into the castles of the allied forces and assassinate important generals or political figures. Feared around Vana'diel, these beastmen were often referred to as the "invisible killers."

Lamiae- A bewitching race of beastmen with an upper body like that of a Hume woman and a lower body resembling that of a venomous serpent. The Lamiae are few in number compared to the other beastmen inhabitants of the Near East. However, they have ensorceled the bones of fallen soldiers, creating an undead army of considerable size to defend their reef settlements. Lamiae are known to sneak into towns in the depths of night, wielding powerful bows and hunting humans to replenish their armies; hence the Near Easterners' dread of sunset.

Troll- These massive beastmen make their homes around Mount Zhayolm. The Trolls originally inhabited the precipitous mountain ranges that lie in the center of the Aradjiah continent. However, through the generations, ranks of Trolls made use of their brawn and courage to join the Gigas from the north and the Mithra from the south in the mercenary trade. The Trolls' ancestors served as a mercenary unit in the Imperial Army, and were afterwards hired by the Moblins. The reasons for their move to Mount Zhayolm are debatable, but they were able to maintain autonomy over their mercenary lands (also known as Halvung Territory) by paying tribute to the Empire until the conflict for the Astral Candescence began. Thanks to the Moblins' generous technological offerings, the Troll mercenaries now possess equipment superior to that of the other Near Eastern beastmen, including naphtha-powered incendiary weapons and mass-produced cast metal helmets. According to rumor, the Trolls also undergo anatomy-enhancing surgical operations in order to survive in the harshest of environments. Their might and hostility towards Aht Urhgan make the Trolls the Imperial capital's greatest threat.

Mamool Ja- The Mamool Ja are a group of beastmen that hold dominion over the Mamool Ja Savagelands, a land hostile to the Near Eastern Aht Urhgan Empire. Referring to themselves as the Mamool Ja, meaning "brethren of the shining scale," the inhabitants of the Savagelands are organized into four biologically different classes that consist of warriors, aquatics, sages, and knights. The Mamool Ja have been paying tribute to the Aht Urhgan Empire since ages past, and are known for their republican form of government. Their nation is ruled by a council of four overlords, one selected from each class. The Savagelands' recent uprising against the empire seems connected to the emergence of a prominent leader known as the "The Autarch." You can be either the one headed kind or the two headed kind.

Now that we know what you look like let's see what you are good at! Below is a list of jobs and skills each one with its own specializations and abilities. There are 22 combat oriented jobs. Some jobs naturally complement one another, choose 2 combat jobs, you will receive discounts on these two jobs. 100 cp and 200 cp perks are free to jobs that receive a discount on them.

Combat Oriented Jobs:

Jobs and abilities used to harm and heal those around them, the jobs of Vana'diel are many and varied, choose your path adventurer.
Beside each job is a 3 letter shortcut that can be used to jump to its line of perks with ctrl+f.

Warrior- (WAR) Specializing in the arts of battle, Warriors are masters of all aspects of melee combat. Warrior are very versatile melee that can fill a number of different roles in a party. Warriors are easily at home wearing heavy armor in order to protect their comrades from enemy attacks. They are also masters of the powerhouse Axe and Great Axe weapons and are extremely good with them in a battle.

Monk- (MNK) With their bodies that double as deadly weapons, Monks attack enemies with explosive strength. Monks are Hand-to-Hand weapon specialists capable of wreaking havoc with fast and furious punches.

Whitemage- (WHM) Armed with the most efficient recovery spells, White Mages can ensure a party's survival in the most dire of situations casting their magic to heal wounds, recover from disabilities and debuffs and allow those who fight on the front lines to continue fighting.

Blackmage- (BLM) Through devastating magic spells, Black Mages bring tremendous firepower to the battlefield. A Black Mage's job is simply to cast offensive spells and destroy enemies. Although they are known for their Elemental Magic, they also possess a few highly-valued utilitarian spells. While a black mage cannot attack from the front lines of battle their long range spells are feared throughout Vana'diel.

Thief- (THF) Specializing in covert actions, Thieves aim for the perfect opportunity to attack the enemy. Using Sneak Attack and Trick Attack, thieves can inflict massive amounts of damage while 'tricking' the enemy into thinking it was someone else. Thieves excel in the use of daggers and deal damage while placing the blame for their actions elsewhere.

Redmage- (RDM) Red Magesare called the Jack of All Trades by many for their abilities to cast White Magic, Black Magic, and fight with swords and daggers. Though their healing, nuking, and fighting skills aren't as good as those of the specialists such as White Mages, Black Mages, and Warriors they are still competent. Their real strengths lie in their mastery of enhancing and enfeebling skills when within a party, and leveraging their many "trades" against their enemies when fighting alone.

Paladin- (PLD) Paladins specialize in close-range combat, just like Warriors. However, through long hours of spiritual training, paladins have acquired the ability to cast White Magic spells, making them even more valuable on the battlefield. Through the use of Shield Mastery and the ability to wear heavy armor, Paladin fills the role of protector of those around them.

Dark knight- (DRK) Dark Knights are melee damage dealers specializing in the use of Great Swords and Scythes. While they have a respectable rating in Elemental Magic, the bulk of their magic usage comes from casting Dark Magic spells to drain or enfeeble their enemies.

Samurai- (SAM) The Samurai job focuses on the mastery of weapon skills and skillchains. Samurai excel at the use of Weapon Skills due to their ability to rapidly gain Tactical Points and use them to their advantage.

Beastmaster- (BST) Based on their knowledge of beasts, Beastmasters can charm the beasts of Vana'diel to fight alongside them or obtain items that summon beasts called Familiars through their Call Beast ability. Beastmasters are often be found fighting alone in the wilds with their pets, needing no partners save their own tamed beasts.

Bard- (BRD) A bright tune to soothe a party's wounds.... A brisk march to raise a party's spirits... A demoralizing lamentation to weaken a party's foes... The Bards of Vana'diel use music as their weapon.
A Bard uses songs as the job's main advantage to boost the party's stats

Ranger- (RNG) With unparalleled tracking abilities and skill with the bow and arrow, ranger are experts in the field of hunting and tracking as well as being truly amazing with long ranged weapons. They are proficient with bows, crossbows, and guns.

Ninja- (NIN) Strict training in the forbidden arts of the Far East have transformed the Ninja into cold, hard killing machines. Capable of evading most attacks thrown at them by deceiving their opponents with their mastery of shadows while dealing large amounts of damage with shuriken and spells, making them invaluable on higher level foes.

Dragoon- (DRG) With their lances in hand and their faithful wyvern by their sides, Dragoons surprise their enemies with their extraordinary jumping abilities. Dragoons are melee fighters excelling at the use of the polearm. The wyvern is also a mainstay of the Dragoon job. The wyvern can provide many different kinds of breath attacks ranging from breaths that heal to those that harm.

Summoner- (SMN) These heretic mages have unlocked the secrets of the forbidden magic of Vana'diel by creating a pact with the Avatar known as Carbuncle. Through his suggestion, these mages have the choice to delve further into the craft and create pacts with more of the Avatars of Vana'diel after defeating them in battle to prove their worth. If accepted, Summoners are able to fight alongside them in order to bring peace to Vana'diel.

Bluemage- (BLU) A Blue Mage can employ the legendary arts of the Aht Urhgan Immortals, a unit of elite imperial special forces. These formidable fighter-mages employ elegantly curved blades for close combat, while decimating their enemies from afar with fell magic mastered from their opponents. Blue Mages are versatile melee-mages through the careful setting and application of blue magic spells, this job can adapt to almost any situation.

Corsair- (COR) Descendants of the dauntless pirates that once scourged the seas of the Near East, Corsairs rely on the “Hexagun” (a multi-barreled handgun) and elaborate luck-based abilities to alter the stakes of battle. Corsairs use Job Abilities known as a Phantom Roll to give their party members an edge in battle.

Puppetmaster-(PUP) These wandering performers entertain crowds and confound their enemies with a customizable puppet known as an "Automaton." This puppet uses different frames, maneuvers and attachments to do a variety of different tasks. Puppetmasters can also fall back on Hand-to-Hand fighting skills that utilize the flexible movements of their art.

Dancer- (DNC) Dancers are front-line healers that can both benefit the party and enfeeble monsters. Not only are they competent fighters, but the energy they accumulate is used to fuel their various abilities. They execute Waltzes and Sambas to heal and create beneficial effects, and perform Steps to inflict negative effects upon the enemy. A touch of customization is added with Flourish, which allows a step to be completed with a variety of bonuses to aid the Dancer's party

Scholar- (SCH) During the Crystal War, these military tacticians often served as high-ranking officers in allied forces across Vana'diel. Extensive knowledge of ancient martial theory granted Scholars the ability to wield dual schools of magic, between which they would alternate depending on the situation at hand.

Geomancer- (GEO) Geomancers are arcane spellcasters that harness the power of geomancy to strengthen their allies, enervate their enemies, and provide much-needed support to the party. They assume many of the same support roles corsairs and bards do, and while they may not pack as much offensive firepower as black mages, they can employ elemental magic with ease.

Runefencer- (RUN) Quick with a blade as well as an incantation, the Rune Fencer is a versatile duelist that employs the power of arcane runes to sway the tide of battle both offensively and defensively. This fighter excels in magical defense and elemental resistance, allowing this stalwart defender to protect his or her allies

Location of Origin:

Now that we know who you are and what you can do its time to find out where your adventure begins! A lifetime of excitement awaits and although you may leave your country of origin it will always leave a mark on your heart.
Roll 1d8 for your location of origin or pay 100 cp to choose.

1. **The Kingdom of San d'Oria-** This kingdom of proud Elvaan warriors is situated to the north of the Quon continent and was built on the ashes of a brutal civil war. It has been ruled by a succession of kings from the d'Oraguille royal family for a span of more than five hundred years.
   The kingdom's capital of San d'Oria is a walled city defended by two orders of knights: the Royal Knights, who patrol the country's borders and seek to expand its territories, and the Temple Knights, responsible for protecting the city itself and maintaining domestic tranquility

2. **The Republic of Bastok-** In the southern reaches of Quon lies the Republic of Bastok, a nation founded by the technologically gifted Humes. The president, elected from among the Hume population every few years, takes an active role in leading the government. Bastok was originally built on the wealth gained from the mining of mythril, a precious metal. But with recent developments in metal refining and processing techniques, Bastok has become famous as a craftsman's town.
   The southern area of the city is home to many Galka, a race of hulking humanoids. They have made valuable contributions to the expansion of the mines, but despite this, there is a deep-seated tension between the Galka and the Humes. Surrounding the city of Bastok is the inhospitable Gustaberg region, an unforgiving land of sparse vegetation.

3. **The Federation of Windhurst-** Tribes of Tarutaru from the sweeping grasslands and neighboring islands of southern Mindartia united to form this league of states. It is governed by a council of representatives from the five ministries of magic, legacies of the five founding tribes. Their decisions are based on the prophecies of the mystic Star Sibyl who resides in the fabled Heavens Tower. In one section of the city live the Mithra, a race of natural hunters whose skills have brought a new source of wealth to Windurst. The capital, Windurst City, was razed in the war twenty years ago, but this prominent center of learning has since been restored to its former glory.
   Windurst is surrounded by the vast fields of West Sarutabaruta and East Sarutabaruta, a wild grassland home to many unique species of plants.

4. **The Grand Duchy of Jeuno-** A booming city-state built upon Heavens Bridge, a structure that allows passage between the Quon and Mindartia continents. Jeuno's national policy is one of neutral mercantilism, and is governed by a set of relatively loose regulations. This encourages a constant flow of traders of all races, from Hume shopkeepers to Goblin merchants, to visit this colorful, cosmopolitan town. Jeuno is also the only country to retain the ancient skills required to construct airships, which provides a rapid method of travel between nations. At the time of the beastmen invasion several decades ago, this small nation took leadership of the countries of Vana'diel. Jeuno forged those countries into the Alliance of Altana, and succeeded in repelling the onslaught.

5. **The Empire of Aht Urghan-** The Empire of Aht Urhgan dominates the Aradjiah Continent, a landmass found east of Mindartia. This massive nation lies between the Gugru Blue and the countries of the Far East, and is governed by the Divine Empress--a ruler who wields absolute religious and secular authority. Furthermore the Empire is divided in two separately ruled areas: West Aht Urhgan and East Aht Urhgan. During the time of the Crystal War, the allied forces of Altana—-including Tavnazia, one of the Empire's largest trading partners—-petitioned for the aid of the Aht Urhgan armies. Despite repeated requests for help, the Empire remained steadfast in her isolation and dispatched not a single soldier. These actions led to the continuing diplomatic distance between the Western nations and the Near East. The Empire is currently at war with her Far Eastern neighbors.

6. **Norg-** An ancient smuggler port located off the northern tip of Elshimo Island. Norg has long been known as a stronghold for the pirates that roam the Bastore Sea. The bustling port sees many a pirate crew restocking supplies or recruiting new blood, and pirate vessels brim with smuggled goods and plunder. Norg is a black market specializing in the bladed weapons of the Far East (the sale of which is prohibited in most of Vana'diel). Rumor has it that the survivors of the Marquisate of Tavnazia may have escaped to Norg.

7. **The Sacred City of Adoulin-** Adoulin is the name given not just to the city on the main island, but to the outlying island chain as well.
   About 200 years ago, the age of pioneering that dominated the political scene ,an age referred to by historians as "the great expedition," drew to a close.
   The plans for colonizing Ulbuka were postponed indefinitely, and a large wall known as Jorius Yett was constructed between Eastern Ulbuka and Adoulin proper, a task which took many years and thousands of workers to accomplish. This massive structure enclosed what little was left of habitable land in Adoulin and its dwindled population.
   The great expedition came to an end after hundreds of years. Yet the wounds left by this retreat were severe, as merchants, nobility, and even common folk sunk nearly all their resources into expanding Adoulin's domain within Ulbuka. The resulting economic collapse closed the curtain on what would have been a shining future for the budding nation.

8. **Free Choice- Choose from any of the Available locations.**

Perks:

While every job comes with its own abilities and powers that they can learn none of them starts out with any more power than any of the other jobs, Buying perks allows you to boost your abilities and possibly give yourself options that others of your kind do not have access too. You never know when a small advantage could mean the difference between life and death.

General Perks

Perks that relate to how this world in general works that everyone has or perks that do not fit with other job class perks can be found here.

Tactical Points Free all- Over the course of a battle every combat class builds what are known as Tactical Points or TP by participating, damaging opponents, being damaged by opponents or even some special skills accumulate TP, once your TP reaches a certain level it can be used to unleash a powerful attack called a Weapon Skill, these skills do much more damage than normal skills and can often turn the tide of a battle if used correctly. Some classes, such as samurai and dancer, rely on TP more than others but also have their own special skills because of it. You also now generate Tactical Points in battle and are able to perform weapon skills when it reaches a high enough level.

Skillchain! Free All- A Skillchain is the result of performing a sequence of abilities such as Weapon Skills in a certain order with proper timing. When two attacks connect with a target in succession, a powerful surge of energy is released, inflicting additional damage to the target above and beyond what your weapon skill would normally be able to achieve on its own. You can now perform such skillchains in battle, and after this jump there is a chance that should you and others perform such special attacks quickly in succession you may trigger a skillchain to your target, dealing varying degrees of extra damage.

Experience Free All in this jump 100 cp to keep- All adventurers live and grow through battle, every foe you slay gives you a varying amount of experience which allows you to grow in power. Stronger foes grant more experience upon their death while a foe that is weak and no challenge may not give any experience though this may seem like a powerful ability it also comes with its own weakness, any time you are defeated or lose to an enemy you also lose a portion of your own gained experience and can potentially become weaker if it keeps happening. As you struggle here in Vana'diel your skills will be greatly tested, in order to grow you must seek out ever more powerful enemies to slay and thereby write your own legend in history. Basically You can slowly become better at your job or class by killing monsters. Though this also allows you to learn how to use weapons more effectively by using using them in battle this is a slow process, after this jump the downsides of this perk (the loss of experience shown by weakness after a loss) goes away allowing you to gain experience slowly through battle and thereby become stronger by leveling up though unless the beings you fight actually have some chance of harming you they won't give you much experience.

It's a Costume Free Beastmen and Special Races while here, 100 cp to keep after the jump- Generally a beastman would be attacked on sight when entering any of the free cities of the non beastman races in Vana'diel, however nobody ever seems to bat an eye when you do it. Maybe they think you are in a costume, or maybe they know you mean them no harm, either way unless you act violently or disturb the peace in some way people will not react violently to your… less than human appearance and will treat you just like anyone else.

/Check Free while here, 50 cp to keep- The people of Vana'diel have to make their way through life battling a myriad array of monsters, inhuman beings, and just plain scary stuff on a daily basis. As such they have become very good at judging the strength of an opponent simply by looking at them, By taking the time to look at an enemy before a fight you can get a general idea of how strong they are compared to you ranging from "Easy Prey to Incredibly Tough"

RACIAL PERKS

Every race excels at something and each has their own quirks each perk is free for the race it is attached to.

Quick learner 100 (Hume)- Where others may fall behind in their studies you excel. You find it easier to learn new abilities than most be they magical or mundane in nature. This exists as a form of natural talent for most things you put your mind at trying to learn, even though you may be good at something natural talent is nothing if not polished.

Unshakeable Pride 100 (elvaan)- Your heritage is one of great kings, mighty knights, and fierce dragon slayers. Where others may give up or give in your unshakeable pride in yourself and your forebears allows you to keep going, while some may call you pigheaded, arrogant, or single minded this allows you to power through on to keep fighting when others would probably give up.

Magically gifted 100 (tarutaru)- You may not be much physically but mentally and magically you are gifted, this talent shows itself as a slightly larger than normal pool of magic to draw upon allowing you to cast longer and better than others of the same class as yourself.

Well Balanced 100 (Mithra)- Mithra are known to have amazing dexterity and agility, and as such you can jump, climb, and dodge with amazing grace and fluidity. You are able to balance on a tightrope if you so choose however you must not let yourself become too complacent, after all cats do not always land on their feet.

Tough as Leather 100 (Galka)- Built like a bull and strong as an ox you can lift quite a bit (two hundred pounds is nothing!) and take a hit with stoic toughness that is impressive to anyone around you, this manifests in being overall slightly stronger and tougher than most people.

Flowerpot 100 (Moogle)- Everyone know moogles, they are everywhere doing all sorts of jobs from transporting mail to running the auction houses and everyone knows not to give them a hard time, mainly because accidents seem to happen to those who anger the moogles. With this ability you can summon a flowerpot over the head of your target. When this flowerpot lands on their head they will be temporarily stunned, blinded, and confused for a short period of time. I did say accidents happen.

Gobbie Bomb 100 (Goblin)- Goblins are a type of beastman that has recently started to integrate into common society, because of this they are often seen with eyes of distrust or even fear. In such a world where everyone could potentially be out for your blood goblins have learned to keep themselves prepared. At any moment you can summon a small hand grenade sized bomb to throw at your enemy, you can only do this once an hour however and they cannot be stored. Be careful with this please, if you drop it you could be the one going boom.

Sharp Eyes 100 (Qiqirn)- Qiqirn are often found working as shopkeepers throughout the lands of Whitegate for many reasons, the main reason however is their ability to quickly appraise the worth of items with a glance. You can tell the worth of an item simply by looking at it and by studying an object you can even tell some of its backstory or origins.

Gift of Hate 100 (Tonberry)- Tonberry are known and feared throughout the lands of Vana'diel as dangerous and deadly foes, this reputation is well earned. When you fight with someone you may channel your anger and hatred into your weapons to slightly increase the amount of damage they can inflict. The more hate you feel the more powerful you are.

Raise the Dead 100 (Lamiae)- The race of Lamiae were created as weapons for the empires vast army, their creators never foresaw that their creations would turn against them however, thanks to the dark experiments used in the creation of your kind you have learned to bring life back to the dead, but only a foul twisted life. Once a day you may reanimate the corpse of a fallen foe to act as your own soldier. Turn the weapons of the damned upon them.

Workout Time 100 (orc)- The Orc race is one that values strength above all else, whether it be physical or magical strength, and because this pursuit of strength they thoroughly enjoy training. So long as you are training your mind or body you will not get bored and will in fact have fun, though you may become tired from such a work out you will never become bored with training yourself.

Deep Dweller 100 (Quadav)- Quadavs are a race of cave, and swamp, dwelling race who long ago adapted to better live underground in comfort away from the world above, as such you know exactly what is needed to survive and thrive in a subterranean setting and will never get lost in the tunnels and twisting causeways of underground cave systems as well as not having to worry about silly things like cave ins and such, they just never seem to happen to you!

Zealotry 100 (Yagudo)- The Yagudo race is a theocratic society where all the members have a strong religious zealotry, in fact before the appearance of the shadow lord they had planned on spreading their religion throughout the land by means of magic and sword. When you fight for something you believe in you will find that you receive a minor boost to your abilities, though this boost is small every little bit helps when you are spreading the good word.

Deathly Silence 100 (Antica)- It is said that the Antica never speak, even when they battle in the hundreds or even thousands their ranks move with an eery deathly silence. You possess this deathly silence and are able to move, fight, and run without making a noise. Even if you do make a sound (Antica are not truly silent after all) Your enemies will never hear it.

Deep Diver 100 (Sahagin)- The race of Sahagins are an aquatic race, though they may come on land when the need arises. As one of them you have the ability to dive to extreme depths without need to worry about either pressure or air as your body is practically made for the dark abyss of the ocean. Beware that which dwells in the deep however as there is always a bigger fish.

I Understand 100 (Gigas)- Gigas are not known for their intelligence, to be quite frank they barely even have a language and what they do have is merely grunts and growls strung together with no real meaning. But somehow this works for them, You have the ability to infer someone's meaning no matter what language they are speaking so long as there is some underlying effort to communicate with you. You may not be able to understand everything but at the very least you get the gist of it.

Lets make a deal 100 (Demon)- It is said that the race of demons came from the abyss at the behest of the Shadow Lord, brokering a deal to allow him to borrow their power. Those who look upon you and know you are strong will often be willing to purchase your help if you are willing to sell it to them, and everyone knows how wonderful deals with the devil are, right?

Frog Magic 100 (Poroggo)- RIBBIT! The Poroggo race of frog people were originally granted the powers of magic by the Taru Taru race, they were just too cute not to help out! Of course that was before the tarus decided they would rather genocide them than have friends… Anyway, you have the amazing ability to make friends with nearly anyone and though this won't save you from a bloody minded dictator it may at least be able to help you make lots of friends to watch your back.

Resilience 100 (Troll)- The race of Trolls are a hardy and determined race, though they are few in number many fear them for their great strength, although often times their strength is not quite enough. Your body is resilient enough that you heal from injuries that would take others months to heal from in mere weeks.

Fire Spit 100 (Mamool Ja)- The Mamool Ja lizard people have many secrets and strange skills, one of those is the ability to spit a viscous flaming substance they call firespit. As one of them you also know how to spit this substance, incredibly useful when you need to start a campfire or deter some would be adventurers.



Job Perks

Each job specializes at its role though some may fill the same place each is different in their own way, here is where you may obtain further enhancements to your chosen role. Discounts give the rank 100 and 200 perks for free with everything else being discounted to 50% of its labelled cost.

Warrior Perks: WAR

100 Bloodthirsty Brawler- Sometimes nothing gets your blood pumping like a good fight, sure you may get hurt but who cares.when your having so much fun? To that end you have learned to ignore pain so long as you have a goal, even if the goal is just having a good time. This won't make you stop feeling it if you lose a limb or anything that severe but you can easily shrug off a few broken ribs and keep on going.

200 Fast and Furious- As a warrior you weild the power of the mighty great axe, and while this may slow others down it doesn't even put a dent in your speed. Your aggressive fighting style allows you to weild stupidly large weapons (up to ones of the same size as yourself) as though they weighed nothing at all.

400 Provoking Gaze- You know your job, it is to take the enemies full attention. To make them focus on you and only you, and you are very good at this. As long as you are fighting a single opponent they will develop a sort of tunnel vision being unable to focus on anything else other than you and trying to kill you.

600 Furious Storm- Sometimes defeating your enemy is not enough, sometimes you are out numbered and your skill alone are inadequate. In those times you know how to really cut loose. Once a day for up to an hour you can activate a sort of rage mode where fot every enemy you kill your strength and speed increases making you like unto an unstoppable flurry of death. This added power disapears after it ends however but with any luck your foes wont be around to see it.

Monk MNK

100 Black Belt- A monk is a master of martial arts, using their bodies as weapons they pummel their enemies into submission with flurries of furious punches and kicks, as one of these astounding hand to hand fighters you also have the ability to do the same. As such you find it extremely easy to learn martial arts and fighting styles so long as they are mundane in nature. What would normally take a person years to learn you can master in mere months.

200 Unnatural Durability- Monks are often known for having an abundance of life force, able to shrug off punches and cuts that would often fell another man. This is because of the way their bodies naturally strengthen themselves using the chakra or life energy within them. Thanks to this energy you find that your skin is unnaturally tough and resistant to strikes or cuts. Eaily equal to a good set of leather armor.

400 Chakra Healing- One secret of the monks power comes from their ability to manipulate the natural energy of their bodies known as chakra using it to enhamce their attacks or heal themselves, this ability allows them to survive much stronger attacks that their lightly armored bodies normally should. Unlike most neophyte monks you are a master at using your chakra to heal yourself should you choose you can do this do this almost subconsciously giving yourself something of a minor healing factor, wounds that should take days to heal instead take mere moments.

600 More Fists- The use of chakra by monks has many more uses other than just defense, often times a monk will use his chakra in concert with his punches to unleash devastating blows. By infusing your fists with chakra you can actually multiply the amount of blows you land on your enemy as if you had extra fists, the more chakra you infuse into your fists the more this damage multiplies up to 5 hits for every punch you land. Whoever said one hundred fists are enough obviously had no idea what they were talking about.

Whitemage WHM

100 Always in Demand- A good healer is hard to find as they are few and far between. Because of this people seem to find your skills in demand wherever you go. This shows itsself in little ways, bringing you small opportunities to get to know others wherever you go.

200 Holiest of Magic- White magic has a strange effect on many dark creatures of Vana'diel, meaning that the undead instead take damage equal to the amount of damage you would have healed them for, now you can make this phenomena apply to undead outside of this setting. Curaga the unlife from that skeleton and purify it with your holy magic!

400 Revive- Death is a common enough occurance in an adventurers line of work and notmally it is the end of the adventure, but that need not always be the case. Your skill with white magic is something amazing and while normally revive will only allow you to awaken a passed out friend now it can truly revive the dead, provided you have the magic for it and they have been dead for no longer than 1 hour.

600 Overhealing- Theres healing and then there is what you can do. The sheer potency of your white magic is amazing and those you use it on heal sometimes even better than they were before, with this ability any time you heal someone you have a chance of overhealing them, giving them a sort of negative damage that will allow them to heal instantly from damage for a few hours. Blessed be unto the white mage.

Blackmage BLM

100 Elemental proficiency- All blackmages are specialists in elemental damage from afar and you are no exception to this. You find magic based on the elements is easier to cast, taking slightly less magic to achieve the same result as other mages would need to achieve the same effect.

200 Group Casting- In the past when a single blackmage was unable to fully hold off an enemy many blackmages would work together, pooling their mana to cast a single spell. This allows you to do the same, as long as both you and the people around you can cast a spell you can all link your casting into the same spell greatly increasing its damage radius and power.

400 Elemental Orbs- The great blackmage Shantotto has been said to employ many various and sometimes questionably moral magics to boost her power. One of these techniques is the summoning of semiautonomous balls of elemental force, while you cannot summon all the elements like she can you are now able to call upon two of these orbiting magical spheres to attack your enemies. By choosing the element at the time of casting you create these elemental minions, protecting you as you cast your spells.

600 Laugh of Shantotto- So you are a mage, maybe you can shoot lightning bolts, throw fireballs, or summon blocks of ice with nothing more than a bit of mana and a short chant. But that seems a little boring doesnt it? Well that is ok, with a bit of experimentation you can do all manner of other stuff! Take a single use portal spell and study it long enough and you could make a spell for hopping to alternate side dimensions to the world you are in. Study a fireball spell long enough, figure out what does what, and you can one day create a spell to drop flaming meteors from the sky at your enemies. This perk allows you to study spells you already know and with a bit of hard work create your own spells from what you have learned. So what if becoming a mage caused your life to take a turn for the worse causing your parents to get divorced, your house to be destroyed, and you dog to drink a shrinking potion. You will be the best mage ever one day no matter what stands in your way! (Sudden urge to speak in rhyme optional)

Thief THF

100 Deft Hands- A thief who is no good with their hands wont last long, you don't have that problem however. You can pick someones pocket while talking to them with them none the wiser. You never know when this could be useful, maybe you need to get some cash for lunch?

200 Place Blame- When a theif gets caught in the act so they need a good excuse, or at least someone to blame, you can now blame your actions on another and so long as the person you are blaming is within sight you will be believed, for a time at least. The effect doesn't last long however, no more than five minutes. Hopefully that’s enough time to get away.

400 Gilfinder- Sometimes you search for something and you search for days, the amount of creatures you kill to find that pair of gloves or just an ingredient for crafting can be staggering, however it is slightly easier on you. You find that rare items and gold drop far more often and hard to find materials and goods just happen to fall into your lap when you need them. Basically an all around boost to luck on all loot based abilities.

600 Mug- A powerful technique utilized by thieves from ages past, robbing your enemies by beating them up! With this ability you gain the power to pick someones pockets and steal their stuff simply by punching them. Each punch giving you something they have currently on their person. You could clean a person of all but their clothes in seconds, anything bigger than a sword cannot be stolen however and anything currently in use will obviously be more difficult to steal than something that isn't.

Redmage RDM

100 Fencer- Redmages are masters of the sword able to nimbly weave their blade aroun an oponents defenses even as they weave a spell to weaken that very foe, as a redmage your agility and accuracy with a sword is amazing, able to pluck the buttons from an enemies shirt as you fight them to the death.

200 Hexing Swordsman- As a hybrid caster and swordsmen the redmages found that often times it is easier to weaken your opponant from afar then finish them up close. To this end the red mage became a master of enfeebling magics paralyzing, blinding, and confusing their enemies. Each of these could change the game adding to their chances of survival and you are better than most at this art. Debilitating or inconveniencing through magic is something you are just good at and your spells are slightly more powerful than others when they are used to cause such effects.

400 Enhancing Elements- As a swordsman and a mage you have learned the art of adding magical damage to your attacks. Slightly increasing the damage you can do with a variety of effects ranging from simple elemental effects to blindness causing curses. This skill allows you to channel your spells through your blade to curse or damage your foes and while it is exceedingly useful you can only empower melee weapons in this way.

600 To Heal/To Hurt- Although a redmage is a mage and a fighter they are often found healing others, from the back lines they cast their spells healing their friends or harming their foes while still being able to defend themselves if need be. To that manner the Redmages developed a spell to turn their own health into magic to cast even longer when they would normally run out. This ability takes that a step further allowing you once a day to completely drain an enemy of their life in order to fuel one of your spells, the catch however is that they must be within reach of your sword and truly strong opponents will shrug it off.

Paladin PLD

100 Strength of Blades- Friend, listen to me. It is not cogs nor levers nor even the mightiest of magicks that protect this kingdom. No! We live by the power of the sword alone. Our blades defend our borders. If you would strengthen your sword arm and learn something of the art you will have to go through many trials, however you have a talent not seen in most. You already know how to weild a sword and sheild, slicing and parrying with one hand while your shield protects those you hold dear. By taking this perk you have learned how best to fight with a sword and shield, quickly blocking with or attacking with both without being hindered by either. This skill really shines however when you are protecting others, allowing you to move and react slightly faster than normal in order to eliminate that which endangers your loved ones.

200 Favored Enemy: Undead-The undead are creatures of darkness and decay while you are an agent of the light,and life. Your attacks are more damaging to undead and your very touch can harm them, all of your abilities can be charged with the holy light of white magic allowing you to harm those of the darkness much easier. This ability may be toggled on or off at will and will not harm you if you happen to be a creature of the darkness.

400 Built like a Tank- The ability take a hit in its most basic form. Your defenses are, to say the least, positively astounding. Your body and armor alike can both take significantly more damage before it becomes a problem for you with normal stabs and cuts bouncing off of your bare skin as if you were wearing a good suit of chainmaille. Which is a good thing, considering you will most likely be in charge of guarding your party and protecting them with your life. The downside f this however is that your defenses gained from this perk do not fair so well against magic and spells cast your way will often meet only as much resistance as they normally would. In the terms of this world it would be comparable to a level 50 skill gained by the paladin class and starting with such defenses would allow you to train and fight up to level 30 before you would even have to consider wearing armor.

600 Invincibility- As the party vanguard (tank) you are going to end up out front in the thick of battle most of the time. In a battle you are often the last line of defense for your party, as you cut your group a bloody path through your foes there may come a time when you just cannot continue, you are wounded or badly injured and the next few moments are what decide if your party will live or die. That is where this perk comes in, this perk is actually an ability, the ability to once a day make you and 5 other people completely invulnerable for 5 minutes. For those 5 minutes what you can accomplish is staggering and though this ability can only be used once per day its power should not be underestimated.

Dark Knight DRK

100 Scythe Master- The Dark Knight is a class that uses many weapons, greatswords, broadswords, daggers, but the weapon they are most known for is their iconic and devastating use of the scythe. You have become a master of the scythe, able to carve a swath of blood through your enemies with the great sweaping arcs and spinning slashes this weapon is known for. Your very visage on the battlefield evokes the image of death and strikes fear I to the hearts of others.

200 Weight of Souls- A Dark Knights power comes from pain, loss, bloodlust, all the darker emotions channeled to achieve a greater goal. Taking the lives of others can deepen the darkness of the soul making the dark knight more powerful, walking the edge between madness and hell to come out the other side. You can channel the corruption of your soul and safely use it so that you are unaffected both mentally and physically so that although you may be darkened you shall never fall to the madness within. Basically this allows you to profit from the use of techniques which would normally corrupt you without the downsides normally caused by such a technique.

400 Dark Power- It is said that only the few who can tame the dark flames that burn within their soul, feeding on their sorrow and hatred are chosen to walk the path of the dark knight, you are one of these people. You can empower your strikes with the deepness of your emotions, empowering them to land heavier and do more damage to your enemies, making the pain you deal unto them match the pain you feel within. This is the most basic of skills a dark knight must master, you may find that bringing harm onto others never lessens the pain you feel within, that the void only seems to widen the more you draw upon it. This is a good thing however, for you draw power from the pain.

600 Arc of Blood- The way of the dark knight is not one to be taken lightly. It is a hopeless road, where anger and sorrow are your only companions. However you can sate this lonely void within if only for a moment by feeding on your bloodlust and the blood of your enemies. In a battle you become a dervish of death, your scythe weaving in and out silencing your foes screams of terror and hatred. In battle every life you take and every drop of blood spilled will heal your own body by a small amount, draining the enemies vitality as their lifeblood leaks from them you fight on, wading ever deeper into the thick of battle adding the cries souls of the damned to the demons you already have within. Basically you heal a portion of your life for every life you take and injury you cause your foes in battle. You do not need to be a emotional or mental wreck, nor will this make you into one, but it couldn't hurt.

Samurai SAM

100 Bushido Blade- Warriors hack their opponents to bloody pulp with axes, dragoons impale their foes upon their long polearms, and rangers rain volleys of arrows down on unsuspecting enemies with their bows. Every vocation has its own weapon of choice—a fact with which you should be quite familiar. It takes countless years of practicing for hour after hour, day-in and day-out to become proficient in even one form of armament. It would be no stretch of the imagination to say that adventurers devote their entire lives to their weapons. Well you get to skip that, You are a master in using the Katana, able to quickly dispatch your foes using strong, fast, fluid strikes to injure and kill your enemies as a master of the blade.

200 A Wooden Sword?- A Katana wood instead of steel is still a katana nonetheless and as a master of the blade you may use it as such, when using a wooden weapon in the shape of a blade you may use it as if it was made of folded, well crafted steel, use a wooden katana to cut down your foes or maybe use a wooden knife to cut vegetables. Doing this also has the effect of honing the spirit of the Samurai within you, and also makes you look really cool.

400 Demon Slayer- The order of Samurai was originally created in the far East as people who trained their bodies and minds to fight and kill demons. As such you also posess this skill, you can automatically sense the weaknesses of demonic creatures or beings as well as sense their presence, and when fighting them your sword will never miss, your mind will never falter. You will find your arrows hit their mark with disturbing accuracy as your weapons all bite far deeper than they would against any mortal enemy.

600 Store Damage-The Samurai are masters of burst damage generating massive amounts of harm to their foes with powerful strikes and skills, you however can take this to an entirely new level. You can sey aside a portion of the damage you do to a creature or being, storing it in your blade for later use, then when the time is right you may release the built up energy all at once in one awe inspiring strike. Doing so tends to generate quite a bit of light and more than a small amount of flames. If you wist you can actually "throw" this burst of energy at a target, though it wont be quite as powerful as if it were used from your blade. This can be used with all melee weapons.

Beastmaster BST

100 Walk with the Animals- A beastmaster is at home in the wilds, far from civilization with nobody but their beasts to keep them company. Animals often see you as one of them and so long as you do not instigate a fight they will often allow you to pass unmolested. This is not infallable however, as carnivorous animals may still see you as food if you appear weaker than them, on the plus side you will often be able to tell which animals to avoid and which are safe to approach.

200 Soothing Voice- A creature that is lost in rage or fear will lash out with all of its skills, blindly attacking anything in an effort to escape or kill the target of its ire. You however can calm the savage beast, making it lose its rage and fear and causing it to become docile once more. This allows you to make a creature that would normally be beyond your help or control become more tenable to your will. This skill can calm a raging or terrified creature no matter its size though it cannot stop a creature that natural wishes you harm for reasons such as hunger or self defense.

400 Talk to the Animals- The creatures of Vanadiel are many and varied, from the mighty hippogriff to the lowly leach, they are both powerful and weak fast and slow, they are many things but one thing they all have in common is that they are all terrible conversationalists. The barrier between species is no limit to you though, you can decipher the thoughts and emotions of a creature (along with any grunts and squeeks and sqawks it may make) in order to communicate with them. Holding a conversation with a crab or negotiating a ride with a tremor ram are all possibilities, animals are often much nicer than they would normally be to you as well, seeing you as one of them instead of one of the sapient races

600 Beast Friend Forever- Often times a beastmaster will charm a wild beast to fight with him, other times he will summon a beast from carefully crafted items called jugs, both of these kinds of familiars have their strengths and weaknesses, whichever way you prefer you can now cause a creature to become your familiar above all other familiars you control. This beast can be called at any time and you may change it if you choose, however this beast will grow stronger the longer the two of you fight together slowly growing and becoming stronger just as you do. As you grow so does it and the same goes for when it grows allowing you both to become stronger in a much shorter time. This familiar bond has more uses than one may expect, for instance your best will often go out of its way to try to please you and when injured it will extremely quickly simply by being close to you and you will do the same when close to it.

Bard BRD

100 I can Play that- Put simply you can play any instrument with moderate degrees of proficiency, be it a harp, a flute, an ocarina, a guitar, anything. Though you may not be the best you can easily play them better than the average person. However you also have a special proficiency with one instrument that you specialize in. When playing this instrument you are among the best of the best easily a professional able to pick up and play a piece of music to perfection the first time tou see it.

200 I know you!- I know you, you are… ok whoever you are you have the ability to look at someone and give them a title, a title that defines them, a title that sticks, a great and mighty title like… bunny slayer. By looking at someone and speaking to them you have the ability to assign them a title that everyone who speaks to them will automatically know. Sure this could be abused but you wouldn't do that would you? You can also choose tour own title if you want, but that seems less impressive somehow.

400 Carry the Tune- bards cast their own particular brand of magic through their voice and the music they produce, causing buffs and magical effects with merely the melodious rythms they both create and embody. Taking the art of bardic magic and bending what you know of other systems you can now cast spells completely through the use of music, play a flute to buff your friends, strum a tune to harm your foe, and maybe perhaps one day you may sing the song that ends the earth. Spells to buff others are much easier to play as tunes often requiring a few simple notes however spells cast from other systems in this way often scale in complexity with the power of the spell.

600 Sirens Song- A bard is not a bard if they cannot hold a tune, sure you could play an instrument well enough, blow a flute, strum a guitar, but thewhen the chips are down you have what it really takes. A voice that is beguiling and glorious to hear no matter the specific tone and the ability to sing for hours without break if need be. Sing to your hearts content. Though you may not think your voice is all that amazing those who hear you would heartily disagree, the sound of your voice has a bewitching quality to it causing all who hear it to stop and stare in rapt attention as they are caught in the sirens call of your song. You can choose when this ability is active and may choose not to apply it if you wish, though if used in battle those around you are not likely to be effected as they will have much more pressing issues at hand.

Ranger RNG

100 Tracker- A ranger is a hunter, one who can travk his prey for days never losing him. Even a cold trail or one that has left for a long time can be picked up by your skills. You could track a person or animal using nothing more than the broken sticks, dimples in the dirt, and the occasional bit of fur they leave behind. You could easily become a world class hunter, stalking your prey over vast distances. Or perhaps you may use your skills to find those who are lost? Either way if your ability to track creatures is astounding.

200 Enhanced Senses- The senses of one who lives and hunts in the wild are often far better than those who live within the bounds of civilization. Your senses are far better than a normal persons, you have eyes of an eagle, the nose of a wolf, and the ears of a rabbit. So astounding are your senses that you could tell what kinds of animals are around you for miles given the time to concentrate.

400 Bullseye- You are deadly with a bow, throwing dagger, gun, or really any sort of projectile weapon. You could easily hit a target half a mile away if you had a rifle or shoot an apple off someones head, multiple times, before it hit the ground. Basically your grasp of depth, spacial awareness, and distance is so well developed and so accurate that I dare say you would be hard pressed to miss a shot if you tried. Who knows, maybe you will need to shoot down a dragon one day, I hear they have been more active of late…

600 Rangers Fangs- For the hunter, the fangs are not just a tool vital for existence, but also a witness to its death. If the fanged one loses its fangs, it can no longer live. Yet when the fanged one dies, only its fangs remain.To hunt like the fanged one, you must live by the fang and die leaving only the fang behind, and you have the ability to do just that, every arrow, bullet, or projectile you fire will find an identical type of ammunition taking its place within your pouch or quiver, this ability only works on hand held ranged weapons however its power should not be underestimated.

Ninja NIN

100 Ambidextrous- Ninjas weild the short bladed ninjato along with daggers and short swords of many types, although you are good with these as well the really difficult (and useful) trick comes in when you can quickly and skillfully use a weapon in each hand, striking and defending simultaneously. While this is useful in combat it is also useful in everyday life, you can now use both (or all) of your hands simultaneously equally as good, right handed, left handed, multihanded, you can work to the same high level of skill with any hand you have at separate, or the same time.

200 Unending Patience- Unlike most fighters, ninjas do not just wave their swords. They lurk in the shadows and stalk their enemies. One must have the highest level of patience and concentration to draw the ninja blade and strike at exactly the right moment. As such you have reached a sort of zen state of mind where you can wait for hours or even days in place, unmoving, waiting for the exact moment to strike. You no longer need worry about such things as getting a cramp or becoming bored while you wait is all but impossible as you know quite a few mental tricks to tide you over for weeks at a time so long as no other pressing matters (such as food or natures call) distract you.

400 One with the Shadows- A ninja is a person who lives in the shadows, passing unseen and unheard through the darkness. As a ninja you have certain skills, skills granted to you via a mountain of training and just a touch of ninja magic. When you pass into the shadows you blend in much more than is seemingly possible, leaving not even an outline to give you away. It seems less that you actually become invisible and more that others seem to have a blind spot that covers you whenever you hide among the shades, though this hides you it also grants you a lighter step muffling your feet by a large amount as you pass by others unseen and unheard.

600 Utsutsemi?- Ninjas possess and odd form of magic called ninja magic that allows them to quickly cast premade spells using special tools, among these spells are ones to poison enemies, create shadow doppelgangers, and cast elemental damage at a foe. This skill is expanded in you though, you know the secret of creating entirely new ninja magics allowing you to turn other magic or spell like effects into ninja tools which can then be used by anyone with training. These tools are single use however and though many of them can have multiple effects at one time (such as poisoning your enemy and setting them on fire while also giving them a weakness to fire) the tool will automatically disentigrate after its use.

Dragoon DRG

100 Growth- Normally the wyvern companion raised by a dragoon will take decades to grow larger than a dog, you however know a few techniques to shorten that time an maximise the growth of your pet, which is saying something since dragons can grow extremely large as it is. Within your time here your wyvern will grow large enough for a pair of large humans to comfortably ride. You could also choose to use this knowledge on other creaturws as well but it works best on reptiles.

200 Mark of Good and Evil- Upon the birth of a wyvern and before the bond is made between it and the dragoon a magic sigil is cast showing whether the wyvern will be a creature of good or of evil, using this knowledge you have learned to do something similar. By drawing this sigil upon an unborn creature (either upon its mother or its egg or egg analog) you can see whether the yet to be born creatures path in life will lead it towards being good or evil. This outcome can be changed however, as you will also learn the biggest contributing factor to why this being will eventually be good and evil, allowing you the chance to change things if you are willing to try.

400 Dragon Slayer- Dragoons are especially well suited to fighting and killing dragons, their lancers reach along with their dragon partners and amazing jumping abilities allow them to slay foes that would often rain death upon any being below them. As a dragoon you also have learned how to spot the weak points in dragons, any time you fight a being or creature that is called a dragon or fits the description of a dragon you can immediately spot its weaknesses as well as finding it easier to exploit them. You will find your spear almost has a mind of its own as you drive it home into the heart of your scaled enemy (or eye, or wing as the case may be) to hit their weaknesses.

600 Eternal Bond- The Dragoons wyvern is half of a dragoons strength, without them a dragoon will often fall. However your wyvern is not a normal wyvern, the dragon bound to you is actually of a species of dragon you have defeated some time in your past and while it is just a baby now it will eventually grow to rival the power of the original. Dragons however can grow very large with time so your ability to call and dismiss your pet has been upgraded, allowing you to dismiss and call back your pet from wherever it goes between calls even in other worlds. (No I have no idea where it goes, it just appears when you call it and disappears when you dismiss it) should you never have fought a dragon before now you may instead choose any type of dragon from this world.

Summoner SMN

100 Talk to a Rainbow- Talking with the spirits of nature is a common power amongst summoners. For instance carbuncle, the first avatar many summoners ever meet is the spirit and lord of rainbows. This ability allows you to speak to any spirits which may reside within nature around you. It cannot create spirits nor can it make them do your bidding but if they are there then they will listen. Only works on spirits that are not aggressive to the user.

200 Body of Magic- Summoning is known as a forbidden art, speaking with the spirits of the land, fighting with them, interacting with them in ways no normal being in Vanadiel can or normally would, it changes you. Through your interactions with the spirits your body has taken on a part of their dreamlike quality. This manifests itsself by giving you a far larger mana pool than others to draw from. Where a normal person may have enough mana to heal or harm a small group of people at once you easily have enough to do twice that.

400 Cost of a Calling- The Avatars of the elements in Vanadiel are part of this world but do not directly take part on their own, due to their dreamlike qualities they require the aid of a summoner to manifest in this world and show a fraction of their awesome might, unfortunately the amount of mana required is staggering both in the original summoning and in the steady trickle of mana that is required to sustain them while they continue to manifest. However there are ways to get around this steady stream of mana, normal summoners would try to minimize this with equipment in an effort to keep their avatars present for longer. You however have a much easier time of it, after the intitial summoning all of your summoned beings require only half the amount to keep their manifestations as they normally would.

600 Boosted Summoning- Size may matter, but power can compensate. You can make your summons grow, gaining proportionate power up to twice what they would normally have. Even if you do not choose to make them grow they are stronger than they would usually be. Alternatively you may instead choose whether you wish your summoned beings to be smaller than normal (down to roughly half the size of a human) without any loss of power and indeed they will be slightly stronger than normally would be.

Bluemage BLU

100 Blue Blood- The blood of a Bluemage is not red like that of normal men, it shines blue denoting the infernal experiments they have undergone. While this may seem disconcerting it gives the Bluemage a certain fortitude protecting their soul against erosion. Your soul has become extremely resilient healing from damage that would be permanent in other people.

200 Sight of Ahriman- When a Bluemage looks upon someone they have the ability to look upon their soul, often times a persons soul is a mirror of their outer body while sometimes it is much more, or less. Beings disguised as humans will find it nearly impossible to fool your gaze and humans in disguise will look as they normally would, unable to hide from your sight.

400 wall walking- Normally a skill shown only by those who have pushed their azure blood too far you have gained the ability to walk on walls, or rooves, or pretty much anywhere that gravity normally would not allow. This basically allows you to choose which way is down for you personally and act as if that way really was the floor, you could walk around on the roof as if the room were upside down if you wish then drop to the floor just by changing your mind. Note however that this does not allow you to fly, it also will not save you from broken bones if you decide to drop from high enough up to be dangerous to your health.

600 A Shackled Beast- The garb of a Bluemage are created to restrain their body while strengthening their soul, preventing the horrid transformation into a soulflayer. You no longer need to fear that transformation, your inner beast has been shackled but its powers still remain yours to use. This allows you to learn the abilities of your foes far more easily than your immortal brothers. Instead of needing to receive an attack from an enemy you may instead learn one of their attacks by killing them outright, consuming a portion of their soul and adding a small part of it to your own. Arise immortal and serve her majesty well.

Corsair COR

100 Roll the Bones- The abilities of a corsair are often tied to luck, if they roll the dice and their luck does not hold they often lose a significant portion of their abilities usefullness. To mitigate that problem however you seem to have developed an uncanny string of luck, although it only works with dice you will find that more often than not your will roll what you want when you want. This is not fullproof however because without the chance of failure it wouldn't be a gamble, and sometimes your luck just can't hold out.

200 Trick Shot- The chosen weapon of the Corsair is a pistol called a hexagun, eight barrels shooting in rapid fire or all at once for devastating effect on their enemy. Such a weapon is difficult to weild however those who master the art find that they are also better at other forms of ranged fighting. Your hand eye coordination and aim is so good that you could flip a quarter on the air and shoot it eight times before it hit the ground. As long as it is within the range of your weapon you can probably hit it under normal conditions.

400 Outside the Law- The order of corsairs originated as the last remains of a conquered empire, sailing the seas to raid their enemies that had taken over their homes. Though the Empire tried to exterminate them they never could get rid of them all, you have that same slippery ability allowing you to stear clear of authorities much more easily than you would otherwise be able to. This ability gives you a kind of sixth sense for the movements of law enforcement. It will not protect you if you do somehow get caught or if you are outmaneuverred, but it will allow you to plan your raids around existing forces.

600 Cards on the Table- Corsairs are known to add elemental effects to their ranged weaponry through special elemental cards, by taking one of these cards and destroying it before shooting their next bullet will obtain the same elemental effect that was on the card. You however have taken this a bit further, you have learned to imbue your cards with a bit of your otherworldy power. This allows you to channel your magic through cards and bullets, if you choose to cast through your cards then their effects can be applied to your weapon upon the cards destruction while if you apply it to your bullets the effect will initiate upon impact. Magic cast through cards can be activated by anyone for a single use.

Puppetmaster PUP

100 Repairs- A puppetmaster with no puppet is like a goblin without his mask. What do you mean whats a goblin look like with no mask? You know what happened to the last person who asked me that? … well Im not telling you. Ok you can repair your puppet! You understand a bit of the workings of your puppet and the semi magical technology used to create it allowing you to repair it if it is damaged using little more than oil and scrap metal. Though this can be useful you still need to take care your puppet is not destroyed.

200 Only for you- A puppet will only serve one master and that master is its lifelong companion (or is it the other way around?) Either way machines you create can also share this function if you wish it. Having but one master and one master only, refusing to be swayed to the whims of others but more than willing to reel and dance upon the strings of their true master to his or her hearts content. All it takes is a bit of spirit, but you have more than enough to spare. Basically this allows you to make your gadgets work only for you.

400 Ive got no strings- Some puppetmasters have found that over time their automatons start to grow and develop their own little quirks and bobs, almost as if they have their own personalities. Actually exactly like they have their own personalities, over time automatons (or robots like them) around you will slowly develop their own will and sense of self, allowing them to be able to do much more in any situation without you needing to constantly micromanage them. Though they will be both more powerful and more intelligent this could lead to some unforeseen consequences, their personality will develop depending upon how you interact with them so have care. This basically allows robots to gradually become semi to fully autonomous thanks to your input.

600 Overload- Sometimes the power of your automaton is just not enough to finish the job, when the time comes for you to do or die you have an answer. You can cause your automaton or really any machine you control to temporarily gain a massive power boost making its abilities skyrocket twice to even three times as much as the would bormally be for a short period of time. For a few moments, from minutes to an hour depending on how much of an increase the automaton recieves, your automaton will be able to accomplish things that would normally be impossible for it. Of course such a skill must come with a downside, your machine will overheat after use and be unable to use this skill again for at least a day though it will still be able to work as normal during this cool down period.

Dancer DNC

100 Style and Grace- A thewy terpsichorean such as yourself must never appear to be boorish or drab! No no that just would never do! You are the very picture of style and grace able to make the most mundane of tasks or the most deadly of techniques appear as if they take no skill whatsoever, and look good while doing it too! Though this may not give you much in the way of additional power many will look upon you with envy as you gracefully weave your way through the battlefield or the ballroom.

200 Tireless- The art of the dancer is one that requires constant motion, flowing moves and daring leaps. The ability to stay on the move is one of their most important skills, thanks to this dancers have near limitless stamina. You can dance for days with barely a stop in your steps, of course you will eventually need to take a break but your limits for becoming tired when doing such extreme movements and actions such as dancing or fighting are leagues beyond what most people can accomplish.

400 Do a Little Dance- Dancers can cast their own particular brand of magic through their movements and steps, causing buffs and magical effects with merely the movement rythms of their body. Taking the art of dancer magic and bending what you know of other systems you can now cast spells completely through the use of dance, dance a samba buff your friends, perform a flourish to harm your foe, and maybe perhaps one day you may dance a dance that scorches the land. Spells to buff others are much easier to perform as dances often requiring a few simple steps however spells cast from other systems in this way often scale in complexity with the power of the spell.

600 Dance of Death- The dancer is a class that excels in aiding their friends while taking every opportunity to harm their foes, however a dancer is not very durable on the whole. To aid in their survival dancers have learned to dodge the attacks of their enemies quickly leaping out of the way of their blades, performing a quick stab with their daggers and then leaping bach out of their enemies range. You are a master of this art of avoidance and can dodge all but the fastest attacks while still being able to damage your foes. In battle your mind and body speed up, increasing your agility, speed, and cognitive ability by a massive amount. Maybe it is the adrenaline? Maybe it is the lust for battle? Either way it seems as if you were born to be center stage in this dance of death.

Scholar SCH

100 Otherworldly Book Storage- As a scholar most of your power comes in the form of the knowledge you have gathered and the spells stored in your grimoire. But books can be lost or damaged and if that happens you may be out of luck, with this ability you never have to worry about that again simply by holding your hand over a book you can store it in an alternate space and call upon it when you need. This space is not very large however only five feet square and it can only store books so choose carefully.

200 Strategic mind- You have a mind for strategy, being able to see and understand the entire battlefield. Making tactical decisions to bring victory to your forces is your job and as such you are very good at it. This perk gives you the ability to quickly see and react to adverse conditions resulting in or from battle in order to help your friends in nearly any battle.

400 Weather Witch- Weather can bring salvation or doom to an army, help or harm. One of the core abilities of a scholar is the ability to alter the weather in their local area, turning a blizzard to a heatwave for a short period of time. This ability comes easier to you and now instead of causing the area around just your party to change you can instead control it with much more finesse, cause one person to experience a blizzard and another a sandstorm or bring early rains to a town in drought such is your control.

600 Grimoire Creation- The source of a scholars power is their grimoire, it contains the secrets of light or dark magic as well as the secrets of military history from ages long past. These books allow a scholar to cast powerful spells from either school of black or white magic by using the book as a conduit to cast spell diagrams within it needing only to supply it with their mana instead of requiring the scholar to devote themselves exclusively to one path. Thanks to your long studies you have learned how to create your own magical tomes, transferring and inscribing your knowledge into them. With this you can do many things firstly you can store accumulated knowledge into the tome, imparting experiences of your past or things you have learned into the pages. Secondly you can engrave any spells you know into the pages allowing whoever owns the book to cast the spells within as if they were a native caster, and finally the tomes you create can have requirements added to them in order to open and use the lnowledge stored within, requirements such as "being a good person" or even "being a certain age" or "being female" or any number of other requirements are valid. Tomes created in this way are extremely durable, being able to survive punishment far in excess of what they naturally should be able to survive.

Geomancer GEO

100 More Handbell- Geomancers use an odd tool in their casting as well as in their combat, as the spells of a geomancer are normally cast exclusively by ringing handbells, such a tool makes for a poor weapon however those of the geomancy class have made it work, surely the ability to use a bell as a deadly weapon is something most people would never consider, the effects of this perk are two parks. Firstly you are surprisingly good at beating the tar out of other people and monsters with a handbell, and second if you so choose you can cast your geomantic spells without the need for a bell.

200 Dances with Loupons- Geomancers have the ability to draw upon the life force of the world to create geomantic spells, these spells have two different styles Geocolour and indicolure spells. When a geomancer casts a geocolour spell a semiliving creature made of geomantic energy called a loupon is born, these loupons are stationary and cause a bubble of whatever spell is being cast to radiate around them. Indicolure spells cause a bubble of the effect of a certain spell around the caster, the range of your spells bubble is much larger allowing you to reach friends and foes in a much bigger radius around you and all of your spells.

400 Targetted Geomancy- Normally the spells of a geomancer are only avle to be cast upon themselves or their loupon for the effects of the spell to radiate out from them, you however have achieved a bit more freedom in your understanding of geomancy. You have the ability cast your geomantic spells upon any person, creature, or object and have the effects radiate out from it in a bubble around it a few meters in diameter. Spells cast this way do not have quite as much power as if you had cast them via a loupon or upon yourself however this opens your utility of use up by a large amount. No longer do you have to place a loupon just behind a monster and hope it doesn't run outside of the aoe, now you can target the creature its self and watch as it drags a bubble of enfeebling, crippling magic along with it.

600 Concentric Pulse- The concentric pulse skill is a powerful skill used to sacrifice your loupon to deal a large amount of damage in an area immediately around it on all sides, you have studied this ability and learned of ways to change it up somewhat. Not only can you now cast any and all of your magic you know via your loupon you can now cause it to charge and create geomantic pulses of the spell you imbue it with. For instance imbuing a loupon with the cure spell would cause your loupon to send out a ring of powerful healing magic in all directions periodically while still having its normal effect of a bubble of magic that heals those within while imbuing it with the spell Blind would not only cause enemies within its bubble to be blinded, it would also send out a ring of powerful blinding magic that only effects foes periodicall with it as the epicenter.

Runefencer RUN

100 The first 8- Every runefencer starts their path by learning the first 8 elemental runes, runes for enchanting your weapon to deal elemental damage upon striking a foe. With this you know the first 8 runes allowing you to do the same you can use runes to channel fire, ice, water, wind, lightning, earth, light and darkness through your weapons. With hard work it is possible to add other elements to these 8, though that will take time.

200 Elemental Shield- By the power of runes the runefencer protects himself and others, by inscribing a rune in the air you can erect a shield blocking elemental magic. You can only hold up to three elemental shields at a time but each element can block its opposite, fire blocks ice, ice blocks wind, wind blocks earth, earth blocks water, water blocks fire. Light and darkness block one another. Shields can be overwhelmed with enough power.

400 Rebound- your elemental shields are more powerful than others, strong enough not only to hold up to enemy assaults but to send some of their power back at the one who cast it. If an enemy launches an elemental spell at you while your elemental shields are up the damage you would have received rebounds harming the caster. This will not send all of the damage back to them however, merely a portion.

600 Elements of Power- The first Runefencer travelled the world to learn the secrets of runes, and in doing so he learned how each rune embodied its element. Just like him you have learned the secrets of the power behind the runes, by inscribing a rune in the air you can focus your magic through it directly, cast a rune for ice then pump mana through it to freeze the area around it, cast fire to cause a flame, or wind to cause a burst of wind. The more power you put in the more powerful the effect will be.



Companions!

Adventuring Companion Import 50 cp- You may Import 1 companion into the race and dual classes of your choice, they gain 400 cp and all the discounts they normally would for their classes.

Adventuring Party 200 cp- You may Import up to 8 companions into the race and dual classes of your choice, they gain 400 cp and all the discounts they normally would for their classes.

Canon Companion 100 cp- You may choose one person from this world to become a companion with you after this jump and they will willingly follow you along in your adventures from here on, Even if they would normally die in the story fate will turn so that they somehow survive in the end in order to join your party. Want to companion Cid, Iroha, or shantotto? Here is your chance! However no you can not use this to companion the Shadow Lord, Shinryu, or the gods of this world.

ITEMS

Do not worry you don't have to cry because items cost far too much for you to afford, Everyone receives an 500 cp Item Stipend to be used Here only in the items section.

Copy of the Game- free All- What is this doing here? It seems to be a developers copy of the FFXI game and all its subsequent addons and content. This game can be installed and played on any console or computer and oddly seems to have a moderate amount of players no matter what setting you are in (should you choose to play). Maybe you shouldn't show this around here…

Iconic Music Set Free- The soundtrack from the FFXI games will play for you whenever you choose and if you wish you can allow other people to hear it too.

Beginner Gear 1 free (extras cost 50 cp)- I set of Leather armor and a weapon appropriate to your class made of copper. Here is the traditional garb and weapon of the adventurer, now go save the world.

Cheese Sandwich +1 50 cp- No doubt some divine power has had a hand in the forming of this flawless cheese sandwich. Words do it no justice. Once a day you will receive a perfect cheese sandwich, cherish it.

Home town Aketon 50 cp- Although you may or may not call San d'oria, Bastok, or Windhurst your home town many do and as such the three kingdoms have created a set of uniforms to reward called Aketons for those who have performed great services to the country in the past. While wearing this aketon you will find your steps to be lighter and your steps slightly faster allowing you to run at slightly higher speeds than you normally would. Comes standard in the colors of the three countries (as Kingdom, Federation, or Republic Aketons) but you can choose the colors if you wish. Alternately you can import a coat to gain the appearance of one of these and gain its effects if you so choose.

Cursed Soup 50 cp- This Bowl of soup appears to be cursed, though it never runs out and tastes delicious those who drink from it suffer a myriad of negative effects. Perhaps you could remove the curse somehow? (Hint, you can find a seal to remove the curse on the bottom of the bowl.)

1 million gil 50 cp- No no don't worry you won't get attacked by those scary DEE EMS for purchasing this, this is more than enough gil to live comfortably and happily if you just want the essentials and maybe a nice house. Don't expect to buy too many level 75 weapons though.

Potion Pouch 50 cp- A pouch of 12 HP and MP recovery potions that cure a moderate amount of each. This pouch will refill once a week if a potion is used from it.

Box of Cookies 50 cp- A box of wizard cookies that raise the rate at which you regain lost mp, simply eating one of these will raise your mp recovery rate by a small amount, When emptied this box will refill once a week. They taste Wonderful.

Chocobo License 50 cp- A license to rent and use chocobos from any chocobo station in Vana'diel, with this the owners of the chocobo station will trust you implicitly with the life and well being of one of their birds.

Gobbie Bag 50 cp- A spacial bag of the sort carried by goblins, can fit 10 items no larger than a car inside without an increase in weight.

Magic Map 50 cp- A magical map printed on some unknown type of vellum, it shows your current location in amazing detail as well as the locations of you and those in your current party. You can also place markers for special locations if you wish and they will stay until removed.

"Sow★Your★Seed!" 50 cp- The story of a few young farm town women that never actually goes anywhere, but has gained massive popularity for its revolutionary eschewal of traditional narrative techniques. Its tale is so enticing that many pioneers who have read it have laid down their arms for the plow. (reading this book grants those who read it increased skill in gardening)

Divine Paint 50 cp- A bucket of special paint that shines with a divine radiance, shines in all the colors of the dawn sky from red to blue. This can of divine paint never seems to run out.

Relic Gear 100 cp- The Armor and Weapon Iconic to your Job class, wearing this armor and using this weapon will greatly increase the abilities of your chosen class as well as looking downright Iconic.

Closet of Special Event Gear 100 cp- A large armoire with a design of your choosing appears in your warehouse, within it you can find all manner of seasonal and special event armor and weapons. Though none of the items is much good in a fight they are all extremely nice to look at and will never get dirty, though if you do someone break one a new one will take its place within the armoire.

Storage Chest 100 cp- A large storage chest with space to hold fifty items each up to the size of a van within it, items placed in this chest do not age or go bad as well as allowing items of similar type to stack together.

Airship Pass 100 cp- A passport that allows travel on any airship in the many nations of Vana'diel, by using this you can gain passage on any airship that sails the skies of this world, outside of this jump it can also be used to gain free passage on any airline.

Chocobo Whistle 100 cp- A whistle carved into the shape of a chocobo, when blown a large chocobo will run from the nearest foliage (or from around the nearest break in your line of sight) to you, you may ride this chocobo for quick reliable transportation.

Big Bundle Of Job Items 100- The job classes of Vana'diel are many and all have different abilities and powers and though each of them can be learned with time many of them require special items in order to start the process of training in them. This item takes the form of a large chest, within this chest is a guide for each job as well as any items (such as puppet blueprints or wyvern eggs for example) required for the teaching or learning of that job. With this you could allow others to learn the many jobs of this world and spread its magic wherever you go. Yes this includes tiny statue versions of the Avatars to allow summoners to form pacts with them.

Lou Shangs Fishing rod 100- This fishing rod is completely unbreakable and can be used to fish up even the most mammoth of underwater prey, when used to fish you never need worry that you will lose your bait, break line, or break your pole.

Celennia Memorial Library 100- Displaying twelve freshly sharpened swords glinting from the glow of the Sun behind them adorns the crest of this library, by purchasing this a copy of the Celennia Memorial library will attach itsself to your warehouse. Inside this warehouse add on you will find a copy of every book found in Vana'diel, should you lose a book it will reappear in the library.

Mog House 100- A small house appears somewhere in a major city around you for your personal use, this house can be used to store your many trophies and if you so choose can also serve as an entrance to your warehouse via the back door.

Mog Garden (100 cp +upgrades)- A small boat port complete with a portal and rowboat attaches itsself to your warehouse, when a person sits in the boat they are taken to the the Mog garden Island, You have your own personal mog garden complete with a small shack, a boat landing, a couple of palm trees, and a beautiful view of an endless ocean. To return to your warehouse just sit in the rowboat again.

- Garden Upgrade 50 cp- Your mog island also comes with a small 20x20 garden, Inside this garden can be found a random assortment of herbs and plants native to Vana'diel, restocks once a week with rarer plants appearing less often than common plants.
- Fishing Pond 50 cp- Your Mog island has a small fresh water pond on it in which you can fish up any of the fish native to Vana'diel (and other times you may just fish up a boot, or a rusty helmet, why are there so many rusty helmets here?), should you fish out all the life in it the pond will restock when you leave.
- Lumber Tree 50 cp- This large tree is odd, by cutting down this tree you will randomly receive a type of wood found in Vana'diel, the tree will respawn once per day.
- Ore Stone Boulder 50 cp- This large boulder contains all manner of ore, by mining at it with a pickaxe it is possible to find any type of ore normally found here in Vana'diel though rare ores will of course be harder to come by.
- Bug Bush 50 cp- A rather large bush filled with all manner of creepy crawly creatures, inside its foliage you can find a wide assortment of the bugs and other such creepies native to Vana'diel.
- Monster Rearing Pens 50 cp- A small grassy area with a fence specifically used for monster rearing, here you may breed nonsapient creatures you have defeated in Vana'diel for pets, though these pets will not take part in battle they will gladly love and cuddle you and may occasionally give you gifts of things they have found on the island.

Pankration Arena 200- Do you like fighting monsters in an arena? Do you like raising mighty beasts to fight for supremacy? Do you like being able to have a fire truck sized dragon named Fluffy use his strongest attack on a level 5 rabbit? Well if so Pankration may be for you. By buying this item you receive the deed to a pankration arena as well as a Soul Trapper Camera and Soul Plates (along with instructions on how to make more) By taking a picture of a monster with the soul camera you may recreate it in the arena through the use of the plate for the express purpose of battling other pankration pets! Though it does not work on Sapient creatures it does allow for a wide range of creatures to be used, for example elementals, dragons, fish, and giant spiders all work and more species as well! The participating creatures fight to the death time and again gaining levels as they win in order to become the Pankration champion! After this jump you will receive one deed per jump, using the deed will allow you to place a pankration arena in the area you use it.

Coruscant Rosary 200- A rosary that glows with an eerie light. It has the power to weaken magic seals of any and all kinds, allowing you to enter areas or unleash beings you really probably shouldn't.

Shararat Teahouse 200- A deed to the famed Shararat Teahouse, by using this deed you can place a copy of the famed teahouse in your current area (though you may update it to fit into your current setting) This teahouse serves some of the best tea and sweets anywhere in Vana'diel, it is so good that the waiting time to get in is sometimes months long. You will receive a new deed once per jump.

Chocobo stable 200 cp- This item takes the form of a deed, a deed to a chocobo stable. When used a stable capable of housing and caring for chocobos of all ages will appear over the course of a day (complete with any chocobos you have raised). Here you can find specially trained personell that take care of and can help train chocobos as well as have the expertise to aid in the complex science of chocobo breeding and raising. The stable has its own stock of chocobo feed and a rather large crate of specially stored chocobo eggs of varying colors for the purpose of raising into the mighty steeds adventurers know and love. The personell found here seem to be drawn from whatever world you are in at the time, though they all seem to be experts in chocobo care for some reason. As a side bonus the chocobo stable can also be used to generate a steady stream of income as they rent out the specially trained birds to those with the proper licenses (which may be acquired on site).

Marble Bridge 200- A deed to the Famed Marble Bridge Eatery, By using this deed you can place a copy of the Famed Marble bridge Eatery in your current area (though you may update it to fit into your current setting) This restaurant features amazing food of all kinds typically found in Vana'diel and has the strange property of never losing business in spite of its ever changing requirements to get in (such requirements have in the past included Only men, Only women, Only white mages, No whitemages etc.) Basically in spite of exclusionary or even racist requirements it will always turn over a profit. You will receive a new deed once per jump.

Monstrosity Orb 200- A large glowing orb that rather draws the eye, this orb is the monstrosity orb! By placing your hand on it your mind will go into a artificially created monster body, though no powers are usable but the monsters own you can level up and achieve new bodies by killing and devouring other monsters. When your monsters body is destroyed or you decide to stop participating in monstrosity you will return to your body. Though the orb is useable by anyone who touches it there is a size limit on the monsters you can become, nothing larger than a large van is compatible with the monstrosity process.

Auction House 200- The Deed to an auction house, this deed allows you to place an auction house in your immediate area, anyone who wishes to use this auction house may do so simply by stepping to the window and browsing the goods. Items offered vary from easily found items such as common plants to hard to find weapons such as clubs with the ability to land multiple strikes for every hit. You may also find items from your past jumps here however things bought will often face a large mark up in price and nothing truly rare is possible to be bought here.

Craig Blueprints 200- Blueprints and spells required to create the crystals used for teleportation between craigs such as those found at the craigs of Holla, Dem, and Mea along with the corresponding spells to allow one to quickly teleport between them.

My Personal Airship 200- A large Airship of the kind typically found in Jeuno, and its all yours. This airship can take off and fly from any area with a lake or river of sufficient size (generally a football field size body of water is enough), This airship seem to run off of some form of magitech and is powered by elemental crystals, though you never need worry that the batteries will run out.

Giant Hunk of Crystal 300- A room containing a giant chunk of glowing crystal the size of a house attaches itself to your warehouse, the crystal glows in all the colors of mana here in Vana'diel, if you wish you can break off smaller elemental crystals of any kind you desire from it and it will eventually reform back into a full unblemished crystal. Though you could also use it as a massive source of energy if you wished.

Home Point Crystal 300- A large blue crystal appears in a small room added onto your warehouse, once per jump when you die you will respawn at this crystal, weakened but otherwise unharmed. Though many have tried, there as yet is no way to recreate this crystal.

Echad Ring 300- A rather ornate ring made of some unknown metal, those who wear it find that they receive a massive increase to the amount of experience received in battle or through training for as long as they wear it, these rings are so rare they can not be bought anywhere in Vana'diel and only a few adventurers have their own to cherish.

Cathedral of Altana 300- This building has stood as a monument to the glory of Altana for generations of Elvaan nobility. The vicasque leads the people with his sermons from atop the balcony, overlooking the Parade Grounds. You now have a small statue of Altana, and receive a new one each jump if it is used. By placing the statue in an open area a new cathedral will form, holy magic cast within the walls of the cathedral is much more effective and those who pray beneath the great statue of Altana within feel a great wellspring of love Eternal from the goddess forming in their hearts. As an alternative you could also have this connect to your warehouse if you wish.

Mini Astral Candescense 300- The Astral Candescence is an object of sheer mystery. It is an ethereal instrument that produces a magical "Astral Wind", which enhances the lives of whoever has it. This is a miniature copy of it slightly larger than a basketball (make sure nobody knows you have this! There is already a war over the original!) Those who stand around this arcane device gain the effect of Refresh and Regen for a full day as well as a moderate increase in gains from any training they do for a full day after coming near it. Also it looks really neat.

Cavernous Maw, Pure white Feathers 300- A Gaping mouth containing a limitless void within, either half buried or floating eerily a few feet above the ground, the Cavernous maws have many strange properties, one property is that they allow those who bear a pure white feather to travel between alternate dimensions. Though it cannot allow you to travel between worlds you can use it to freely travel between alternate dimensions that may exist in your setting.

A Flask of Primeval Brew 500- A curious drink, brewed of primeval herbs by ancient gods long forgotten. It is said that one who imbibes it will converge with the primordial forces of nature. Drinking the potion within this flask will allow you to reach heights high enough to challenge even the greatest threats to this world all alone with naught but your weapons and the power within you, able to part seas and crush mountains, for all of about ten minutes. After this time the power will leave you as you were before you drank of the brew, though maybe ten minutes is enough for your purposes… You will receive one flask per jump.



Drawbacks

Need a little more CP and are willing to take on some pain in return? Take a drawback and be rewarded!

A Heros Time +0- Your time here will last 20 years instead of ten. Long enough to defeat many evils and save many people throughout these lands, though the people you meet and experiences you share will one day pass their own way your memories will always glow brightly. Relish your time in this land.

Welcome to the Dunes +100- The Vulkurm Dunes is a stretch of sand and sea covered in beasts as far as the eye can see. Fearsome giant crabs, leaches, giant lizards, and more stalk its shoreline and at night the undead come out to play. At least a quarter of your time will be spent here as events conspire to see you constantly working along its shore either killing beasties or maybe just sitting in Selbina. I hope you like sand.

You got Crabs +100- Young adventurers hone their skills battling many types of beasts though all of them spend their time at some point hunting giant crabs. You have a job to do, using nothing more than your skills from this jump you must hunt and kill 5000 giant crabs, by the time this is done your sword arm (or whatever you are using to kill them) will surely grow strong.

A Moogle Kupo d'état! +100- The Moogles are revolting! It seems a certain subset of moogles has taken it into their heads to steal some items from you and try to take over the world, I don't know how they did it but they got their grubby little mitts on a random assortment of stuff from your warehouse as well. Since this is your screw up its up to you to stop them, I hope you didn't have anything TOO dangerous in there…

I like yourrr accent! +100- Some residents of this world have odd speech patterns, either they have to rhyme, they have to say KUPO! At the end of their sentences, or they stress their Rs way too much. Whatever it may be you also have a weird speech impediment and you cannot talk without it. Whatever it may be you also have a weird speech impediment and you cannot talk without it showing itself.

Fishing Competition +200- Well now in the port of San d'Oria there are a pair of twins, each of them try every day to become great fishermen and you have accepted their quest! You must catch 10,000 Moat Carps using nothing but a hand cast fishing pole, Some bait, and your patience. Just a warning there seem to be a LOT of rusty buckets around lately for some reason and fishing one of those up is likely to frustrate you more than they have any reason too because somehow those damn buckets fight more than normal fish!

One of the Sentinals +200- Naja Salaheem is the leader of the mercenary group Salaheems Sentinals, and you have made the truly monumental mistake of willfully signing up with them becoming a mercenary under her command. No matter how much money you make, no matter how many missions you complete, you will never pay off your debt to her. Prepare to be broke the entire time you are here, Complete a mission that wins you the love of the empire and millions of gold coins? Well you need to take into account travel fees, work permits, right to be alive, right to not have Naja kill you… lots of fees. I am so sorry.

A Simple Adventurer +200- Something changed on your entry into this world, Now all of your powers from outside of this jump are sealed leaving you only with the skills, perks, and items you have here. Though it may sound impossible I assure you it is not so, I hope you enjoy your time in Vana'diel!

Maat 300 Maat is one of the oldest people around, he has been there, done that, seen the world, and killed lots of stuff. Now he wants to teach you a lesson, you have to defeat maat in a fair fight. Maat is not the wimpy old geezer he appears however, He has studied every job there is and is a master of them. This means he has all your skills and can use them better than even you can. Good luck!

Tales from the Abyss +200- This is not the only world, there are other worlds, other Vana'diel's out there, and many of them face crises just like this world does. One such world is Abyssea, The great dragon Shinryu has come to Abyssea and it is your job to defeat him, no other power in this world has been able to curb his great hunger as he slowly devours the world so it falls to you to end him. Using the cavernous maws you must travel to Abyssea and save it from its fated doom.

Shantotto Acension +300- A tyrant born of an experiment infernal… A Vana'diel plunged into darkness eternal! It seems Shantotto has gotten it into her head that she wants to rule Vana'diel in her eternal Shantotto Empire, or at least one of her has. Leading an army of Shantotto clones and weilding the might Shantottofication curse (which allows her to turn others into obedient clones of herself) she will attempt to take over the world and only you can stop her, and being shantottofied counts as jump ending failure. Good luck with that, you're gonna need it.

Rhapsodies in Vana'diel +600- The world is changing, a darkness is spreading, a young girl from a time not yet come has appeared, calling you master, to attempt to save her future from a darkness which attacks the past. Events will conspire to pull you into a battle with the darkness as corrupted beings from the future attempt to change the past to bring about the worlds destruction even sooner, eventually culminating in a fight between you and a masked foe who is all too familiar. This masked foe has all of your abilities and skills and seems to know exactly what you will do next, you will have to have the aid of all your friends and followers to win the coming battles.

Challenge of Absolute Virtue +600- "At lassst the time has come… The ssscattered fragments of my thoughtsss once again mine. Long forgotten memoriesss filling me once more… However... these memories generate sssuffering... These thoughtsss... bring remorssse… Tell me... for what sssearcheth thou, to travel this far? Show me... by what principlesss art thou driven?" Absolute Virtue has risen, he has access to the most powerful skills and abilities weilded by all of the classes and can use them in quick succession with no need to wait between uses, and it is your job to put him back down. Heads up this asshole can heal himself completely every two seconds and toss meteors at you like a child tossing cheesepoofs at another child, easily and without care. You must defeat Absolute virtue, you have 10 years to do so, and if you complete this mission you will get a lot of mail from someone known as Dee Em from Square Enix about how terrible you are as well as having a string of minor bad luck for a while after you do, though bad lucks not fatal at least.

The End

Now your Journey is at an end, and you have a decision to make. What will you do Jumper?

Stay Here- This world is your home and you wish to protect it from this moment on.

Go home- Return to your original world with your powers and items.

Continue the chain- Proceed to the next world in your ever growing legend.