

A Jumpchain CYOA
By HeavensAnon

Hear.
Feel.
Think.

Hydaelyn, a vibrant planet blessed by the light of the Crystal. Amid azure seas, encompassing the westernmost of the Three Great Continents, there lies a realm embraced by gods and forged by heroes. Her name: Eorzea. The annals of Eorzean history chart the rise of a succession of great civilizations, each one enjoying an age of peace: The Astral Eras.

To date, all have proven ephemeral.

In the year 1572 of the Sixth and most recent Astral Era, the northern empire of Garlemald amassed a great army at the heart of Eorzea, seeking dominion over all. Rising in desperate resistance, the forces of the Eorzean Alliance met their would-be conquerors in the field. Yet even as the battle raged, the lesser moon, Dalamud, was plucked from the heavens through imperial machination. From its core emerged the elder primal Bahamut who unleashed his fury upon the realm. The devastation brought Eorzea to its knees and the era to its end.

Five years have come and gone.

The light of life still shines upon Eorzea. Man labors tirelessly to raise himself from the Calamity's ruin. The realm is forever changed, a stranger to him once more. Yet heedless of what lies ahead, he shall press on, spurred by the promise of peace and prosperity. Amid this period of great change, an adventurer arrives in Eorzea, one whose tale is yet unwritten...

On the same day, a certain stranger from an ever-distant star arrives in this world.

Although Eorzea has managed to rebuild in the wake of the Calamity that was Bahamut's awakening through an uneasy peace, it will not last. The Beast Tribes use their faith and anger against their enemies to summon Primals, godlike beings that temper the free will of mortals to permanently serve them as they wreak havoc on the Tribes' foes. Garlemald's decline will soon be met with a struggle for succession followed by a resurgent continuation of its ambitions for conquest while refugees from Doma and Ala Mhigo live in the shadow of their conquered homelands. The xenophobic and isolationist Ishgard continues a century-long war against the Dravanian horde of dragons. And in the shadows, an ancient conspiracy works to shatter the world in yet more Calamities to an unseen goal.

Yet all is not lost. Adventurers seeking glory, fame, or even the chance to defend others now arrive to the city-states of Eorzea in droves. The Eorzean Alliance, though mired in politics and internal troubles, will soon renew against Garlean aggression once more. The world you enter will be one of conflict, of struggle, of tragedy, loss, yet hope.

What role will you play in it?

Regarding the length of your stay, you will be remaining in this world either for ten years or from the moment the soon-to-be Warrior of Light enters their new home Eorzean city-state in search of adventure to when the Scions of the Seventh Dawn would publicly disband, should history unfold as it written to. This may take many years or unfold in a distressingly short amount of time, but you can safely assume it will be anywhere from several years to a decade or more if you choose to follow this world's events to their conclusion. Unusual or even longer stays will be discussed later.

You have 1000 points to spend.

Locations:

You may choose where you begin freely from the options below. If you would like to leave it to chance, roll 1d10. However, if you have taken The 14th Seat, you MUST begin in one of the first three options.

1. Ul'dah

Resting in the desert of Thanalan is a rose of a city blessed by the twin-faced god of Nald'thal. Ul'dah. It is a city of commerce that has attracted many merchants and adventurers seeking fortune, spectacle and glory in its fighting arenas, or just a way to wager their fortunes in the gambling halls. Ostensibly ruled by its Sultana, Nanamo Ul Namo, true power lies in the hands of the Syndicate – the wealthiest individuals within all of Ul'dah, who have reduced the power of the Sultanate largely to that of a figurehead. This has put the compassionate Sulatana at odds with the Monetarists of the Syndicate, who largely prioritize personal wealth and gain over the welfare of Ul'dah's citizenry. The issue has only been compounded by growing numbers of refugees from Garlean-conquered countries, poor and destitute from their losses, flooding into the city as time goes on. Who knows what may unfold in the city of wealth as time goes on?

2. Gridania

Hidden in the ancient forest of the Black Shroud is a city with close ties to nature and its Elementals, the Nophica-blessed Gridania. Only taking what they need from the forests and working in tune with nature thanks to the guidance of its Elder Seedseer Kan-E-Senna, keeping the spirits of the land and forest appeased is a requirement for the city's continued prosperity and protection. However, thanks to both its isolation and the fickle nature of the Elementals, Gridania is also one of the least welcoming to outsiders, especially those they see as clashing with their lifestyles and culture. The worst offenders of which deny vital healing services, claiming it as the will of Elementals. Still, the city is likewise experiencing a boom of adventurers in spite of these less-friendly voices. Perhaps things will change a bit?

3. Limsa Lominsa

Originally a port for rampant piracy and a loose alliance of those who worked within it, Limsa Lominsa on the island of La Noscea has begun a transformation into a proper city-state under its Admiral Merlwyb Bloefhiswyn. Though some especially ruthless and rough types refuse to give up their old ways, the majority of the city has turned their unique 'occupation' towards acting as privateers against the Garlean Empire, albeit restricted by a Code that prevents the harming of innocents or taking slaves. Violating this Code is a fantastic way to get the entire city to string you up by rope or your entrails. Still a pirate nation at heart, Limsa Lominsa is a rough city of cutthroats and scoundrels, yet should you find friends among them you'll find dependable and loyal ones indeed. Just keep an eye on your coinpurse.

4. Ishgard
Located in the snowy mountains of Coerthas, the Holy See of Ishgard is ostensibly a member of the Eorzean Alliance with the above trio of city-states. And mighty allies they would be, being home to some of the finest knights in the entire land. Unfortunately, they have refused the call to arms several times over, instead focused on the millennia-long blood war with the dragons of Dravania. Their rampant xenophobic tendencies and isolationism from the rest of Eorzea has likewise not endeared them well to their allies. With their gates still closed to the outside world, it seems only a shift in their fortunes in said war will change this anytime soon...much less the secret history of how such an endless conflict came to be.

5. Doma
Originally a nation of proud Samurai and Ninja with fertile lands and a belief in spirits known as the kami, the Domans were conquered thirty-odd years ago by the Garlean Empire. While still ruled by its own King, the iron boot of the Empire rests heavy on the Doman peoples and a desire for resistance grows underneath the surface. At the first sign of weakness, it is highly likely the nation will rebel against its occupiers. There are even rumors the King himself is supporting such a movement in secret, even as he acts as a deputy viceroy to his formerly sovereign nation. Such a revolt is likely to be crushed as a matter of course...perhaps an unexpected stranger could change the tides of fate for this weary nation?

6. Ala Mhigo
Once one of the greatest and most proud of the Eorzean city-states, Ala Mhigo was a desert nation known for its mighty warriors and fanatically devoted population. This, combined with how unpopular they were with the rest of Eorzea, made it extremely unfortunate when not only did its mad King Theodoric tear the nation apart from the inside but not long after the Garlean Empire marched in and conquered it twenty years ago. Now the majority of its peoples and soldiers life as refugees and mercenaries scattered across Eorzea, particularly Ul'dah, many seeking to find a way to liberate their homeland from the Empire. Within the nation itself, an entire generation has grown up within the Empire's occupation while knowing little else, some even willing to fight their countrymen should liberation be attempted. The shadow of this conquered nation looms large across Eorzea and few can say what the future holds...

7. Old Sharlayan
A nation of scholars and those otherwise dedicated to the pursuit of knowledge, Sharlayan has pursued a somewhat indolent attitude of 'watch and wait' regarding the rest of the world around them. Their nation is closed off from the rest of Eorzea, content to dispassionately observe the course of history as opposed to directing it themselves. Many who have disagreed with this policy have taken to exploring the world themselves, notably the late Louisoix Leveilleur and his Circle of Knowing who worked to fight against the Garlean Empire's expansion. Non-natives will find it difficult to enter or will likely be asked to leave without a sponsor of some kind, but perhaps a special exception could be made for you? Should you be welcome, you will find a repository of knowledge and some of this star's finest minds…as well as absolutely, notoriously horrendous local cuisine.

8. Radz-At-Han
A major trading hub on the island of Thavnair, this nation is the home of both modern alchemists and dancers as well as having the unique situation of actually having a standing treaty of neutrality with the Garlean Empire. In exchange for their non-interference in the Empire's conquests, they are able to trade freely with both enemies and allies to the Garlean Empire. Ostensibly 'ruled' by its satrap Ahewann, who in truth is more of a popular mediator who only wields his authority in times of crisis. Not much has transpired in this nation as of late, but especially inquisitive sorts may find someone or something is guiding the satrap's actions...though whatever it is, it does seem to have the nation's best interests at heart.

9. Garlemald
Many years ago, the Garlean people were driven to the cold wasteland that became their home. Then, a young legate by the name of Solus zos Galvus changed what was once a struggling Republic into a powerful Empire with the aid of a magitek revolution that turned into a terror for the rest of the world. Seeing outsiders as backwards barbarians and forming a policy of slaying the 'eikons' the Beast Tribes and others revere as gods, they began a campaign of invasion across Eorzea to subjugate its city-states, halted only by the appearance of the mighty dragon Midgardsomr. After the Battle of Carteneau ended in disaster for both the Empire and its Eorzean foes, the Emperor's health has been failing and he has not named any successor to take his stead. While internal conflict for succession seems inevitable, the Empire will likely resume its campaign of conquest in the near future, its magitek engines of war eager for another chance at finishing what was started.

If you aren't a Garlean yourself or otherwise aligned to the Empire, starting here is an extremely bad idea.

10. Somewhere Else
Of course, you aren't limited to any of these locations. Perhaps you would rather begin in one of the smaller towns or settlements across the world? At the entrance to a dungeon if you're feeling especially daring? Or mayhaps you want to instead begin in one of the many shards split off from this world's original form? You may do so, though note that things like the flow of time or how dangerous your starting circumstances are may differ greatly. A few things, especially well-guarded or isolated locations are off limits here. Places like the interior of the Crystal Tower, the illusory city of Amaurot, and so forth cannot be chosen as a result. You will have to get to those places on your own.

Races:

Choose a race below as your form. All options marked with + are sub-races of the original option and must be chosen alongside the primary race.

Hyur

The most populous race across Eorzea and perhaps Hydaelyn as a whole, as well as the most similar in build and appearance to what you may call 'human' on a certain faraway star. Though lacking in cohesion or a standing culture, the Hyur are widespread across the entirety of the continent and beyond, having migrated from distant tribes and neighboring nations in ancient times.

+Midlander

One half of the Hyur race is the Midlander tribe, their name derived from their tendency to settle in low-lying regions. They tend to best embody the versatility and diversity of the race, being seen in all places and walks of life across the entirety of the star. The only common stereotype between Midlanders as a whole is that they tend to be of average builds and usually more educated than their Highlander cousins, though this is far from universal.

+Highlander

The other half of the Hyur race is their mountain-born kin, the Highlanders. While Midlanders tend to vary in appearance and form while ultimately appearing average, Highlanders are almost universally taller and more muscular in build. While Midlanders lack a unifying homeland or nation beyond the ones they choose, the majority of Highlanders are associated with Ala Mhigo and have since scattered across Eorzea since its occupation, particularly the city of Ul'dah.

+Padjal

A rare subspecies of Hyur, these horned humanoids are not normally born naturally but are instead births blessed by the Elementals of Gridania. As such, they are rarely seen outside of it and often in positions of influence thanks to their long lifespans, beauty, and inborn connection to nature and the Elementals. Although this blessing could be removed as a punishment, your case is unique in that it is not dependent on the approval of said Elementals to sustain. Starting anywhere outside of Gridania will likely turn a few heads.

Miqo'te

First having appeared in Eorzea during the Fifth Umbral Era during an age of endless cold are these cat-like humanoids. Marked by their feline tails and ears, the Miqo'te supposedly lack the population numbers of the other races...not that you would notice this on a glance, considering the rather alarmingly large numbers of Miqo'te adventurers out and about in this era. Many are often territorial and solitary, choosing to live their own lifestyles and focus on their own pursuits, though both tribes and groups of Miqo'te do exist in the world.

+Seeker of the Sun
As their name indicates, this ethnicity of the Miqo'te tend to prefer sunny and warm areas compared to their nocturnally-focused kin. As a result, most tend to be fair or tan-skinned while having eyes more adapted to bright lights. Many traditional Seekers live by a patriarchal culture in which males, born as 'tia', most compete with their tribe's 'nunh' for the right to breed and form a harem as the next nunh. That being said, many Seekers tend to settle in Ul'dah, where they usually don't live by these tribal traditions.

+Keeper of the Moon
Standing on the opposite end of their daytime kin, Keepers of the Moon tend to be either pale or possess darkened skin that leans towards shades of blue and gray. As opposed to the tribe structure above, most Keeper tribes and groups consist of a small group of families that tend to be matriarchal by virtue of adult males often leaving to go explore or pursue their own ends, young males being raised by those who remain. Many tend to be hunters or poachers, preferring forested territory such as the Black Shroud, which has the unfortunate side effect of putting them at odds with the nature-focused Gridania. Traditionally, most wear war paint as a symbolic offering to the goddess Menphina that they will be warriors in the afterlife should they perish in battle.

Elezen
Tall and lithe, typically marked by pointed ears and often living at least a decade longer than the average Hyur, the Elezen were originally the dominant race of Eorzea before the migration of the Hyur. This event led to conflict between the two races, the former seeing them as invaders, though in present day the two races coexist peacefully. Being the oldest of the most commonly-known mortal races, they often possess a rich knowledge of history and tradition, though this is usually accompanied by a haughty sense of pride and self-assurance.

+Wildwood
So named for originating mainly in forests like the Black Shroud, many Wildwood Elezen have since migrated to urban centers and other civilized areas as opposed to their nature-focused origins. Most are found within Gridania or Ishgard, often having sharper eyesight than average thanks to a history of hunting or living within a difficult climate respectively. A well-known stereotype with the Wildwood is that they tend to be extremely haughty and argumentative, something that is fed by many being traditional and inflexible in their ways.

+Duskwight
Comparable to 'dark elves' in different stars, Duskwights often shun the life of the city-states in favor of living within caverns or underground. Possessing pale or darkened skin that leans towards blue or gray, many are often shunned by their Wildwood kin for refusing to make pacts with the Elementals back in days of yore, causing most that live near Gridania to resort to banditry to survive. They also have a much sharper sense of sound that gives them greater awareness of their surroundings, often making them excellent trackers or hand-to-hand combatants.

Roegadyn
Standing at an average of about seven feet tall, the Roegadyn are unmistakable for their large and muscled frames as well as the strength that comes with it. Descending from several maritime peoples who moved to Eorzea from northern seas, Roegadyn are often stereotyped as dumb muscle or even outright barbaric, though they are usually passionate and loyal to those who they call friends or allies as well.

+Sea Wolves
Appropriately named, the Sea Wolves are the direct descendants of the maritime traditions of their ancestors, often being sailors and pirates both. They tend to have builds and appearances suited to those who work at sea, being descended from fearsome raiders back in days long forgotten. Currently, they make up the majority of the population in Limsa Lominsa, outnumbered only by the Hyur.

+Hellsguard
The inland cousins of the Sea Wolves, originating from the volcanic regions of Abalathia's Spine and often having appearances more suited to such hot and dangerous areas. Their name comes from a belief that volcanoes are gateways to the underworld, which must be guarded against to prevent the return of lost souls. Though lacking a city or nation to call home, many tend to move to Ul'dah as mercenaries and sellswords seeking work.

Lalafell
A short and diminutive race standing at, at most, a little over three feet tall Lalafell are one of the smallest mortal races of the star. This can make it difficult to differentiate between the young and old until you hear them speak. Formerly of an agricultural people from the south, they migrated to Eorzea on promises of both wealth or peaceful living. Stereotypically they tend to be friendly and welcoming of outsiders, though it's wise not to underestimate or judge them by size. A Lalafell can and has struck with enough strength to knock out or kill other beings several times their size, with no small number of them being career adventurers.

+Plainsfolk
Originating from their home islands, living in huts and underground tunnels, the Plainsfolk prefer life in grass meadows and their namesake above all others. They tend to have fair skin tones and are seen across all walks of life, though many work where farmers and sailors can be found, notably Limsa Lominsa. Few can be found in cold places like Coerthas for anything but adventuring purposes, however, with many wanting to be as far from the cold as possible.

+Dunesfolk
Lalafell that live within hotter climates, they are marked by usually-darker complexions and glassy eyes that protect their sight from the light of the sun, though some lighter-skinned Lalafell like the Sultana do exist among them. They are the founders of the city of Ul'dah and its most numerous inhabitants, often being intrepid merchants and even political schemers by stereotype. If you run across a Lalafell merchant or a shopkeep on the road in Eorzea, there's a good chance it's a Dunesfolk. Many who do not live in Ul'dah live on buildings that are transported by strong beasts of burden, wandering the land in search of opportunity.

Au Ra
Both clans claiming descent from the gods of the Sun and the Moon, the Au Ra are a humanoid race marked by their scales and horns, as well as matching tails. Though sometimes suspected and accused of being descendants of mortals who bred with dragons, very little evidence supports this outside of the most fanatical knights of Ishgard. It is notable that Au Ra males usually possess tall and large bodies, standing around seven feet tall while the females are much shorter and more petite at about five feet in height.

+Raen
Marked by bright scales compared to their nomadic kin, the Raen abandoned the lifestyle of wandering in tribes to instead settle within the mountainous valleys of Othard and the city of Radz-at-Han. Many coming to Eorzea in the present day are refugees scattered from their homes thanks to the Garlean Empire's invasion of their land. The Raen believe their bloodline descends from the blood of Azim, the Dawn Father, according to their myths and legends.

+Xaela
Having the darker scales of the two types, the Xaela remain a nomadic and martial culture to this day. They roam the steppes as wanderers and nomads, hunting and waging war much like their ancestors did in the years before as tribes. They have a reputation as eager and skilled warriors, several notable tribes subscribing to a might-makes-right mentality.

Hrothgar
Burly and lion-like in appearance, the Hrothgar are a mostly-male species with females ruling as matriarchs for what groups and civilizations exist in the world, thus the latter are rarely seen among the public. When first encountered, many Hrothgar did not speak the common tongue of the world, which combined with their imposing appearances often escalated into conflict with locals. Since then, most have learned to speak said language and have since been welcomed as neighbors and allies in both adventuring and day-to-day life.

+Helion
Helions are Hrothgar who still faithfully serve whichever Queen they call their matriarch, their lives often defined by their service to said matriarch and others who serve under her. They have only recently been seen in increasing numbers within Eorzea and the surrounding continents, pushed further from their home territory by the encroaching Empire.

+The Lost
The opposite side of that coin are Hrothgar who have either lost or no longer serve a Queen for some reason or another. Perhaps they were slain or overthrown. Perhaps they simply felt a calling to do something else in life, however rare such cases may be. Regardless, The Lost live as anything from mercenaries to laborers across the various lands and cities.

Viera
A tall and slender race matching the height of the Hyur and Elezen, the Viera are a mostly-female race of rabbit-eared humanoids. Most reside within the distant Golmore Jungle in isolation from the rest of the world, though in the recent era most have decided to venture out and explore the rest of the star in spite of their strict code that ensured their banishment on doing so. Though the males are fewer in number and borderline feral in their protectiveness towards their home territory, they too will eventually start migrating and exploring in search of adventure and new opportunities.

+Rava
The primary residents of the Golmore Jungle, the Rava are suited towards a humid and hot climate and have the complexion to match. As mentioned, most traditional Rava are incredibly isolationist hunter-gatherers that rarely leave their home territory and often kill outsiders or strangers that enter uninvited. The males in particular tend to be hostile to anyone that aren't female Viera, sometimes even fighting and killing each other, with the exception of their mentors and immediate family. Of course, those who have left behind such traditions and settled into cities or travel the world grow out of this.

+Veena
Having skin resembling that of fallen snow, the Veena instead make their homes in the southwestern forests of the Skatay Range. Much like their jungle-born kin, they live as hunter-gatherers but also make a point to nurture and care for the forests they live in beyond being simple hunters. Like other Viera, they're rarely seen outside of their home territory, but the wars and conflicts of the coming era are likely to see this change very soon...

Garlean
Originally natives of Ilsabard in small tribes, the Garlean race were eventually scattered and pushed out of their homelands into the freezing wastelands of the north by surrounding tribes. This was caused in no small part by their stunted ability to use aether, which prevented them from using the magick of this world that was increasingly commonplace. To compensate, they are naturally stronger and more intelligent than most of the other mortal races, as well as possessing a third eye on their forehead that increases their spatial recognition. Since those days of the distant past, the Garleans are now the namesake and primary race of the world's only known superpower, eager to repay the world for their exile and unite the star under their banner.

+Pureblood
Standing about as tall as an Elezen but built stronger than a Hyur, the pureblooded Garleans are marked by their third eye and imposing stature. Physically strong and mentally sharp, they are sadly hindered by their stunted ability to use aether that makes them incapable of using the magick of this world. Despite this, they are now the primary race of a mighty empire that is slowly spreading across the known world. Their natural aptitude for magitek and physical combat with all of this in mind makes them a surprisingly deadly force, both as individuals and in groups.

+Mixed
While the pureblooded Garleans make the core race of the Empire, many of the mortal races that have lived within the lands they have conquered now live or serve the Empire, some willingly and many not. As a consequence, some mixed-blood Garleans do exist, lacking the third eye of their parent race but otherwise looking to be a stronger and taller version of the other half. They also lack the stunted aether of their Garlean half, though as a consequence of their existence they are usually despised by both parents.

Amalj'aa
A large bipedal lizard-like race who dwell primarily in the deserts of Thanalan, they are primarily nomads following a martial culture. They specialize in Fire-based magicks, all in homage to their patron deity, the Primal Ifrit. Currently, those tempered by Ifrit actively abduct travelers and merchants traveling to or from Ul'dah as offering to the Primal, putting them into conflict with the city.

Ixal
Appearing similarly to flightless birds with their feathers, yet similar to mortal races in their four spindly limbs, the Ixal are a Tribe that reside in the Coerthas highlands and are somewhat obsessed with the prospect of flight. Many act in homage to the insanely violent primal Garuda, though others merely seek to surpass existing aeronautics and obtain a mythical paradise high within the clouds.

Kobold
Squat and similar in appearance to moles, Kobolds are focused on the bounties of the earth, which they see as blessing from their 'father' the Primal Titan. They are industrious and focused on the arts of metallurgy and alchemy, even rating groups within their tribes by how much they are able to create and provide for the rest. Ostensibly in a peace agreement with Limsa Lominsa, recent encroachment into their agreed-upon territory by the latter has sparked renewing hostilities and it may only be a matter of time before Titan makes a reappearance.

Sahagin
A primarily male fish-like race, the Sahagin are an aquatic tribe that exist in almost perpetual conflict with the other races of Eorzea. They often attack and plunder ships for their wealth and resources, doing so violently and with little warning. While a small group of Sahagin believe this policy of continued aggression is ultimately suicidal, many still continue their ways without hesitation or desire for change. They owe homage to the Primal Leviathan.

Sylph
A diminutive race of playful tricksters that resemble what some would call 'fairies' and plantlife, the Slyphs currently hold the most cordial relations with their local city-state within the forest of the Black Shroud, mostly being known as harmless pranksters. However, the recent Calamity and the dangers of a Garlean invasion have compelled them to summon the Primal Ramuh, who while non-violent compared to his kin, his tempering has turned a fraction of the Slyphs into dangerous and extremely territorial defenders of the forest, despising all who are not part of their group.

Tonberry
A squat, green-skinned race of lizard-like humanoids often dressed in robes. They are not a true Beast Tribe, but are sometimes seen wandering the ruins of La Noscea and what used to be the city of Nym. The Tonberries that roam the ruins were once ancient Lalafell that were struck with a plague created by treachery, transforming them into these creatures and sometimes even eating away at their minds completely. Currently, no cure exists, though some do have the ability to regain their former selves...and should you choose this race, you remain yourself, having recently awakened to your old memories, of course.

Moogle
You may be familiar with these. These are fuzzy, mole-like creatures that flit about on tiny wings and have glowing poms on the top of their heads. Prone to saying 'kupo' now and then. They are not usually considered a Beast Tribe and exist in peaceful relations with Gridania and the Elementals, not even possessing a true home or stronghold to speak of. In truth, in ancient times the ancestors of the Gridanian moogles descended from Moghome, existing in the floating islands of Dravania where many moogles still live in secret to this day.

Mamool Ja
Fairly new arrivals to Eorzea and living mostly as mercenaries in La Noscea, the Mamool Ja resemble muscled humanoid reptiles that sailed from the New World in search of both work and fortune. Their Primal, if any, is unknown at time of writing. Occasionally, twin-headed ones are born as a result of marriage between two tribes, though this is a fairly rare occurrence in Eorzea proper.

Goblin
Easily the most widespread and well-known of the beast tribes, Goblins are short humanoids almost never seen without their gas masks. They tend to have the most cordial relations with the city-states and most Eorzeans, one group of Goblins having teamed up with a group of adventurers to form a city in what used to be the abandoned Sharlayan colony in Dravania. A more hostile sect of Goblins, the Illuminati, are said to have secret plans to take over the world...or steal its cheese. Goblins also really like cheese. They are also adept at using technology and creating devices through their engineering skills, as befits their primal: Alexander, the Father of Technology.

Gnath/Vath
Inhabiting the southern lands of Dravania are an insectoid race of arthropods, warlike and focused on alchemy and metallurgy. They are united by a hivemind controlled by a single Overmind, though those who break from this become individuals known as Vath and often join the community of the Nonmind who did similar. Should you choose this race, you start as a Nonmind by default. Their Primal is Ravana, equally as warlike as the tribe that summons him.

Bangaa
A race of bipedal reptiles originating from Dalmasca, many of which were displaced in the wake of the Garlean occupation. Despite their appearance, they are actually mammals and reproduce the same way, their scales actually being part of their skin. They do shed, however. Calling them lizards is a fantastic way to anger them.

Seeq
A group of large pig-like beastmen, the Seeq make up a very small population of Dalmasca and have likewise been forced to migrate in wake of the Garlean invasion. Lacking the numbers to form an actual community, most tend to exist either in small family gatherings in towns or turn to banditry to survive.

Vanu Vanu
A bird-like beast tribe that exist mainly in the floating islands of the Sea of Clouds. They originally lived in total isolation from the rest of the world, but the discovery of airship technology caused them to be introduced to the outside rather suddenly. They are divided by the tribes of Gundu, Vundu, and Zundu – a neutral but pressured tribe, a militaristic tribe that works to summon its primal Bismarck, and the peaceful red-feathered tribe.

Chocobo
Sometimes referred to as man's best friend, the Chocobo have been a mainstay in this world for several millennia. They are the most common mounts in this world, serving as both transportation and cavalry, as well as having a powerful sense of companionship and family. These bipedal birds are usually seen with yellow plumage, though other variants do exist. Most do not have the ability to speak or interact with others beyond a cheery 'wark' or two, though maybe you're the exception to this? Also, their plumage has a very distinct smell in that it is terrible. Especially from wild or feral Chocobo, who can be detected by smell for several yalms.

Dragons
Residing primarily in the lands of Dravania but seen across many places in Eorzea, the dragons have a long-standing blood feud with the mortals of Ishgard thanks to the treachery of King Thordan I many years ago. Even the smallest adult dragon tends to be the size of a small house, possessing wings for flight and a breath attack consisting of different elements, usually fire. Their scales are durable and they heal quickly from damage, potentially surviving even impalement or wounds that would bisect an ordinary mortal, though they can still die from a well-placed blow. Their progenitor, the long-deceased Midsgardsomr, was an extremely powerful entity that originated from a distant star and made a surprise reappearance as he personally halted the early efforts of the Garlean invasion several years ago at Silvertear Lake.

Ananta
Within the territory surrounding Ala Mhigo is a race of all-female snake humanoids that have existed since the days of ancient Allag. Though many are secluded and care not for mortals of any allegiance, there is a growing faction of them willing to fight with the Ala Mhigan resistance for the sake of freedom from Garlemald, though time will tell what this involvement will ultimately bring for the tribe. They worship the primal Lakshmi, whose worship is torn between seeing her as a Goddess of Freedom and one of Beauty.

Kojin
A race that reside in Othard and the Ruby Sea surrounding Doma. Resembling turtles in appearance, the Kojin are a long-lived species that believe that their gods, the Kami, exist in all items of value and thus work to collect as much treasure as possible. Originally united as one, the Kojin have recently become divided between the battle-focused Red that work as mercenaries for the Garlean Empire while the Blue work mostly as peaceful merchants, though their business is stifled somewhat by the above association.

Namazu
Short and squat with more than a passing resemblance to wide-eyed catfish, the Namazu are a tribe that have had fairly positive relations with the other spoken races, being open to trade and lacking the need to summon a Primal like their other beast tribe cousins. Though this is compensated by many being somewhat dim-witted and considered delicious by other races in the world. They reside mainly in Othard.

Lupin
Another beast race originating from Othard, the Lupin resemble ferocious wolves in appearance and demeanor, though as a whole they are an honor-bound race of warriors who loyally serve the current Lord of Doma. Indeed, as whispers of potential rebellion are made in the shadows, there is little doubt the Lupin would rally under their liege Lord at his call. One wonders what may happen if he were to seemingly fall from power or die in front of them...

Pixie
In the shard of the First, long-separated from the world of The Source where the conflict in Eorzea plays out, there is a kingdom called Il Mheg, inhabited by the immortal and dangerously whimsical Fae. Born primarily of children who perished within the world, Pixies are in search of whatever amusing game, fun, or prank they can distract themselves with in their endless existence. Sometimes this involves teleporting hapless mortals away from their destination and giggling to themselves at their inconvenience. Other times, they are turned into lifeless leafmen, trees resembling cacti that can no longer speak nor act. Pixies also can travel to the dreams of others, even across to other Shards or the Source itself.

Fuath
Another of the Fae originating from the First, the Fuath are frog-like creatures that are born from the souls of mortals who died by drowning. Considered cruel and tasteless even by the whimsical Pixies, they jealously guard their waterfront and often subject guests to cruel and usually lethal pranks that end in them turning into Fuath themselves. A favorite tactic of theirs is manifesting a deep pool of water no larger than a puddle and pulling in a helpless mortal to drown them to death.

Nu Mou
Resembling mortal canines, the Nu Mou are a third race of fae folk and undoubtedly the friendliest to mortals. Perhaps as a result from their dog-like, they absolutely love to follow commands and serve the mortal races of men, their primary culture revolving around not only doing work in exchange for sponsorship from said mortals but always fulfilling a task to its exact detail, never greater or lesser than what was asked for.

Amaro
The First's answer to the humble Chocobo, the Amaro are winged creatures that are used as mounts and transportation across most surviving civilizations in the First. The Amaro are very compassionate creatures that often grow to love their mortal companions, often being very gentle and protective of the ones they are bonded to. In the time of the empire of Ronka, some Amaro were given the ability to speak in mortal tongue and even perceive the souls of others...a rare ability you may choose to possess if this is your race.

Qiqirn
A beast race resembling rats, the Qirin are a short-lived species that are widespread like the Goblin, though not as many inhabit Eorzea. They tend to have a bad reputation due to their appearances and association with rats in general. The more hostile variants and tribes of the Qirin have a taste for the flesh of the spoken races, especially in Gyr Abania.

Matanga
Tall and hulking creatures that take after humanoid mammoths, often seen in colorful outfits and fabrics, the Mantanga are native to Thavnair and are one of the founding races of the city-state of Radz-at-Han. Despite their large frames and intimidating appearances, they are primarily known for their interests in various crafting trades, especially the arts of Alchemy. They also have a very powerful sense of hearing.

Loporrit
Their existence only known by a few, the greater moon of Hydaelyn is secretly inhabited by these Lalafell-sized rabbit humanoids. Created by Hydaelyn Herself for an all-important and secretive mission, they are one of the only surviving remnants of the ancient world and thus have a keen mastery of technology not known to many mortals as they maintain their colony on the moon for its eventual purpose, remaining hidden until that day comes. The only downside is that with their limited contact with the present day, their understanding of the mortal races on the star is...dated, to put it mildly. Choosing this race means your stasis pod had likely malfunctioned and you've awakened before the rest of your brethren. You could easily find another one and go back to sleep until the next inspection...or maybe you'd like to explore instead?

+Ancient [600/1200, Must Be Taken With One of the Above Races]
It wasn't always like this. The world sundered and divided into different races and endless petty conflicts. Before, the world was whole and united in wonder and peace, a utopia that knew little in the way of conflict and guided the fate of this star. But when Hydaelyn was summoned to bring Zodiark to heel, the world was shattered and everything that lived before was scattered into the cycle of reincarnation. Ignorant. Lost. Broken. But not you, not entirely.

For 600 points, you are the reincarnation of one of the original Ancients, either inhabiting the body you were originally born as or having possessed a new one. Your comrades have restored your old memories, and with them has come not only an expanded pool of Aether and an intuitive understanding of magicks, but a fully mastered Echo. In addition to the strange and esoteric powers this gives you, you have become skilled in using the Echo to cheat death, allowing your spirit to flee your body should death take you and possess a new vessel you can find...though doing this process repeatedly in a short time, subsuming other mortal wills into yours is extremely and permanently draining on your mind and soul. It is still possible for you to be permanently destroyed if your soul's aether is absorbed or dispersed, though very few alive know of any such method at this time.

Or maybe, you've been around since the very beginning. For 1200, you are unsundered – one of the original Ancients that managed to escape the fate of your original race, though like the rest your original body had still been destroyed in the interim and you currently inhabit one of the mortal races listed above. Your aether pool and personal mastery of magick is light years ahead of this sundered, splintered world, as well as the knowledge and experience several millennia of uninterrupted life can give you. To represent this, you have 600 points you may spend on the Path of Magic or the Path of Technology, as well as the above Echo mastery. If you enter with established history then Emet-Selch, Elidibus, and Lahabrea are well aware of your existence by now, regardless of whether you side with them or not.

Unlike the rest of your surviving brethren, you remain untempered to the will of Zodiark, something they are currently oblivious towards. You may be part of the Ascians and their plans to Rejoin the world back into its original form, someone who has gone rogue and actively works against them, or have simply disappeared into obscurity until now. Regardless, up to this point, your existence has not changed any of this world's history...not yet, anyways. What do you plan to do with this, I wonder?

Other [Varies]
These are not the only races in the world. Should new mortal races or Beast Tribes be revealed, you may choose one of those as your race. Numerous and similar species to the majority of the above are free, with a few exceptions. Unique beings such as the entelechy hivemind known as Meteion, Omega, or Midgardsomr's firstborn is off the table for the time being.

Paths

First, you will choose a primary Path where all purchases in said Path are discounted. Then, you may choose any two 100, 200, 400, and 600 perks total other Paths to discount. Thus you could discount one 100 perk in a different Path and a second in the same or another Path and that would be the end of the 100-point discounts outside of your primary. All discounted 100-point perks in a given Path are free. Discounts do not stack unless otherwise started. You also receive 600 points to spend in your Primary Path only.

Pureblooded Garleans are an exception who cannot discount from Path of Magic at all, but may take Path of Technology as a second fully-discounted Path instead of spreading out their discounts if they wish. This provision is ignored if you opt to purchase Aether Manipulation as a Garlean or have also purchased Ancient.

It is recommended but not required to choose a Path relevant to your starting Job.

Path of the Star
Traveler from a distant world, your unique nature has made you stand out as something special and unusual compared to the common person. Perhaps you bear a burden of destiny or a particularly strong impression left by a past life. Or perhaps you're just especially talented and lucky. Regardless of what you decide to do in this world, one thing is clear: You will shine bright in the darkness as someone extraordinary.
Recommended for: Those who want to feel like the protagonist in a grand story. Jacks of all trades.

Path of War
The world of Hydaelyn is no stranger to conflict between individuals and entire nations. Even the most passive of adventurers will be called on to defend themselves and others from the monstrous beasts in the wild. Whether a mercenary or a trained soldier, you walk the path of one suited for all forms of martial combat.
Recommended for: Those who like using martial weapons or raw skill, Disciples of War.

Path of Magic
Magic is not an uncommon practice in this world, with those having the necessary aether to wield the various magickal arts being common enough that most guilds have an open recruitment policy. Whether as a scholarly researcher or a mage wielding destructive power for their own ends, you are particularly specialized on this road, wielding arcane power towards whatever lofty goals you possess.
Recommended for: Those who wish to wield the arcane, Disciples of Magic.

Path of the Hand
Not everyone is suited towards delving into dangerous dungeons or fighting in wars with various forms of power, of course. There are those who reap the benefits of the materials gathered within to create crafts, everything from potions to weapons to even mundane things like furniture or especially expensive trinkets. You are a craftsperson and a laborer, someone who turns crude materials into something of value and power.
Recommended for: Those who prefer work and creation as opposed to adventure and danger, Disciples of the Hand.

Path of the Land
Of course, there's not much to be crafted without raw materials. Whether gathering specific plants and herbs or harvesting from animals both wild and tamed, the bounty of Eorzea is ripe for many enterprising explorers and those who will earn a pretty penny from the laziness of other adventurers. These are those who work to collect said bounty, everything from hunters and woodcutters to miners
Recommended for: The well-traveled, though who enjoy pilfering the land for resources or traveling to dangerous locations, those who would prefer to be on a farm instead of a battlefield.

Path of Rule
The sovereign of a nation seated upon their throne, the head of a merchant empire with his fingers in every pie, or even a natural leader taking to the field during a crisis. Whether it's the dutiful secretary keeping an extremely expensive company running, an elected representative or a born monarch, those who walk this path are masters of both leadership and coin that handle all the boring non-adventuring parts of keeping a faction running.
Recommended for: Those comfortable working behind a desk, a throne, or seated on said throne. Schemers, merchants, leaders of any scale.

Path of Technology
Although the use of magicks and aether-fueled techniques is commonplace, advanced technology did and does exist within this star. The Allagan Empire once had entire metropolises equal to and beyond what you would see from a 21st Century Earth, its citizens living in enough decadence that its indolence would lead to its collapse. The Garlean Empire compensates for and goes beyond their lack of magickal ability through the power of cereluem, creating everything from indoor heating and trains to airships and powerful military magitek. Engineer and pioneer alike, you are someone who knows how to build and maintain such devices. Although rare outside of Garlemald, events will soon see a growing number of defectors and explorers introduce such technology to the rest of Eorzea. Are you among them?
Recommended for: Pioneers, innovators of a rapidly-expanding field, researchers, those who like holding a wrench and seeing gears turning.

Jobs

No two adventurers are alike, but many walk similar paths in this world. In the waning days of this Seventh Umbral Era, there are no small numbers of adventurers and mercenaries wielding different skillsets in search of coin and glory as well as Guilds that open their doors to any who are willing to learn their arts. A more advanced form of these various occupations are the Jobs that descend from ancient or historical practices, which build upon the basics taught by the various Guilds in differing skillsets. Others are simply tried-and-tested trades that have existed as long as the rest of civilization has.

Since you're arriving into this world under special circumstances, I'm going to give you a bit of a leg up over the common adventurer in Eorzea. You may choose one of the Jobs below for free and you will be granted enough competence and skill within that Job to perform it, as well as a Soul Crystal that you will be compatible with that will let you learn more within said Job at a faster rate. Unlike existing Soul Crystals, this one lacks true memories or compatibility issues and will let you draw upon its power and knowledge freely. The downside is that it is compatible with you and only you, as a result. You may acquire an additional Job for 100 points each, receiving the same benefits. While certain perks can give you an edge in learning new Jobs or mastering them, those you buy from this list always give you the minimum competence and talent to perform them.

However, in exchange for 100 additional points per Job, you can upgrade the Soul Crystal of one of the Jobs to remove the restriction on compatibility, letting you quickly teach new apprentices or successors in said Job even if they would normally lack the ability to do so. Those you grant these Soul Crystals to will gain Aether Manipulation if they lacked it previously, as well.

Disciples of War

Paladin
The quintessential knight, Paladins hail from the elite of the Sultansworn who lead the charge in shining gallant armor with sword and shield in hand. While masters of protecting their allies from any and all oncoming danger, they are also proficient at being able to defend themselves in the thick of battle, including making themselves temporarily invulnerable to damage as well as strike down foes with holy arts in tandem with skillful swordplay.

Warrior
Living up to their namesake, Warriors are savage beasts on the field, wielding intimidating great axes and are more prone to physical offense than defense. Wielding feral and unbridled strength, they harness the power of their Inner Beast to inflict massive damage onto any foes who stand before them, and are capable of shrugging off even the deadliest wounds with self rejuvenating abilities.

Dark Knight
For those who would take justice into their own hands and choose to walk a road paved in the blood of the wicked whilst harnessing power in darkness, the path of the Dark Knight is one paved in the bodies of those who believed themselves beyond punishment. Using a combination of dark arts and their own aether pool to empower themselves, Dark Knights bring about a lethal means to any ends in tandem with their own hands, as well as those of a shadow that grows within their soul as they advance further into the art.

Gunbreaker
The Gunblade: A weapon that combines the prolific swordplay of a bladed weapon with the explosive utilization of aether-imbued cartridges. Once upon a time, knights known as Gunbreakers fought for Queen Gunnhildr and through the passage of time, their techniques and arts were passed down from generation to generation. This has allowed for those who would take up such explosive arms to follow in their wake, forging a path with tempered steel and gunpowder.

Monk
Among the armies of Ala Mhigo, one of their greatest and most resourceful fighters among their armies were those who fought with nothing but their fists and feet. Otherwise a part of the order known as the Fist of Rhalgr, the Monk is a master of hand to hand combat, utilizing not only their entire body as their main weapon, but also using the chakras normally used to contain and regulate aether within said bodies as a ferocious power multiplier.

Dragoon
A symbol of bravery and skill among the knights of Ishgard, legends tell tales of armored knights equipped with lances to pierce the hides of their thousand-year enemies, with the ability to leap to the heavens above to strike at their backs. These legendary knights would be come to known as Dragoons, capable of physical feats such as taking to the air in single leaps as well as controlling draconic energies within, allowing them to strike with the ferocity of their ancient foes.

Bard
When one thinks of a Bard, what do you think of? Simply a minstrel to play at the nearest brewery to entertain you? In truth, history depicts the Bard as the premier source of inspiration and strength for weakened allies. Through their song they are capable of fortifying the spirit and strengthening the heart of even the most downtrodden warrior on their last legs. Their songs inspire great feats in their allies and if that were not enough, the arrows let loose could pierce through the thickest steel plates.

Ninja
Hailing from the far East, there exists a kind of fighter who thrives in the shadows, striking at evil before they are even noticed. They are Ninja, skillful and dexterous warriors who manipulate the energies of the land through woven hand signs, creating a series of elemental attacks against their enemies. Through masterful art of Ninjutsu and their own knife play, the Ninja thrives as a quick, multi-purpose warrior capable of astonishing feats and support.

Samurai
The island nation of Hingashi is home to a variety of lords who would once upon a time, fight for supremacy over the land, though not of their own means. Forged through the crucible of war, the Samurai was born to fight for their lords and their honor. When their banners would eventually unify, the necessity for man to raise his sword diminished. However, so as long as evil exists in the world, the Samurai know when to arrive. So as long as their purposes is remembered, their blades shall remain sharpened.

Reaper
Humble farmers of Garlemald once were thrown from their homes by Invaders and in response, chose to enact against their vengeance through arcane arts. Forced into the frigid climate of mountains regions, they sought to tap into reservoirs of aether thought long lost to them. In response, the Void gazed at them and responded in kind, offering them the power of a Voidsent in exchange for the souls of the slain. Some would call them monsters. Others would call them abominations. But they simply call themselves Reapers.

Machinist
With Ishgard's war against the dragons ever escalating, there would be those in the Holy See who would not turn to sword and shield to defend the realm, but rather with the strength of technology. Skysteel Manufactory is home to those with a brimming silver heart are ready to turn those into noble knights of Ishgard through aetherically-charged firearms and a slew of tools to defend oneself with. Thus was born the Machinist, combining the efforts of man and machine into the bravest of knights for the Holy See.

Dancer
To those who would dedicate themselves to a life of performance, there exists a road one may take in inspiration from the performers of Eastern Thavnair. Dancers carry themselves with the ability to strengthen and inspire their allies through graceful movement and a fluid step. In tandem with such, they have also learned to throw their weapons from any range, offering onto the deadly flourish of the chakram in tempo to their beat, to ensure their performance goes uninterrupted

Disciples of Magic

Black Mage
Black Magic. Such words often inspire terror among mortals, knowing it as an arcane force that has only brought destruction and ruin to the land. However, those who would come to master such deadly arts and come out of the Void with their minds intact are known as Black Mages. They are masters of destruction who wrought devastation and ruin to all those in their path, using their ability to channel the aether in their body and combining it with the power of the aether around them to unleash destructive magic of fire, lightning, and ice.

Summoner
When one thinks of the power to control Primals, heads turn to Garlemald's ongoing attempt to manipulate their power for their own gain while still hunting them down. However, there exists a group of mages who not only wield their powers, but are able to channel and transmute them as well. As the name suggests, the Summoner is capable not only of using a Primal's power in their weaving of spells, but summon them briefly in all of their glory and majesty without acting as a horrific drain on the land’s aether.

Red Mage
When the Sixth Umbral Calamity had struck, through devastating floodwaters came a miracle of magicks not thought to have been possible. Survivors of Mhach and Amdapor, enemies once upon a time, buried their differences aside and cast off their vestments of black and white magic. Through their unification, a new art was born. Combining both schools of magic with masterful work of a rapier and crystal in hand, the Red Mage was born, masters of both schools in swordplay and magick.

White Mage
Standing as natural opposites to the destructive Black Mages, White Mages were their equals and opposites in the days of Mhach and Amdapor. In the present day, White Mages are natural healers whom use the power of magic to heal the wounded and offer succor in times of need. By wielding the power of nature and its elements, White Mages are the quintessential healers of this world, though their practices are currently limited to those who have earned the blessing of Gridania’s Elementals.

Scholar
The lost city-state of Nym was once home to boundless feats capable of only by Scholars, resourceful and tactical individuals whom with their unique command over faeries were capable of turning around even the most impossible of battles. Many wars were won and defeats made into victory with their sophisticated combination of healing magicks and powerful utility, bolstering the strengths of their comrades and manipulating the field towards certain victory.

Astrologian
The power to read the stars in the days of Old Sharlayan would be come to known as astromancy--divination and the power to control one's fate and decide the path they walk. Such was the birth of the Astrologian, a spell weaver using the powers of a star globe and divining deck to cycle through what the fates might have in store for them, foreseeing and acting on incoming danger before it has a chance to harm their allies.

Sage
A combination of modern medicine with aetherology, the Archons of Sharlayan sought a new kind of magicks to benefit their kind. As such, somanoutics were born, an art to both heal and protect allies using manipulated corporeal aether through a series of flying instruments known as nouliths. Those who would command these foci would come to be known as Sages, the genius minds capable of utilizing such modernized magicks.

Blue Mage
Hey you, Jumper! Yes you! Have you ever thought to yourself that the distinctions between magic and their classifications in schools lead to a lack of creativity? That magic as an art should be more expressive in freedom? If you believe any of this do I have a deal for you! With this Soul Crystal and a penchant for entertainment, we wholeheartedly welcome you into the art of Blue Magic! Rather than confide yourself into one school of magic, Blue Magic is capable of pulling the arts and techniques from a variety of monsters and Primals for you to use at your own leisure! So, what do you say? Will you cast aside conventional magicks in favor of becoming a Blue Mage? If so, then please sign this disclosed document without reading it, first!*

Disciples of the Hand

Carpenter
While those in Gridania work to respect the Twelveswood by only taking what they need from the forest, this by no means implies a lack of practice or expertise when it comes to the art of woodworking. Carpenters use nature's bounty to create everything from refined lumber, bows and spears, and even certain refinement tools for other artisans.

Blacksmith
With how common both adventure and war is in this world, it's inevitable you will need someone to make the steel you fight with. A trade arguably as old as civilization, the blacksmith is one who prepares everything from the swords of soldiers to the knuckles of hardened pugilists by refining ores into forging-ready ingots and shaping them.

Armorer
Yes, this is distinct from blacksmithing. Don't think too much about it. Although they work with similar materials and refine them in the same way, Armorers are focused on making equipment that will allow their wearer to survive things like angry monster teeth and weapons hitting them from several angles. As well at being light enough to wear in the first place, of course.

Goldsmith
The last of the forging trio is focused primarily on the creation of jewels and trinkets, as well as various bits and bobs you often see the rich drooling over at an Ul'dahn auction or three. Easily one of the more lucrative Jobs available here, though as a consequence it tends to be very demanding and competitive.

Leatherworker
Pioneered by the Elezen in times of yore, the practice of Leatherworking has since become more common in its ways of turning furs and hides into light yet surprisingly durable armors for others to use, as well as various accessories and even furniture.

Weaver
Because someone is always going to need a new pair of pants or a beautiful dress, as well as certain 'armors' worn by those who prefer not using full plate or bulkier sorts of armors. Spinning fabrics together into beautiful patterns, a Weaver is always welcome in both markets and places where more delicate repairs to torn clothing are needed.

Alchemist
Arguably the closest thing the aether-deficient can use to magicks, Alchemy is the art of combining various reagents into everything from medicines to magical potions that can temporarily enhance one's base abilities, as well as magical tomes and staves for mages. Some legends persist of Alchemy being able to even temporarily resurrect the dead or make gold from nothing, though such things are largely fairy tales.

Culinarian

Potentially the most demanding of the various Jobs in time and effort, a Culinarian is not a mere cook. You are a connoisseur of both the art of combining ingredients and plating them into delicious dishes enjoyable to any palette, whether from especially picky eaters or adventurers needing a full belly after a delve into a dangerous dungeon. No matter if it's common ingredients bought from a store, an apocalyptic wasteland that hasn't seen real food in years, or materials you personally gathered – you know how to make food into something amazing.

Disciples of the Land

Miner
Of course, all of those fancy trinkets need someone to collect the ore and materials needed to make them in the first place. Primarily situated in Thanalan but seen everywhere, the miners of Eorzea work to collect the metal through old-fashioned, backbreaking labor. Since monsters and dangerous bandits tend to infest many areas outside of the city-states, they also must be good at sneaking past such things to collect their bounty...or just hire someone to protect them.

Fisher
A business primarily focused on the sea-focused Limsa Lominsa, there is no shortage of fishers that work to collect bounty from the sea, whether for Culinarians to prepare into meals or even collecting them out of a personal habit.

Botanist
Rounding out the gathering trio is the Botanist, one who collects various woods from nature as well as harvesting various plants and other bounties from nature itself. Situated mostly in Gridania, Botanists are careful to take only what is needed to avoid rousing the wrath of the Elementals of the Twelveswood. Perhaps as a consequence, they're adept at getting the most out of what they can find, as well as having enough to provide for the likes of the other trades.

Disciples of the Rest

Others

In the time since these words were written, it's entirely possible new Jobs will surface in the future. Or perhaps you wish to go the extra mile and blaze your own path, such as Y'shtola's unique profession that combines the power of a healer and an offensive spellcaster? Or Thancred combining his skills as a Rogue and a Gunbreaker later into his own journey? Perhaps the mysterious Geomancers from parts unknown? If so, you may purchase or start in such things as you would any of the Jobs listed above, with the caveat that it must follow a similar progression path as the ones listed above. Having a Job that has you begin as something that could single-handedly turn the entire world upside-down or start a Calamity by your lonesome is off the table and must be similar in potency to the existing Jobs. Otherwise, you may create one to your heart's content.

Perks:

General

A Traveler's Ward [Free/200] – If you're going to be participating in larger events in this world, a constant danger is the threat of tempering. The aether of a Primal can, with even the slightest touch on a mortal being, permanently brainwash them into fanatical devotion to said Primal to the point they would eagerly slay former friends and family in their name. At this time, no cure or treatment exists beyond sending the afflicted to an early grave. Since that would inhibit the whole multiversal journey thing, I grant you a personal immunity to tempering that will last until this jump ends. This protection extends to your companions as well. Should you wish to retain this immunity from magical brainwashing or corruption, you may spend 200 points to do so.

Soundtrack [Free] – An interesting little facet of this world is that not only do you find yourself hearing a unique soundtrack play to represent yourself and others, as well as important events around you, but when you're facing unique foes you may even hear personalized theme music that represent them. This soundtrack will accompany you from now and will even compose unique songs and motifs for your journey from now on. You may toggle this on and off at will. Strangely, nobody else seems to hear or acknowledge this unless you point it out to them.

Fantastical Fantasy [Free] – Maybe it's something in the water in Hydaelyn, but many of the people in this world look very pretty. Or fit. Or alluring. Or even just adorable! You're no exception yourself. You have an appearance that suits a particular aesthetic you choose for your given race, looking good enough that you'll likely turn a few heads in future worlds. You may also choose to carry the aesthetic of this world into future jumps, though this will only influence how they look and not how they perform or act.

Freelancer [Free] – As we'll be covering in a moment, any adventurer worth their salt is dependent on the Jobs of this world, which are different fighting styles and utilization of one's aether for combat purposes. Alternatively, it can be a particular trade or occupation that doesn't usually involve dangerous work. Having more than one Job active at a time is typically too exhausting for one person's aether, forcing them to either stick to what they know or abandon it in favor of something new, but like a certain individual in this world you don't have this issue. Should you discover it and have the skill to unlock it in the first place, you may learn and retain as many Jobs you acquire in this world as you like, though only one will be 'active' at a time regardless. You may easily switch between them at will, though the process is exhausting and will require some rest before you start wielding it. This switch also includes changing to any equipment, armor, or clothing best suited to what Job you have changed to.

Limit Break [Free/800] – Would you like to know a secret? There is another energy besides aether, an obscure and esoteric one that has been long forgotten but carries world-shaking consequences. This is Dynamis, an energy that fills the void beyond this world and its star, one that is tied to thought and emotion. Though much thinner than Aether and thus easily drowned out by normal life and its energies, its power when tapped can shape the world around it in complete defiance of normal limits and laws. Most present-day life has some ability to interact with Dynamis in small bursts, though very few do this intentionally.

Much like the natural connection to aether, you have the ability to tap into and interact with Dynamis. This is much harder to learn and master than Aether Manipulation, especially as very few know of it and even less are willing to teach, but it will come to you in short bursts. This is often spurred by strong emotion or will, letting you do things like continue fighting at full strength despite taking horrific injury after injury or slay seemingly invincible foes after long, drawn-out battles with all your might. The most obvious expression of this is the Limit Break, where after a protracted battle, you are able to draw on Dynamis to do a seemingly impossible super-move based on your role in said battle. Healers will be able to restore their entire group to full strength and energy, martial fighters can unleash god-slaying attacks or various other effects. After this is spent, it is gone, and you must gather the Dynamis and energy again. Still, who knows what you could do if you found a way to master this...

<u>Or maybe, for 800 points, you have already.</u> You're not only fully conscious of Dynamis, but you know how to use it with both your mind and emotions in unison. This gives you the ability to sense the emotions and thoughts of those around you and to a lesser extent manipulate them with your own Dynamis. This can give hope to the despairing or restore an ally to their old self...or you can utterly infect them with negative emotions like despair and anger, so strong it can even mutate them or turn them into horrible beasts. Your own abilities to alter the world around you are also much more potent, letting you turn a field-sized area into something representative of your own mind and emotions, as well as alter or even outright slay anyone within it if you wished. If you had some way to boost your emotions and thoughts, or spread them out, you could become something even more terrifying in time. The emotion sensing and thought-reading can be toggled on and off at will.

Aether Manipulation [Free/300] – The energy that shrouds both the star of this world and all life on it is known as aether, being the source of said life as well as the power of the many magics fueled within this world. Natural ability at manipulating the aether in one's body to create various effects is a common skill for even the most basic of adventurers, with you being no exception. While this does not come with formal training, you will find you naturally learn new abilities relevant to your current skills and Job through both study and experience. These can do things from allow you to withstand greater physical damage, empower your blows, wield elemental and healing magicks, or even entire fighting or career styles akin to the Jobs described below.

That said, while there is very little a skilled wielder of aether cannot do, it is a finite resource. The power within your body can only spend so much of it before you're too exhausted to continue making spells and effects. Extensive use of aether also tends to come with exhaustion and hunger if you're the type to go fighting or using spells for several hours without pause. You can also draw aether from the surrounding environment so long as life exists in some form, though it's important to note a terrible Calamity was caused by two warring factions of Mages unleashing their mightiest magicks this way at one another nonstop. That said, your own reserves of aether will grow stronger with you, and you may learn new ways to draw on its power and wield it during your time here.

As mentioned before, all races except for Pureblood Garleans have the potential to use and tap into aether. Their bodies are unable to properly channel the energy, denying them the use of this world's magick and much of its more intricate uses. This also means Pureblood Garleans cannot take any discounts on the Path of Magic or start as any Disciple of Magic Job. To compensate for this, they receive the Path of Technology as a fully discounted path, even if it would go over their starting choices. You may opt out of this by spending 300 points, letting a Pureblood Garlean use aether freely and their perk discount rules working the same as everyone else.

The Echo [600 – Free for Ancient and The 14th Seat, Discounted for Tales of Loss and Fire and Faith] – A vision overwhelms your mind's eye. Comets of light soaring across the sky and falling towards the planet. A woman's voice fills your ears, imploring you: Hear. Feel. Think. When it fades, you feel different somehow, as if something very old and powerful has awakened within your soul. You have gained The Echo, a remnant of an ancient power that was once harnessed by those who came before, which is marked by your body and soul glowing a bright color of your choosing (normally blue) when it is being called on. Its abilities are many, though poorly understood in the current era. In addition to adding to your immunity to tempering and allowing you to retain it in future jumps permanently, it can be expanded to shield you and those around you from corrupting and brainwashing effects that would influence your souls, minds, and bodies. The Echo can also empower your own body and aether when facing an especially difficult foe, pushing you past your normal limits until either you or your current foe fall.

The Echo also allows you to communicate directly with the souls of other beings, understanding their spoken language completely even if you knew nothing of it beforehand and letting them understand you just as easily. You can also view the memories of other living beings around you, though this tends to be random and uncontrolled, even if it will usually show you information you need or could use for whatever you're pursuing. With time and effort, not only can you learn how to control these abilities, but you may unlock new ones such as being able to cheat death by possessing another mortal body or vessel, temporarily fuse yourself with another user of the Echo, transform yourself into a terrifying form, predict the movements of your foes or even having visions of the future, and many more. A final common quirk of the Echo is that it allows communication in dreams or in visions with higher beings or ones tied deeply to aether and life, in this case Hydaelyn. This has caused many to assume the Echo is a blessing of Hers, though the truth is a bit more complicated than that.

Unless you happen to be an Ancient. Then, not only have you already mastered the Echo and its stranger abilities, but you're keenly aware of how to expand it into other uses and powers. Notably, possessing bodies to cheat death is an old hat for you by now. Who knows what else you could accomplish with such a thing? This has the downside is that Hydaelyn makes no effort to communicate with you, but it's not as if you need Her meddling in your ears in the first place.

[Path of the Star]

Rough and Hardy [100] – The path of adventure and travel is not for the faint of heart or the lacking of cardio! Before you can ride your first Chocobo, you may have to walk and run across the many lands of Eorzea and beyond without a hint of help. With this perk, your stamina suffers no ill effects from long journeys or hikes. Even if you've traveled from one end of Eorzea to another, you will still have the energy to fight at full strength or do other strenuous tasks as if it were after a relaxed stroll. This doesn't help for stamina lost from battle or the aforementioned tasks, mind, so you should still stop for a breather now and then. It also doesn't fix things like hunger or disease from said travel as well.

Just Nod And Smile [100] – Everyone around you can have so much to say that you may that it may be hard to stand out if you're not prone to much conversation yourself. Luckily, not only are you very expressive when it comes to body language, but you know how to get your point across with just some facial expressions or a brief nod. This has the added benefit if when you actually speak your mind to others, they tend to listen to you more just by virtue of how much of a novelty it is. You also have a fantastic talent for dance moves.

Here to Help [100] – There's never any shortage of ways for adventurers to earn their keep in this chaotic era. No matter where you are, so long as there's another living being nearby you will find opportunities for adventure or at least a chance to fulfill some odd jobs. On the road? A poor farmer is currently being waylaid by bandits and will pay you in gil if you save them. Or perhaps a local needs the roads clear of debris and you happen to be strong enough to lift it. These little quests and opportunities don't usually yield world-shaking consequences or unique rewards, but they offer you both something to do and a way to pay you back for your troubles.

Traveler's Knack [100] – While the cities and towns of Eorzea are usually welcome to all visitors and adventurers, the simple fact of this post-Calamity world is that there can be miles between you and the nearest safe settlement to rest in. With this in mind, you are now skilled in the art of surviving in the wilderness. Not only do you know how to forage and hunt for food, as well as provide shelter for yourself if necessary, but you're able to survive on just a single meal a day. Several days if you're not doing anything especially stressful. As an added bonus, consuming high quality food can give you a minor but temporary boost in your physical or mental attributes for an hour or two.

Welcome Aboard [100] – The Guilds in Eorzea aren't a very exclusive bunch when it comes down to it. You just need to show a willingness to learn their trade and serve their organization and you'll usually be let in with open arms. This open-minded mentality now extends to any organization you wish to join. So long as they're recruiting, any organization you hold potential or shared goals in will extend an invitation to you and will generally be enthusiastic about your addition to their trade or cause. You also receive many opportunities to advance in rank and esteem, so long as you continue to work with their goals. This doesn't apply to antagonistic or secretive groups, but the latter may consider you if you line up with their intentions close enough.

Have You Heard? [200] – As it turns out, word travels fast in Eorzea when it comes to up-and-coming adventurers. Should you accomplish tasks such as clearing the roads of bandits or even assisting everyday townsfolk, your reputation quickly grows to make you into a local hero. When you do things as large as slaying a Primal or successfully standing up to an invading empire? Expect to go from local to folk hero or even a continent-famous adventurer. Tales of your accomplishments spread like wildfire and even your enemies may take note of how fearsome an opponent you will be as a foe. If you prefer to instead work in obscurity, you may toggle this off, though it won't get rid of any existing reputation.

Kind of a Loon, Actually [200] – Let me get this straight. You leapt into an erupting volcano and used a magic spell to stop it from exploding...in order to save the grapes nearby? You will find that people are unusually tolerant of unusual or even dangerous behavior from you. You can even bend or break the rules of organizations you're apart of so long as it doesn't actively hurt their cause, even if you cause a lot of annoyed sighs from your peers and superiors. You can be a maverick in many ways yet still be considered a part of the fold.

A Shroud of Light [200] – All that the world remembers of the Warriors of Light that were said to have saved Eorzea years ago is a vague light over their faces before they vanished from the world seemingly forever. Much like the price of the spell Louisoix cast on these original warriors, you can choose to obscure and hide others' memories of you. Your deeds are attributed to some vaguely remembered figure of legend instead of yourself and even close allies will treat you as a total stranger. Especially strong wills or those very determined to see you (or see you dead) can break through this, but if you wished to fade into myth and legend, this effect can be toggled on and off. Do note that repeatedly doing so in the same jump sees diminishing returns...it's a bit hard to forget someone you meet every day!

Unforgotten Steps [200] – Old age and the passage of time tend to make fools of many, especially those who make their trade through entering dangerous places and fighting numerous foes. Or at least, that's what everyone says. You don't really notice. Your skills and powers do not decay from lack of use or practice, always remaining as sharp as you would in your prime. You also don't suffer much from the physical effects of aging – no matter how old you are, so long as you're alive you will fight as hard as you did in your youth. Even your stamina and personal energy pools remain at their best, though they don't gain any special recovery through this.

Step Away From The Attack Not Into It You Idiot [200] – In a world full of magic used so ubiquitously and commonly, you will have to expect there will be a lot of explosive attacks directed at you in particular. Luckily, you have a sixth sense for when someone is about to use such a blow. A mental outline of an incoming attack will appear in your mind's eye, giving you a few precious seconds to move out of the way before it connects. While this can help you in a pinch, it doesn't guarantee you'll be fast enough to react or that the attack will actually be dodgeable if your opponent is much faster than you or hitting an area bigger than you can hope to dodge. At least you'll have a heads up when you're about to be hit by something bad? This comes with the knowledge if you'll survive said incoming attack or if it will definitely kill you if it hits you. Think fast.

Carry the Weight [400] – The weight of infinite worlds must rest heavy on you, yet you will still find the strength to carry on. Your willpower and strength of self is something awe-inspiring to behold, letting you shrug off attempts to influence your mind and emotions where other heroes would crumble. In addition, you are able to press on past both injury and trauma, still fighting at your full strength even after experiencing several soul-crushing despairs and bone-crushing magics. It is only when you breathe your last that your will can be extinguished. This does not protect your mind against things from which there is normally no defense or chance to resist, mind.

Light Blessed [400] – May the light of the Crystal shine upon your path, Jumper. It will certainly light the way for you with this perk. Entities, be they good-hearted adventurers, rulers, or even mighty Primals or deities that ultimately mean well for the world will look upon you favorably and are quick to sponsor or seek you out. Good deeds will see them grant you lifelong allies or their blessing with comparative ease to how they would normally give such favor. Even enemies who stand opposed to you that ultimately want what they believe is best for the world will look at you with a surprising amount of respect, even if they won't back down or hold back against you in a conflict. Do mind that good hearts and good intentions don't always equal allies, however. After all, this all began when two different groups had different ideas of what qualified as 'best' for the world. Obviously a lot of this goes out the window should you actively seek to wrong them or the world itself.

Shadowbringer [400] – Although light and darkness can be oft mistaken for good and evil, there is no inherent morality behind the elements that make up the world. Just as there is a place for the sunrise, there is a place for a dark and starless night. With this in mind, efforts you take to balance or restore a damaged world or location enjoy a significant boost of luck and opportunities, potentially letting you turn a world on the brink of apocalypse into a place of life and hope once more after a long journey. In addition, this recognition of a need for balance allows you to wield contradicting or opposing energies without a downside, letting you use energies from places like the Void or the overabundant light of Sin Eaters without a difference in personality or risk of it corrupting your mind. The same can't be said for your body, for while you can resist great change and corruption much longer than others, it can still reach a breaking point. If only you had some way to balance yourself as well...

Deep Pockets [400] – How do you manage to carry all of that, anyways? You now have an 'inventory' of sorts that can carry an amazing amount of material. That is, you can store about 999 of any given item type on your person without noticing any amount of space or weight being taken up on your person, even if you just shoved it into your pocket or somewhere in your armor. You can't store living beings or anything that's twice your size, but that's a small price to pay when you have a small armory's worth of weapons and several pounds of ready-to-eat food at your disposal. It also stores said items in the condition you acquired them, so the aforementioned food is still warm and delicious when you see fit to scarf it down, staying in one piece as well.

It's A Job [400] – A unique ability in this world is being able to change between several Jobs, that being specialized skillsets for everything from a specific fighting style to spellcasting, at will. One's abilities and power within these Jobs mostly reflect their experience and skill in them, so while an experienced Warrior can withstand blows from the mightiest Primals, the same individual as a beginner mage would likely pop into a cloud of gore if they attempted the same.

This perk gives you twofold abilities: One, you can consolidate a given skillset or collection of powers you have into a custom Job. The more specialized it is, not only are you more effective at using them but your growth rate in the Job's relevant abilities and skills increase exponentially while you are wielding it. As an example, if you placed all of your magic regardless of type or application into a Job, you'd notice a very minor increase in competence, but if you specialized into a single school or element it would be much, much higher and let you grow within it. This can also include your own base abilities, so making yourself as fragile as a wizard would increase the growth further at the cost of not being as durable as you would normally be. The more specialized, the greater this is. The more generalized, the more you will barely notice any difference. You may, of course, simply shed this and wield all of your abilities at once as normal, but you will lose the benefits of this perk. Potentially, with Soul Crystals or some means of teaching others, you may be able to pass down these custom Jobs of yours.

Secondly, while most in Eorzea can't swap between Jobs during battle or danger efficiently, you can do so instantly just by willing it to be so, your equipment and weapons changing to whatever is appropriate that you have on your person to boot without missing a step in a fight or suffering any physical exhaustion from the sudden change.

Here We Go Again [600] – Attrition is an enemy to both a ragtag party of adventurers and large armies alike. Injuries or even just exhaustion of aether can take someone out of the fight for a long time, making the plundering of dungeons a days-long affair. At least, maybe for other people it does. Just a few seconds out of combat and away from any immediate danger will see your body completely heal back to full strength and any internal energy reserves you have will be refilled. This doesn't fix things like exhaustion or physical needs like hunger or thirst, but imagine how baffled your foes will be once you tear past their waves of minions and are just fine after a short breather? One more thing, lethal blows can't be fixed by this – should something put you in your grave or hit you hard enough to knock you into it, this effect falls flat.

Guiding Star [600] – Traveler from the distant void, you're more than an interloper or a guest in the many worlds you travel. You are a bright star in the night that will shepherd the way to a new future. Not only do you no longer have to fear death or defeat by happenstance or treachery as destiny turns aside the knives of luck and clever foes, but your presence will actively attract skilled or talented allies that are helpful to you and whatever cause you follow. Any you choose to keep close to yourself will grow alongside you in skill and power, discovering new feats they themselves didn't know they were capable of as you grow together. Likewise, these allies will gradually open up to you as you travel and work together, until you have forged lifelong friendships or loyalties with them. More than a few admirers or suitors as well. Even the most stoic and vengeful warrior will one day be proud to call you a friend and trust you with their lives.

Mind you, loyalty doesn't equal blind obedience...I wouldn't betray any of those newfound bonds of yours if I were you. In time, your actions may be so potent in inspiring hope that centuries after your disappearance or death, people are still motivated by your tales and legend to pursue what goals or ways you would have approved of.

Trailblazer [600] – While prodigies and heroes certainly exist in Eorzea and beyond, no one can claim to being good at everything or moving beyond a chosen specialty or two. The skills needed to grow in even one adventuring Job can take months or even years of training, let alone mastering it. So how do you keep making it look so easy?! Within seconds of picking up a new trade or skill, you can wield basic techniques with a noticeable amount of talent without much instruction. As you accomplish more tasks using this chosen skillset, whether it’s pulverizing beasts with your fists as a pugilist or brewing potions as an alchemist, you likewise grow in your chosen trade at a meteoric rate. Not only could you stand as equal to most guildmasters in Eorzea within a few days of dedicated work, but continuing to push yourself further will see you creating brand new techniques and methods in this trade that suit yourself and your personality, as well as innovating the path as a whole for any you wish to teach or pass this down to. The more grand or epic your accomplishments, the faster this growth is, though likewise doing the bare basics will see diminishing returns as you far surpass such things. Why settle for being a Jack of All Trades when you can truly be a Master of All?

A New Path [600] – The star's history is a long one of golden ages followed by deep wounds and awful calamities, a world full of conflict and suffering that is not so easily abated. Yet somehow, you seem to find ways to defy the odds and challenge fate all by your lonesome. So long as you're taking actions in a world, you will find things like small adventures and quests gradually snowball into greater opportunities that let you have a greater impact on the world. Doing a few odd jobs for money will put you on the radar of a certain group of heroes seeking to resolve the world's issues. A few favors done will see you welcomed into a normally xenophobic and isolationist kingdom as a guest of honor, and even find a way to end a centuries-long blood feud should you seek to work towards it. As you accomplish greater and greater tasks, more of these opportunities will appear that will let you change the world in a way that aligns with your own desires and ideals. With a sufficient amount of accomplishments to your belt, you can inspire entire generations of adventurers long after your own disappearance from the scene or even your death.

In moments where everything is riding on a single moment or victory, fate itself begins to push events in your favor, sometimes even letting you accomplish things that should otherwise be impossible to obtain like victory over a seemingly invincible foe or finding a cure for something as dreaded and seemingly impassable as tempering. Even defeat or decimation of yourself and your allies will give you clear chances to survive and eventually bounce back. The main downside to this is that you will be hard pressed to find peace, for this ability loses momentum if you stop pursuing greater and greater heights and goals in the world and you will have to begin again.

Your Adventuring Friends [600] – Of course, even the mightiest adventurer needs capable allies against the foes of this world and you don't have any shortage of capable volunteers available. When you are about to undergo some sort of adventure or undertaking, up to seven unique individuals from the world (or up to twenty-four for especially complex or dangerous adventures) will be quick to appear and volunteer, always having a probable skillset and appearance for the world you're in but roughly your equal in terms of skill, or at least as close as they can be if you are far beyond such things. They will always be able to fulfill their chosen role in the best way possible and will work with you as a team mostly without any complaint, always vanishing after the mission is complete never to be seen again. Maybe they went on vacation?

However, this is only a taste of what you can do. Whether gained from unique insights provided from this perk or a memory of a certain soul, you can do more than call simple mercenaries or one-off allies. You gain the ability to summon capable alternate versions of yourself or heroes from different worlds entirely, calling up to seven at a time. They will always equal you in skill and abilities, working with you in the same loyalty and capacity as the above with the added benefit of being able to do so just about anywhere, though still disappearing into the ether once the work is done. With some practice, you may temporarily summon even the deceased or allies from previous worlds, though they won't automatically scale to you and will simply have the abilities they did in life. They also will vanish once whatever you have called them for is finished as though nothing had happened. The only downside is that while you have the knowledge of how to accomplish this from the outset, it requires an absolutely monstrous amount of aether to accomplish, far beyond that of a starting adventurer. Still, once you have the energy for it, even a battle on the farthest edge of the universe will not see you without friends in battle.

If you'd rather go alone or stick with a known team, both versions of this perk can be turned on and off at will, as well as dismissing your allies early if desired.

[Path of War]

Hale and Hearty [100] – Being one of the more martially-inclined trades in this world requires a body that is as fit as can be, some Jobs even demanding that you be at the physical peak of fitness in order to execute certain death-defying techniques like the Dragoon's jump. You happen to match that description, now having the right mix of muscle and agility needing to learn and eventually master the advanced fighting techniques needed to get ahead in this world. You also have the option to look muscled or surprisingly lean despite having a fantastic amount of strength and speed, if desired.

Swing, Bash, Smash, Slice [100] – Aside from just being fit and having a body that can easily channel aether to perform superhuman feats, you obviously need a weapon to wield as well: Even Monks don't fight totally bare-handed, after all! You start off as an expert in a single martial weapon of your choosing, whether a sword, a spear, a heavy axe, a bow, or even a gun. In addition, any sort of handheld weapons that can be wielded by ordinary mortals are easy for you to pick up and learn how to wield, becoming just as skill in a matter of days or hours as you practice with it. Imagine the look on someone's face when they disarm you, only to find you just as effective with a nearby discarded weapon as your primary one.

Just A Scratch [100] – You're probably going to get punched in the face by almost every conceivable source of impact if you adventure long enough. Likewise, you may find it difficult to focus on fighting when you're contending with bleeding, broken limbs, and worse. Through an act of mental focus, you can shut out the detrimental effects on pain, letting you register when you're taking injuries and where without falling into shock or being overwhelmed from said pain. This can be toggled on and off, but this way even if you're taking truly awful injuries, you can keep your head clear enough to keep your fighting style active.

Follow the Arrow [100] – It can admittedly be a little tough to yell orders and coordinate attacks when you're frantically running around trying to avoid being hit by just about everything a mortal could be hit by during battle. Through a strange form of telepathy or intuition, you are able to designate mental 'symbols' such as a numbered attack order on your foes, areas you need them to run towards, warnings not to approach or attack someone, and so forth. These symbols tend to be very rudimentary and simple, yet somehow your allies are able to see them just as easily as you can in your mind's eye. Should you possess a particularly strong intuition or clairvoyance, you can even have them see 'markers' of incoming attacks, letting them dodge blows along with you. No one else can see them except you and your currently-fighting allies, to boot. As an added bonus, you're slightly better at multitasking in the heat of the moment, enough that using this technique isn't even an inconvenience for you.

Light as a Feather [100] – It must be exhausting to walk around in that heavy armor all day, every night, even when you're going to sleep for the day...what, you're fine? Not even a little winded? Alright, then. So long as you're strong enough to wear and walk within it in the first place, no suit of armor you wear inhibits your personal weight, movement speed or stamina one bit. Sure, you can still get tired, but no more so than if you were dressed in summer clothes instead of extremely durable metal. You can even do things like nap, swim, or stretch without having to worry about sinking like a rock or waking up with extremely awful sores.

As One [200] – Teamwork makes the dream work! Or at least prevents you and your allies from meeting an unceremonious demise because the mage stood in the wrong spot or the one keeping the big monster busy dropped dead. You're a natural leader when it comes to directing a small group in battle, knowing where members of your party need to be and what they need to do in order to perform at their best in a given battle or conflict. This effectiveness diminishes the bigger your group is, however, eventually petering out into nothing after your given group exceeds about thirty people. Still, it's good to know how to handle smaller engagements, isn't it?

It's A Weaponskill Issue [200] – A step up from physical fitness and momentary boosts, weaponskills make use of a combination of martial technique and personal aether to unleash a stronger attack. Many of these can be used in tandem with each other to increase their effectiveness, letting you unleash 'combo attacks'. Not only do you start out with a firm grasp of your Job's weaponskills, but you can easily make more of your own design within said Job or even apply them to other personal-sized weapons and abilities you have. Yes, even if they're ranged or based on technology – that's how the Garleans do it, anyways.

Rotation Reaction [200] – A lot of the more capable fighters in this world depend on a collection of various weaponskills and combinations used in tandem with one another, requiring the right mix of precision and skill to pull off. This can understandably be a little difficult to manage if you're trying not to be reduced to a bloody paste on the ground through dodging attacks and blasts. To compensate for this, you have an excellent amount of reaction time and focus dedicated towards executing martial techniques and combos while still having enough awareness to dodge and weave in the meantime. Fighting by rote isn't that hard, it turns out!

Diehard [200] – Losing a limb just makes you angrier. As opposed to an earlier perk where damage and pain doesn't influence you at all, when you experience something like horrible blood loss, losing a limb, or even a bad case of dying, you know how to not only instinctively adjust your fighting style to compensate but can keep on fighting right up until you actually die. Who needs two arms? In short, your physical fighting techniques suffer no detriment from damage or permanent body loss. As long as you can still hold your weapon somehow, you can fight just as well as you could with all four limbs intact.

Rhythm of Battle [200] – The ubiquity and versatility of using one's aether in combat can make it a little difficult to predict what you're in for when you enter a battle. Luckily, experience and intuition can help make up for this, especially when you don't have time to do research or collect intelligence yourself. You can immediately get a sense for what kind of powers your opponents have and will wield in battle, as well as picking out who does things like offensive magic or healing magic on the field at a quick glance. This isn't anything but a sharp intuition of their roles in battle, but at least you'll know who to pick off first to make things a little easier.

From the Shadows [400] – Taking after a certain white-haired rogue, are we? Or are you one of the shinobi from Doma? Regardless of the reason, you're especially skilled at using a combination of aether and skill to become extremely skilled in the art of stealth. Not only are your mundane skills enough that you could sneak past some of the most well-guarded locations in the Garlean Empire solo without ever being found out if you didn't reveal yourself, but you can even become temporarily invisible in a snap even if there are several eyes on you. If you're willing to accept additional stress and aether as a cost, you can enhance this stealth further so even your footfalls and your heartbeat can't be detected...though this is extremely dangerous to do, especially if you're suffering from a case of stunted aether.

Living Aegis [400] – If you make the decision to be the one in the frontlines, odds are you're going to be punched by a lot of things. Fists, blades, guns, cannons, magickal blasts of all stripes, possibly even having entire celestial bodies drop on top of you. While you still need to work your abilities to a level where it's possible to survive at all, it would help if you didn't have to take the full brunt of it all the time, right? By using aether or other internal energies in your body, you can temporarily create a protective barrier around your body. It will not nullify attacks, but will reduce the damage you take by a fraction based on how much energy you pour into it, letting you potentially survive things that would normally reduce you to a smoldering pile of ash.

For a little bit more aether, you can temporarily spread this protection to nearby allies as well, or even take the damage in their place if you can get between them and the oncoming blow. This protection only lasts for a few seconds at a time, but as a bonus for buying this, they not only last longer than they would normally but can easily synergize and combine with other defensive abilities you've learned from other worlds.

Bloody Tempo [400] – On the opposite side of that coin, perhaps you just want to hit something even harder. Following the same principles of the above, you can instead spend aether with the intent of increasing the damage of your physical attacks based on how much you pour into it, potentially even doubling it. Your impacts become heavier, your blades sharper, your arrows piercing much deeper. By boosting your already-enhanced skills further, your blows will strike all the more deeply and kill all the more easily, though these boosts tend to be on a per-attack basis. For buying this, not only is the damage greater and more efficient in energy costs, but it can be easily combined with other martial attacks and techniques from other worlds as easily as breathing.

The Forbidden Chakra [400] – Who needs weapons, really? Though the now-destroyed order of the Fist of Rhalgr isn't above using things like claws or brass knuckles, you yourself may not entirely need them. Not only is your physical body several times stronger than the average mortal even with aether, you know how to physically remove certain limiters on your body's energies and strength, much like opening the chakras regulating aether that other Monks utilize. You could physically derail a train weighing several tons with a well-placed kick and even rip apart magitek armor with nothing with your bare hands starting out. To add to this, you're a natural in any field involving hand-to-hand combat or utilizing spiritual or magical energies to boost said ability, able to excel where others would struggle or take years to develop.

Juggernaut [400] – Tired of waiting for the healer to stitch you back together? Do you want to be too angry to die? While all of the above can make you hit harder or take less damage, why not just be too tough to kill in the first place? Not only is your base physical durability high enough that you can reasonably survive in one piece against those gigantic attacks or onslaught of blows, you can channel your aether into quickly healing yourself, restoring a chunk of your health quickly. You can even adapt these into any other forms of self-healing you possess, giving them an extra boost of speed and effectiveness through your own aether. You can't shrug off immediately lethal attacks with those alone, but anything less will be hard pressed to put you down!

The Manderville (Wo)Man! [600] – This is genuinely terrifying. Are you perhaps another child of Godbert Manderville or did you just happen upon his exercise regimen? Regardless of which, you are freakishly strong for a mortal or a normal specimen of your race. Without any weapons or equipment you can throw around monsters several times your size without breaking a sweat or bludgeon them to death with your fists, run faster than the naked eye can follow, and withstand attacks from powerful beasts and even some Primals with nothing but your muscled frame. This also comes with the bizarre ability to survive normally lethal attacks or impacts with nothing but a comical loss of dignity or getting your upper body stuck in the ground. You're not invincible, but the amount of feats you can accomplish without a drop of aether makes you intimidating to many and your continued survival baffling. Optionally, you are also visibly fit and muscled, which compliments your existing appearance nicely. You may also choose to be related to the Manderville family, if you really, REALLY want to.

The Hunt Begins [600] – Your mere presence inspires terror on the battlefield. You're not merely freakishly strong or lucky, you are a living manifestation of war and martial skill, having a natural talent and skill that puts all but the most exceptional of mortals to shame. Starting out, you could single-handedly lay low an entire party of Warriors of Light even if they were flush with victory from taking down lesser foes like Garlean Legates and Primals while only suffering from chipped armor or a broken weapon.

Of course, you can still be overcome and overpowered in time, especially if you were idle or spared your foes...but that's where the second half of this comes into play. How could you let such a sublime moment slip away, after all? When you singlemindedly dedicate yourself to defeating a certain foe or force, you will find your skills and martial prowess will not only dramatically increase as you improve yourself, but a combination of good fortune and intuition will see you quickly unlock new powers and skills that would let you match or even surpass them in a short amount of time. You may even be able to cheat death itself purely on accident, should you have the ability to do so, unlocking or using such powers on instinct if they are available to you. Let them give you something to remember.

Strategy Without Peer [600] – Having a party of powerful individuals or a hero or two on your side can help tilt the odds in your favor, but what about everyone else? Who storms the castle and keeps the soldiers busy? Who organizes a group of disparate forces together to overcome entire armies with a disciplined firing line? You, of course. You are a tactician and strategist par excellence, peer to the leaders of the Grand Companies or even the likes of the Black Wolf of Garlemald. You can lead armies to conquering forces several times their size through a combination of careful planning, exploiting the weaknesses of your foes, and even good old-fashioned improvisation. Given the time and resources, you could bring a nation to its knees with a numerically inferior force in a matter of days or weeks. You also inspire great loyalty in those under your command, whether through love or fear, all those subordinate to you fulfilling your orders to the letter and spirit. Whether leading a plucky resistance against an overwhelming Empire or crushing said rebels as you wage a conventional war, any leadership involved would see you as an invaluable boon at the command table.

Champion of War [600] – The Legates of the Garlean Empire. The Bull of Ala Mhigo. The Azure Dragoon. The Warriors of Light. This world is full of great heroes that stand head and shoulders above even the capable adventurers and soldiers under their command, and now you stand among them. So great are your aether-fueled enhancements and skill that you can use abilities that would be easily mistaken for magick if witnessed from a distance. Your sword swings can create bursts of elemental power or even make things like spontaneous barriers or walls of flame, your axe impacts can create blast craters, your enhancements to your durability can even toss back projectiles at unwary foes. Not quite spells yet a step above weaponskills, your already-considerable might is bolstered several times over with these spontaneous extensions of your martial abilities, and any existing powers a Job or skillset in such you already possesses is magnified several times over. Really, who needs a spellcaster, anyways?

Inner Beast [600] – Everyone has some anger or darkness in them. Battlefield rage or even pride in one's own ability can exist in even the calmest and purest souls in this world. But true power comes not from rejecting such fire or darkness, but accepting it and working in harmony. You may turn negative aspects of your own emotions or personality into power, harnessing things like teeth-gnashing anger into greater strength and durability or your own grief and guilt into the power to protect yourself and others. In time, you may even externalize these feelings into their own entities, creating an ally who can aid you in battle that shares your own abilities and skills. Should you establish harmony with these aspects by accepting them or striking a balance, you will find these temporary allies or boosts to your powers will be magnified considerably, especially in such emotion-driven skillsets like the Warrior or the Dark Knight.

[Path of Magic]

Arcane Pool [100] – While aether and its use is found everywhere in war to even things like cooking and crafting, a somewhat smaller fraction of the population has the necessary aether manipulation to use magick, many others collapsing from exhaustion after casting their first spell. While choosing a Disciple of Magick Job to start with will give you the requisite talent and ability, this perk will ensure you have the ability to cast the magick of this world even without a starting Soul Crystal and talent. In future worlds, you will always have the bare minimum ability needed to cast magic in a given world, though not any of the necessary training or knowledge.

Elemental Balance [100] – The elements all hold their place in the tapestry of creation. A mage who singularly focuses on a single element using this world's magicks will always be weaker than one who masters most or all of them. There's a reason Black Mages primarily use Ice, Fire, and Thunder while White Mages use Water, Earth, and Air while their Red Mage counterparts use a mix of the opposing schools. Not only are you a fast learner with this world's elements, but you will find any natural talent you carry in a single element in magic systems in future worlds will be equally as potent in other elements as well, letting you learn and wield them easily so long as you have the capability to do so in the first place.

A Learned Mind [100] – Let's not beat around the bush. Magick isn't just practicing and training like becoming a Disciple of War or improvement through repetition like a Disciple of the Hand. In addition to needing the talent and ability, you need to use your mind to understand and properly wield the arts of magick. Since it doesn't do any good for you to be a total dimwit as a mage, this perk sharpens your mind and increases your intelligence to above-average for your species, enough so that learning about magick is easily in your grasp. You're a faster learner when it comes to scholarly topics, particularly those related to the arcane.

Voice of the Elementals [100] – Of course, aether doesn't just fuel magick or fancy tricks to use in battle. It is the essence of all life, the very thing that sustains mortals within this world. You have attuned yourself to this truth well in understanding the world around you, much like the Gridanians of the Black Shroud. You can easily intuit and understand any living ecosystem around you, understanding if it is currently functioning and healthy as well as any steps needed to restore it to any amount of life or balance, whether curing corruption within nature or if a necessary species is being overhunted.

Breath, Blood, and Bone [100] – Finally, there is understanding aether as it relates to the life within individual mortals, yourself included. The energy flows within all living beings, being utilized both internally and externally to accomplish great feats and unleash powerful spells. You understand how a living being's internal aether functions, as well as how to examine and potentially fix problems related to the flow of their internal energies. More importantly, in future worlds with some careful work and coaxing, you can awaken the ability to manipulate aether in other beings, though this becomes more difficult with extremely complicated biologies – someone close to the mortal races of this world could awaken their own Aether Manipulation after a few days of exercise and meditation, someone with an extremely complicated or artificial make-up may take weeks or even months and possible some surgery. Still, where there's a will...

The Light of the Stars [200] – For the blind yet magickally wise, there is another way to see the light of the universe. You can perceive those around you through their aether, marking them by their auras of power and life around you. Even if your mundane vision was totally blinded, you could perceive the shapes and movements of everything around you, even greatly enhancing your ability to look past magic and illusions as though they weren't there, seeing them for what they truly are as well as looking into the souls of others. This can lead to a case of mistaken identity if someone is holding a huge amount of aether foreign to them, mind. With practice, you can eventually learn to perceive the 'color' of someone's soul, letting you identify someone even centuries of reincarnation later if you have that kind of time. You may toggle this on and off at will.

Familiar Function [200] – A logical step from just tossing around spells and doing all the work is...tossing around a spell that lets somebody else do the work! A simplified and more common form of summoning is using your personal aether to give life to a familiar, aspected to an element and corporeal body of your choosing. From the loyal Carbuncle of Arcanists to living brooms cleaning up your room, they have all sorts of uses in both battle and everyday utility. The downside is that since they're dependent on your aether to survive and aren't terribly smart outside of their chosen purpose, they tend to need orders and regular maintenance from yourself, also only being about as strong as their creator is magickally skilled. In time, like certain mages of old, you may create familiars that can potentially long outlive you or outgrow the need for your own aether, though this will likely be a heavy investment of time and energy with just this alone.

Spellblade Symphony [200] – The Red Mages are unique among other spellcasters in that they don't rely on arcane arts alone nor the weaponskills of their martial counterparts, instead mixing the two together into a unique fighting style that compliments both without sacrificing too much from either. You have likewise picked up the ability needed for balancing both a physical and magical fighting style, expertly weaving together things like swordplay or archery with spell slinging. You also have a talent for finding new ways to combine and strengthen the two into a coherent fighting style, enhancing your martial skills with magic and vice-versa.

Dualcast [200] – Another ability inspired by the Red Mage school, this ability is simple yet potent in its use. When you cast a spell, you may use the energy and momentum created by said spell to immediately cast another of similar type or magnitude, letting you do so near-instantly regardless of its normal cast time. This can let you do things like double-up on healing spells, hit enemies with a one-two punch of powerful attack spells, and so on. The only downside is that this built-up momentum is lost once you use another ability that isn't related to magic, such as a weaponskill or a different sort of power, and doesn't apply to spells that require long rituals to use. In short, it's mostly for practical use in battle.

Umbral Gathering [200] – There are two polarities of the elemental powers in this world, Umbral and Astral. Umbral is stagnancy, consistency, and a ceasing of movement. While the most common elements in an Umbral state are Earth, Water, and Ice any element can be drawn to this polarity. You have mastered aspecting aether into an Umbral state, allowing you to quickly calm things like wildfires and thunderstorms into more manageable forms or cause them to cease entirely. More importantly, by aspecting your magick into an Umbral state, it will dramatically increase the recovery of your own aether even during battle. The only downside is that once you start using more Astrally-aspected magicks, you will snap out of this 'gathering' state. In addition, when calming or re-aspecting other spells into an Umbral state, you may draw aether from the lost aspect to restore yourself further. You may apply this to spells you gain in future worlds, if desired.

Potent Polymorph [400] – Quick, a bunch of adventurers have kicked down your door and are armed to the teeth. What do you do? Obviously, you turn into a giant monster or turn them all into toads! You have mastered the art of transformation magick for use on both yourself and others, letting you temporarily transform a being into a new form of your choosing. From the classic changing others into easily-crushed amphibians to giving yourself a giant monster form, so long as you have the aether necessary you can change others, though most unwilling victims will change back into their original form after a few minutes or seconds without a heavy investment of aether on your part. When changing yourself or others to be stronger or take a larger form, you may aspect it to a particular element, giving them abilities and enhancing any they already have that match said element. Thus, changing someone into a fire-aspected dragon would let them breathe fire or enhance any fire magicks they have, as an example.

...what? Alright, fine. If your alterations to someone are purely aesthetic, like hair color, facial structure, or certain other parts, you can make them permanent fairly easily. Anything beyond that has the same clause as before. Just don't tell the Aesthetician.

A Sturdy Well [400] – Aether is quite literally the life force of this world, thus using it intensively can be exhausting on the caster. Those who have the worst of this are healers, who have to not only replace the lost aether but 'overflow' it in order to speed up the normal healing process, thus adding to the cost. This is why White Mages rely on external aether to heal and revive, lest they quickly drop dead from burning out their own life force. Unless they're you. You're just built different. When using magic or abilities normally fueled by your own lifespan or personal aether, you don't suffer from any health problems or risk to your person. At worst, casting something as draining as Raise in rapid succession might make you a little bit winded, yet you would not lose a second of your lifespan nor risk dropping dead after a while. In future worlds, if magicks normally depend on your sacrificing your life in some shape or form, it will instead be replaced with mild exhaustion. Do mind said fatigue can still add up over casting a lot of that in rapid succession. You won't die, but knocking yourself out is still on the table if you push that far enough.

Swiftcast [400] – While we're talking about raising the near-dead, some spells have an uncomfortably long casting time for them to be practical to use in battle. Yet at the same time, sometimes you need the much more physically durable member of the party back up RIGHT NOW as opposed to after whatever monster you're facing has flattened you into a bloody paste. This ability gives you a potent solution to that: By overcharging whatever spell you're casting, you can reduce its normal cast or 'wind-up' to zero, casting whatever spell you use after this overcharge instantly. The downside is that you can only use this ability every minute. It also doesn't reduce the normal costs of casting said spell, so mind your energy reserves. You may use this ability to reduce the casting time of magickal spells in other worlds as well, so long as you know how to cast them and have the energy for it, of course.

Astral Power [400] – The flip side of the two polarities in this world is Astral. Active, chaotic, changing. An Astral fire is a wildfire that consumes entire ecosystems, earthquakes that can shatter continents, raging storms that can uproot cities...you get the idea. The most commonly Astral-aspected elements are Wind, Fire, and Lightning though any element can be aspected this way. Taking this to heart, you have the ability to astrally charge aether, making it more destructive and powerful. An already-damaging fire spell can become raging firestorms, thunder spells can strike with the force of an angry god, wind can rend enemies asunder. The downside is that not only do these spells become harder to control, but they consume twice as much as they would normally. Still, woe to anyone who dares stand before your destructive power. You may astrally charge magickal spells you gain in future worlds, as well.

Bountiful Aether [400] – As common as the use of aether is, only a fraction of the population has the capacity needed to use magick, much less the willingness and desire to learn it in the first place. An even smaller number of mortals in this world will become truly great at it, not for any lack of learning or skill, but simply having the energy reserves to do so. Whether you descend from a long line of mages or just happened to be extremely lucky, you were born with an absurdly large pool of aether. This truly absurd amount of aether lets you do things like casually make use of the Aetheryte network day in and day out without pause, conquer entire dungeons with magicks without needing to pause for rest, as well as potentially letting you retain or mix different Jobs when others would break down. In addition, this pool of aether will grow with you, always matching the amount of power you can wield through training and experience. It is still possible to exhaust or deplete your aether, but you need to put MUCH more effort into it than others...or unwise management of your abilities, anyways. Your only equal in this field will be the soon-to-be Warrior of Light, and with time, you may even match the Ancients of old in the bounty of aether you wield.

If you're an Ancient yourself, you are what Emet-Selch is to an ordinary Ancient in terms of energy.

Encore! [600] – While we're on the topic of Emet-Selch, you may now be someone who can give the unsundered Ancient a run for their money when it comes to magickal skill. Your mastery of the arcane and the flow of aether has transcended most known Jobs for it, your skill and talent for it surpassing most living spellcasters in recent memory. The late Louisoix is the only one who could have been called your peer and even now you are already making strides to surpass him, much less those who came before him in past eras where powerful magicks were much more abundant and rampant.

The effects of this mastery are twofold. First, you are quick to learn and master new magickal abilities and schools, taking mere days to what would normally take someone years of dedicated study. Second, your mastery of aether allows you to forsake the need of a casting focus or waste time with elaborate movements. Something simple like a spoken word, a snap of your fingers, or a wave of your hand is sufficient to cast a spell. Likewise, all but the most elaborate and world-shaking of spells are much more efficient in your hands, quicker to cast and requiring much less of your aether to use. Armies of thaumaturges can bring down a city wall, you can feasibly bring the wall and a chunk of said city down all your lonesome, or heal entire armies with a wave of your hand. In later worlds, this mastery and meteoric talent for magicks will follow you, letting you quickly learn and master the arcane in what may seem like the blink of an eye compared to your so-called peers.

Trance [600] – Normally, the finite aether of most mortals in this world prevents them from summoning or using the power of elder Primals without a heap of crystals and a disregard for one's safety, especially ones of the Calamity-causing variety. A power created by the ancient mages of Allag, the power of Trance allows a summoner or spellcaster directly infuse themselves with the power of a Primal, bypassing this limitation. This not only provides a temporary but potent power boost to magicks they wield that align with the Primal's domain, but can eventually allow them to temporarily summon full-power projections of these Primals to unleash devastating attacks before dispersing back into nothing. All without draining the land dry of its aether or killing its user!

By meditating somewhere great magickal beings were defeated, dispersed or just fought, you too can gain the ability to 'Trance' using the energies of these beings. Unlike this world, they need not be Primals – other deities, Elementals, and other creatures of arcane power can grant you the power to Trance, granting you the above properties. With enough aether and training, you too can temporarily summon these full-power avatars of their might to fight on your behalf, though it will likely take time and growth to do so regularly depending on how great their power is compared to your own. Optionally, you can instead transform into these Primals by summoning them over your mortal form, temporarily granting you their power while giving you full control over it. This is, of course, extremely draining to do but enough training will let you do so as easily as wielding ordinary spells. As a natural consequence of all of this, you easily learn and excel in the art of summoning, both in this world and beyond: The summoning of Egis or these Demi-Primals is much easier and costs less for you.

Power of the Creator [600] – Did you ever wonder where Primals came from? The Beast Tribes insist it is their faith and fervor calling their gods into the world, while their foes insist they are simply eikons that masquerade as deities to gorge themselves on the aether of this world. Both are true, though not in the ways those accusers believe it to be so. In a forgotten time, powerful and magickally-inclined Ancients would use their arcane power to create life wholesale, souls and all. In fact, many of the creatures alive today are the descendants of these many years of experimentation, some more enthusiastic than others. The rituals given to the Beast Tribes to summon their Primals are purposefully bastardized versions of this old magick, turning these powerful beings into hostile forces of chaos. Indeed, thanks to the lost knowledge of old and the surviving Ascians' agenda, few to no living mortals are even aware of its existence…

At least until you came along. Whether you stole the secrets of creation magicks from the Paragons or just figured it out on your own, you now have the ability to cast this ancient arcane power. Using your aether, you may create living beings from your imagination and emotions from nothing, giving them physical and magickal properties of your design. You may create anything from other mortals, creatures wondrous and dangerous alike, inanimate objects like items or buildings, Primals made from faith or your own mind, or almost anything you can put your mind to. These can be anything from simple automata mindlessly loyal to you or free-willed beings with their own souls and minds. As an added bonus, this mastery and knowledge makes you an expert when it comes to 'lesser' creation magicks such as creating familiars or summoning from existing energies. Also like the Ascians, you may purposefully add flaws to the rituals, making them easier for other mortals to use or ensuring the result will lead to a hostile entity wielding the brainwashing power of Tempering. You can also opt to draw from the imagination and faith of others instead of yourself, if you wished.

The downsides are twofold. One, this is an extremely aether-intensive art. While you know how to wield it more efficiently than most, a mortal with an ordinary aether pool will likely be extremely winded on creating a single creature or several person-sized items. This cost increases with the amount of power and abilities such beings or items have compared to your own. This can be overcome with practice and growth or just having a larger resource pool of aether available. Second, because this is made from the user's imagination, even the slightest stray thoughts or emotions can alter or even taint the end result. Thus it requires a large amount of mental discipline and focus to use, lest you accidentally create something either embarrassing or extremely dangerous. Thinking of a being that once hit you like a machine may turn said being into an actual deadly war machine.

If you're not an Ancient, expect to get a lot of attention if you reveal having this.

Power of Nature [600] – A single person only has so much aether to wield. The White Mages and Black Mages of old both realized this, the former drawing their power from nature itself and Black Mages combining external energies with their own to unleash their devastating magickal power. While this allowed them to shoulder the burden of their power on nature, this eventually caused a Calamity with the War of the Magi and its rampant overuse. You have taken both of these lessons to heart and have formed a communion with the living world around you, letting the bountiful aether of the living world shoulder the costs of your spells. You may draw from the world around you to pay for the costs of your magick, not requiring even a drop of aether from yourself or enhancing it together with your own power. The 'pool' of energy available from the world depends on the life around it and the health of its ecosystem – a dead planet has no energy to provide, but one teeming with life can easily carry the cost of your spells. In addition, your communion with nature has given you favor among the Elementals – creatures born of nature or the world's life force will consider you a friend and ally, happily granting you favors or coming to your aid when you call upon them. Even if such beings are normally fickle or alien, they will be both quick to forgive you and happy to assist you in your ventures so long as you do not purposefully harm their domains. You may even call on such favors without spells – asking for a good harvest will see your crops grow with a delicious bounty and favorable conditions, asking for rain will see such clouds appear in the sky within hours or less.

Strangely, so long as you don't purposefully cause a large amount of damage to nature or the world (such as a mass extinction event or a Calamity), no amount of 'offloading' the energy cost of your spells will cause a dearth of aether or life in the world.

A Living Calamity [600] – This world is held together by a delicate balance of several elements: Light, Darkness, Lightning, Fire, Earth, Ice, Water and Wind. When these elements become imbalanced and one takes dominance over the other, disaster soon follows. Whether from extensive study or a particular madness, you have learned how to create these imbalances on purpose. It starts small: By willing the aether of one element to subsume the rest, you may mutate your surroundings or unfortunate individuals into monsters that represent this element, such as the terrifyingly angelic Sin Eaters or the demonic Darkness-made Voidborn. These creatures, due to their imbalanced natures, need to feast upon the aether of ordinary beings in order to exist or even just out of some unknown instinct, potentially changing other helpless mortals into similar members of their kind in the process. Strangely, no matter how many or how little you create, these creatures have an inherent loyalty to you. While especially skilled or balanced individuals may resist this mutation, most who lack the willpower or arcane knowledge to do so will undoubtedly turn.

But this is just a taste of what you can do. With sufficient effort and enough of these mutations, this can create a snowball effect in the aether of the world, creating an Umbral Calamity. An Umbral Calamity is when an element runs wild and causes mass destruction in the world, potentially ending life on it altogether. A Calamity of Earth laid low the mighty Allagan Empire, earthquakes and the terrain being torn asunder ripping it apart and burying most of what was before. A Calamity of Ice buried the entirety of Hydaelyn in a new ice age for years, causing those who couldn't survive to be swallowed by the cold. And a Calamity of Light, as mentioned above, created a mass of Sin Eaters in one world as well as a world-ending plague in another. While you may decide early on if such a Calamity's destruction is a temporary disaster or a world-ending one at the beginning, there is no stopping such a thing once it has fully taken course.

There are very few things worth unleashing such a power for. I hope you use it wisely.

Path of the Hand

Crafting Log [100] – While recipe books and research notes exist, a true artisan is hard-pressed to remember all they have made and can make, as well as what the next logical step in their trade would be when expanding it further. It's a good thing your mind takes care of that for you. When you delve into a trade or a crafting skill, you receive a mental 'log' of what you are capable of making at your current skill level, along with the materials and time needed to do so, potentially surpassing existing knowledge in said field. As you become more skilled in said craft, this mental list expands into new items and processes you can use, the list of items you can make growing alongside you. A culinarian just starting out will know how to make simple things like sandwiches and common adventuring dishes, while one who grows far enough in his trade may yet dazzle the world with new and exotic meals not yet conceived of.

A Trial Run [100] – Of course, while trial and error is a normal process when experimenting or building new things, it's often disheartening when a process depends on exotic or expensive materials and you end up failing the first few attempts. Luckily, through the power of imagination, you can bypass this problem. You may do a 'trial run' of any crafting attempt you are making, going through the motions to see if you can successfully finish a given item or process with your current skill and materials. Though no item will be yielded at the end, it will accurately reflect your current abilities and chances, letting you see if the real venture will be worthwhile at your current level. No more wasting time on duds!

Macro Muscle Memory [100] – Doing the same thing over and over again can be considered a form of insanity or a way to quickly drive yourself to such. Yet you don't suffer from that too much, from the looks of it. When you successfully complete a crafting process, you find it trivial to do so not only repeatedly but several times over, so long as you have the materials and time necessary. While mass-produced items like this will be of average or passing quality compared to if you added a personal touch, it's good for when you need to focus more on quantity instead. Eventually, once you're skilled enough to consistently make a masterwork out of said item, you may mass produce said item at its best possible quality for your skill level with the same assembly line mentality, though this is mentally taxing to maintain for a long period of time. Remember to take breaks.

Where Did That Anvil Come From? [100] – Often, adventurers and crafters don't have the living space or even storage space for a full-blown workshop. Whether they are unable to survive in Eorzea's frighteningly competitive real estate or needing to travel often, they often need to make do on the road or in public areas to do their work. So long as you have the bare minimum tools necessary (a saw for carpentry, a hammer for blacksmiths, and so on), you will find that when you start to work on a given item, other tools and surfaces needed to do the work will manifest from thin air in front of you until the item is complete, where they will disappear until you need them again. While it's still up to you to provide the raw materials, you won't be struggling to find a working oven for cooking or a proper forge for smithing. Onlookers don't regard this as anything unusual unless pointed out to them. Best not to worry about it too much.

Safety Pants [100] – Wearing a visor when welding? Wearing gloves when forging? Using an apron when cooking?! There's no time! Somehow, you are a living exception to the common sense need for any kind of safety gear. You could feasibly work in your trade without ever changing out of your nightclothes or suffering from any kind of injury or inconvenience as a result. Obviously you're not going to be able to grasp a flesh-melting material with your bare hands, but things like stray sparks from the forge or getting your hand chopped off by your own carpentry saw just doesn't happen to you. Workplace accidents? Never heard of them!

Careful Timing [200] – A large downside to crafted items of all sort is that they're not that easy to improve or add to once you've already finished them. Sure, maybe you can add some bells and whistles, but tempering the metal or improving a dish that's already finished all carries risks of ruining or degrading the project you just worked so hard on. Alternatively, it's not always easy to improve the quality of a finished project in the first place. Whether through hard-earned skill or just an exceptional amount of luck, you find it much easier to dramatically increase the quality of a project you have finished or working on without risk of degradation or breaking. Delicate processes or operations involving the creation of a new item are now an old hat to you, letting you take your time in turning something into a masterpiece even after it's already set and fresh from the forge. Just don't think too hard about it, alright?

Work All Day, Work All Night [200] – All work and no play makes Jumper a dull...wait, are you seriously still doing that? Whether due to an absurd amount of dedication or extreme efficiency with your energy, your stamina when crafting or improving items is ridiculously expansive. You could work a full twelve hours with barely any breaks or loss of efficiency, possibly even longer if your normal stamina is already an amazing thing to behold. You could even potentially go without food or sleep for several days before fatigue kicked in, so long as your time was singlemindedly focused on making items of your chosen craft. Just remember to take a bath or a break eventually – this extends your stamina with the act of crafting, but little more.

Recreational Artistry [200] – Let's not beat around the bush. There's a lot of interesting and stylish choices of gear and clothing in this world. So much so you may want to dress yourself up in some, but you may not always be able to make some your size or convince someone to part with a legendary and unique item. Not to worry. So long as you've personally seen said item or clothing up close, you know how to create an identical replica...granted, you're mostly good at just copying its look. Unique weapons or artifacts you recreate will lack any exotic abilities or properties they had, making them mainly useful for display purposes or personal glamours. However, should you have the skills and materials to make the original already, you'll find this lets you recreate it a little more quickly and easily than you otherwise would.

More For Less [200] – As shown by the existence of the ever-competitive Market Board and the entire lot of gatherers, crafters tend to chew through a lot of resources to pursue their trade. Thus, anyone wanting to make a profit has to balance between paying for said resources and how much they can reasonably sell their creations for. Whether through extreme efficiency or special technique, you know how to reduce the amount of materials needed to make something, by roughly a third for small objects, a fifth for larger works. This only applies to crafts that can be reasonably done by a single mortal, mind – don't expect to make a large building or vehicle with less using this.

Retainer Retention [200] – Some especially dogged crafters will become gatherers themselves, becoming self-made adventurers who earn every gil by the sweat of their brow. But considering you likely have a full schedule already, why not get somebody else to do the work for you? You have a fantastic eye for locating those willing to delve into dungeons for hides and materials from monsters or those who can gather natural resources for you. What's more, any that you personally hire or command tend to work at their best capacity and suffer no mishaps at work until after the job is finished, if at all. You can expect consistent returns from any labor investment you make towards getting what you need to make your next masterpiece.

Elemental Forging [400] – A common practice in Eorzea in the field of crafting is the use of elemental crystals to enhance the finished product, giving it a slight touch of magick as well as making the final result more potent. Foods taste even better, weapons forged are more durable and strike harder, clothing is much more durable and stylish. You've taken this a step further. Using the power of the elements through magickal means, you are able to add extra potency to any sort of item you create. Forging a blade through an ordinary fire and anvil will yield the same results as ever, but using a rock you created with earth magick and a flame you created with similar will make a much better end product even if the item itself isn't meant to be magickal or special. Should you lack the means to cast spells or harness such powers, you will find you can also still locate such crystals out in nature, mainly where their element is most prevalent. The only downside is that the more powerful or unique your intended end result is, the more crystals or elemental power will be required to give it that noticeable boost.

Far And Wide [400] – Unless you are an especially dedicated hobby worker, crafting is a business first. And you can't expect to be rolling in gil if nobody has any idea who you are or what works you are capable of. Luckily, without much effort from yourself, word about your talents travel fast. Once you sell a few high-quality goods, your name will quickly pop up on the lists of interested buyers with more money than sense, eager to buy your wares so long as you can keep giving them good results. In addition, you'll find your talents as an artisan will spread far and wide, to the point even a city of reclusive scholars will have heard of you and be interested in your services. It might even eclipse you being an especially famed adventurer, if you desire it to. Whatever the case, you're never going to have a shortage of customers.

Dark Matter Repairs [400] – A problem even some experienced crafters might run into is one of maintenance. As you create more unique artifacts and items, you often crash headfirst into the reality that items degrade or are in need of repairs fairly often, especially through wear and tear in battle. If these were made of exotic materials or a process you yourself aren't aware of, repairing them can become expensive and difficult very quickly. At least, it did. Any item you have a matching skill towards (blacksmithing for certain weapons, carpentry for furniture, even technological expertise for unique devices) is one you can repair yourself. What's more, you can easily substitute more adaptable or common materials for whatever the item is made of, making it good as new without any degradation of quality as a result. No more needing to spend a small fortune of gil to maintain your armor!

Materia Extraction [400] – It's perfectly normal to develop an attachment to gear you've used for a long time, but this is taking it a bit far, isn't it? After you have used a given item enough times, such as taking a weapon into several fierce battles or withstanding many blows in armor, you gain the ability to extract gems called Materia from said item. This Materia contains the essence of its origin item's original form, boosting properties that the item excelled in. Materia gained from a weapon built around speed and precision would make the new weapon it is attached to faster, for instance. With the exception of extremely powerful and unique weapons, you can attach up to two Materia of this sort to any weapon, tool, or item you wield, swapping them in and out easily, three for the aforementioned unique items.

Muscle Memory [400] – Obviously, the more you repeat a given task over and over again, the easier it becomes. You take this to a rather extreme level, for each time you successfully complete creating a specific item, you become progressively better at it. Something that took an hour for you to make the first time can eventually be completed in a half-hour, then fifteen minutes, and so on, eventually finishing the work in just a minute or two. In addition, it becomes easier for you to raise the quality of said item, turning common works into masterworks through sheer repetition. This only applies to specific items, such as a table made of a particular wood with the same design, as opposed to entire item categories...still, if you need a lot of something fast, you know what they say about quantity and quality.

Made For This [600] – You know what they say: You want anything done right, you have to do it yourself. You've taken this to its logical extreme when it comes to any sort of artisan work, from cooking, blacksmithing, clothes-making, you name it. Just starting out in any of these trades can see you making quality goods on your very first craft and your skill in these areas will quickly skyrocket with additional practice and works. Within mere days or weeks, you can master any sort of personal item crafting to its known limits, perhaps beyond. While this won't help with complex technologies or especially arcane magicks, you can quickly learn and master just about any trade you put your mind to.

A Relic Reborn [600] – Relics. Extremely unique and powerful weapons, tools, and armors with a lot of history behind them. Something only a very small number of artisans and crafters have the minimum skill to make, let alone maintain. Currently, one of the most well-known of these crafters still among the living is the ever-drunk, ever-poor Gerolt Blackthorn...but he has a peer now. By pushing your skills in a given creation to its limit, you can recreate and even make wholesale items akin to Relics, unique artifacts that are the stuff of legends.

While you may need to scrounge around for equally-unique or powerful materials if you lack them yourself, once you do, your equivalent to day's work can see you make these easily enough that you'll likely make a few heads spin once they catch word of what you've created. In future worlds, you'll get inspiration for similar items of legend and equivalents to skills or abilities you use, as well as how to make the best use of local materials to make them in the first place.

Bryegot's Extra-Strength Blessing [600] – There's a very important distinction between just making a bunch of low-to-average quality goods to making one that is a masterpiece. While the ingredients are the same, the process is much more involved and the end result is much better (and worth more on the market) in the end. This normally takes a lot of skill and trial-and-error, but when it comes to increasing item quality, you make it look absurdly easy. Even if you don't do anything special when making a given item, it tends to come out as a high-quality product by the time you're done working on it. And any additional improvements you make go even further. Alchemical potions are three times as potent, blades cut through durable armor like a hot knife through butter, clothes are especially comfortable and stylish. Who needs to waste hours of time improving the same process, anyways?

Pioneer [600] – You can only get so far trudging familiar ground. While you can improve on what exists, what do you do when you want to make something new and groundbreaking? Inspiration is fickle, an occasional bolt of lightning that only hits its mark now and then, and ones that change the world are often once a generation. Whether from a particular madness or just brilliance, this sort of inspiration strikes you frighteningly often. Not only do you never suffer from mental blocks when it comes to creativity, but in the arena of any sort of artisan work, you quickly get new and amazing ideas for things you can create based on the materials available and the world you're in.

In addition, perhaps as a side-effect of how well-traveled you are (or will be), you know exactly how to synthesize and combine materials from different worlds into something more than the sum of its parts, doing so easily so long as they serve a similar purpose to each other. In time, you might make something entirely new and amazing with these combinations.

Make My Own [600] – For some mortals, food tastes better when someone else cooks it. You are not some mortal. Whether from an obsession with self-reliance, a refusal to pay for services you can do yourself or just a hobby taken to its natural extreme, you're well in the habit of making your own gear and items. When you craft or make anything specifically tailored to your own skills, abilities, or even just personal taste, you are exceptional at it when you would otherwise just be average. And if you were already amazing at crafting, then your own personal gear likely looks like something out of a legend or a myth, performing just as well to boot. In addition, you can extend this benefit to any gear or items you make for someone you know personally, enough that you understand their habits and tastes in whatever craft you're working on. Just don't be surprised if everyone in your Company starts asking you and only you for any of their crafting needs.

Path of the Land

Prospecting [100] – Obviously if you want to make a living off of resources you can find in the wild, in caves, or even off the bodies of monsters you need to find them in the first place. This can involve a lot of careful foraging, navigating, checking around...or maybe you just hallucinate some sparkling lights. When you desire it, any resource you can harvest or are interested in harvesting will appear in your mind's eye as some highly visible lights, marking it as an unclaimed resource ripe for harvest or extraction. This can be turned on and off at will.

Lay of the Land [100] – That's just what you can see, though. What if you need to find something specific in the first place? Well, a skill that many gatherers have is being able to pinpoint the nearest resource and what direction it is in, a distance measured in several yalms. Whether it's from intuition or divine intervention is unclear, but you now have this skill for any specific harvestable resource you want to claim, guiding you to the nearest source of it from your location. Though you'll need to regain focus every few minutes, you won't need to go on any wild goose chases to find things now.

Gathering Log [100] – The sister to the Crafting Log above, except it's centered not around things you can make with your skills, but what resources you personally have the ability to harvest. Whether it's lumber and plants as a botanist or getting ore and stone as a miner, or even other similar skillsets, you have a list of resources of interest and a rough approximation of where to find them in the world you're currently in. While this is limited to places you have explored or are aware of, it will automatically grow as you learn more, as well as making you aware of things you can extract or use for crafts. Or sell to crafters and interested buyers, in this case.

Pathfinder [100] – Not everyone has a mental map floating around their mind's eye to tell them where to go, who to find, or where your next job is going to be. So you have to do things the old-fashioned way. You're a skilled navigator in land, sea, and air to the point you can figure out North with a casual glance of your surroundings and find your way out of a vast desert with no landmarks easily enough. If you take up cartography, you're just as good at drawing maps from memory and experience for others to use just as effectively.

A Humble Living [100] – Sure, adventurers may get all the glory, but sometimes things as simple as working on a farm or cutting down trees can be pretty fulfilling on its own. You're good at 'destressing' into a civilian lifestyle and labor, even if you're normally the type to tear through armies or fight with world-shaking stakes. Such work not only gives you satisfaction and enjoyment, but it does wonders in alleviating or even clearing up stress and mental trauma you may have experienced. While it's not a cure-all, doing small odd jobs where nobody needs to die is a wonder source of relief for you.

Crop Cultivation [200] – There are a lot of helpful herbs, plants, trees and so forth in Eorzea and the surrounding lands. While going scavenging for them in the wild is the traditional approach, it's often a bit easier to just grow them yourself. You're a skilled hand at agriculture, knowing how to grow and tend to any sorts of harvestable crops you can get your hands on. Not only that, but your green thumb is good enough you can easily enrich the soil with a few drops of your own aether, turning unfavorable or average terrain into fertile soil. While growing plants in desolate wastelands or a place with no aether will still be a hard sell, you can turn just about anywhere else into usable farmland for yourself or others.

Offloading the Goods [200] – Of course, getting your own materials is fine and good, but finding some interested buyers is even better. Especially ones with deep pockets and unusually lenient deadlines. A combination of luck and intuition guides you to such interested buyers easily, so much you could find one just by advertising your services or wandering around a populated city long enough. As long as you have some sort of material to provide, both interested crafters and especially rich benefactors will be eager to buy from you.

Pocket Storage [200] – Food goes bad, crops eventually spoil and decay, metals rust. An unspoken rule of this world is that everything eventually breaks down and dies. While you can't exactly wave your hand and make something eternal, you're awfully good at putting this entropy on 'pause'. When you store anything in a sealed container, whether a cooked meal, materials, or even some organic matter, it will remain perfectly preserved in the same state you stored it in so long as said container remains unopened. While you can't store living beings this way, especially ones who don't take kindly to being locked in a box somewhere, you no longer need to worry about things like refrigeration or food storage. Just be sure to clean the containers now and then.

Salty Mog [200] – With the vast oceans of the world and freshwater lakes, being able to handle sailing life is mandatory in many parts of the world, especially Limsa Lominsa and other port cities. Whether as a sailor or a pirate, you have the nautical skills needed to survive and maintain both boats and ships on long journeys, as well as all necessary tasks to do so. You're no shipwright, but you can patch up anything short of a magitek battleship. As an added bonus, you're especially good at fishing and exploration in the ocean, and no longer suffer from any kind of seasickness.

Choco Farming [200] – The other side of working off the land is the management of livestock. Raising animals well so they can create other goods, whether that be wools or meat. This can also apply to taming a creature so they can be ridden into battle, much like the ever-faithful Chocobo. You are skilled at all of these things, whether it be domesticating animals or taking care of them over a long period of time. As an added bonus, any riding animal you have successfully tamed and bonded with will quickly appear when you whistle for them, as if they were just around the corner when you needed them. Don't think too much about it.

Nothing Happens Here [400] – Maybe you'd just rather not bother with war, adventure, and other dangerous things to begin with. Maybe you would rather live a simple life somewhere safe and not bother with it. While I question why you'd choose this on a journey across many stars, this makes that plan a little bit easier. Places you work or live are eerily lucky at avoiding the consequences of things like conflict, economic downturn, and monster attacks. If some sort of crisis or disaster is happening, life will mostly carry on in your own little circle unimpeded, the difficulties encountered from these troubles being minor inconveniences at worst. Of course, this good fortune dries up the moment you get involved or attract the personal attention of someone eager to make your life miserable, or something on the scale of a Calamity that could destroy a continent...or a world. Still, even when this is broken, your holdings and loved ones have enough good fortune that if there's a chance at survival, they tend to make it in the end or at least be easy to fix up.

Just don't push that luck too hard.

My Own Home [400] – Making furniture, weapons, and so forth is the arena of artisans, but making an actual homestead is often the domain of settlers and explorers, especially when taming a wild and unclaimed land. You're an excellent architect in the field of home-building and even town-building, especially when you have a team to direct and work with. Should you be lacking in extra hands, you're still incredibly skilled at constructing things like homes or large buildings by yourself, completing it in a fraction of the time and materials it would normally take. You also find it easy to adapt your personal skills into the home-building effort: A mage could easily turn a simple home into an aether-filled workshop and place to practice the arts, while a soldier could fortify and turn said building into a battle-ready fortress. Applying a personal aesthetic touch or theme without loss of function is also child's play for you.

Look What I Found [400] – While common ores like iron, steel, and so forth have their uses, the fact is that common materials usually make common items. Finding a figurative diamond in the rough is down to a combination of luck and technique. You have both of these in abundance. You can easily extract higher-quality versions of ordinary or even sub-par resources, which are much easier to make into better versions of whatever they're used to make. You can hand these off to a crafting friend of yours or likely sell them for a pretty penny without needing to go hunting for exotic or rare materials all the time.

Soft Touch [400] – Some materials are more fragile or volatile than others. Many degrade just on extraction, touch, or even just the act of refining them into an actual item without an extremely delicate hand. This can often turn expensive and rare materials into useless dust when done wrong. You must have a master's hand or absurdly good luck, because even the most delicate and difficult materials you extract and store don't lose a hint of their quality, even when you've handed them off and sold them. Note that this applied to the quality of extracted resources, not volatility - they might stay in pristine condition, but can still explode or result in whatever side effect they cause if not handled correctly.

Don’t Mind Me [400] – Have you ever seen a Sharlayan scholar in the wild, carefully documenting and gathering things like herbs, lumber, and more to be studied back home? No? Exactly. Owing to their policy of non-interference with the outside world, Sharlayan gatherers do their absolute best not to be seen or involve themselves in events with the locals. This is an ability you've picked up on - so long as you're just doing things like gathering and farmer, things like bandits, soldiers, and even hostile wildlife completely ignore you. While this won't let you walk into bases to take things like their weapons, supplies, or vital intel, nobody will harass you if all you're doing is chopping down wood or going fishing.

Take Your Time [600] – Even if your little spot in the world isn't really in danger most of the time, history waits for no one. World-shaking events will still occur, adventures will need to be had, and you can't really expect the rest of the world to slow down and wait for you. Except now you can. When you take a break from your relevant interests like the status of a war, a looming threat from a conspiracy, or even monster attacks - there are long stretches of time where the status quo won't budge an inch. This gives you time to farm, relax, train, or accomplish some unrelated quests even when you're otherwise expected to hurry up and address the problem. Even things like terminal conditions or pressing matters give you a generous amount of time to complete them.

Note that while this can let you put off urgent issues for weeks, eventually the hammer will fall and events will carry on. Still, when something that desperately needs your attention can be put off for a few days and a looming threat can take entire months to appear, it gives you some well-earned vacation time. Naturally, if you're bored, you can toggle this perk off to let things progress at their normal speed until another 'in-between' period occurs.

Nophica's Kiss [600] – Forget about having a green thumb, your entire being might be green at this point. As if blessed by Nophica herself, your ability to grow and cultivate crops and natural resources is enough that you may singlehandedly turn deserts into forests or feed entire cities. Trees grow to their full size in mere weeks, foods and herbs bloom in half that amount of time, and that's all with regular-to-unfavorable soil. If you had ways to enhance this, then you may turn into a one-person avatar of nature with the bounty you create.

In addition, whenever you learn how to harvest a particular resource - ores, plants, or anything used in your crafting or personal business - you'll find such resources that you normally wouldn't find in other worlds, even unique ones, tend to be stumbled upon by you in future jumps and otherwise undiscovered by the locals against all odds. Imagine the heads that will turn when you introduce things like cereleum and adamantite to future worlds on your chain. This can be toggled on and fof at will.

Plentiful Bounty [600] – Because sometimes you just need one more. One more resource, one more swing of the pickaxe, and one less time you need to make multiple trips. This perk's ability is simple yet potent: Whenever you personally harvest a resource of any kind, you yield twice as much as you normally would. Getting two ores or sets of lumber when you would normally get one, for instance. Occasionally, if you're especially lucky, it will yield three times or even four times as much, though this is entirely random. Expect to have a lot of people wanting to hire you or teach your secrets once they know you can do this.

Crystalline Paths [600] – Crystals are a big deal in this world. The elements and aether from all life form the backbone of this star, often forming after scenes of mass destruction, death, or even great change in the geography. It can be a useful thing for you in future worlds as well. Somehow, you've learned how to create these crystals from the earth around you - coaxing deserts or hot areas to create crystals of fire, generating crystals of water from lakes or oceans, crystals of air from high or windy places, and so on. All you need to do is find a suitable area for the element and infuse it with some aether from yourself, and crystals will sprout from it within a few days. This can be harvested for their power or crafting needs.

I wouldn't advertise this ability anywhere near a Tribe that likes to summon Primals, mind you. Naturally, this ability works in future jumps. You may even learn to create crystals from new elements entirely, especially in worlds with their own elemental systems or magicks, though this will require some study and time to accomplish.

Treasure Hunter [600] – Did you know that with its long history of Calamities and civilizations that rise and fall with time, there is a shockingly abundant number of ancient ruins full of treasure and wealth to be plundered? Almost as if they were being generated from nothing? No? Well, you do now. With a bit of searching, you find it easy to practically trip over treasure maps that lead you to things like buried chests full of gil or ancient artifacts of power. While some of these maps lead to chests buried in a nearby plot of dirt, others will lead you to ruins that test either your wits or mettle. Should you conquer them successfully, you will be rewarded with anything from a large amount of wealth to unique items that may aid you on your journey. Strangely, these ruins tend to disappear once you either conquer or fail them, leaving you to repeat the process again. The more difficult or dangerous the journey, the more the bounty will yield for you - the ruins full of puzzles and monsters tend to give more than the random chests.

It's odd how nobody else seems to discover all of these maps and treasure troves, but that just means more for you, right? In future jumps, these maps and their bounties will manifest in a way that makes the most sense for the setting you're in. You may toggle this on and off at will.

Path of Rule

The First Step [100] – Whether it's a merchant empire or a motley band of treasure hunters, leadership starts with knowing how to lead in the first place. You can do the bare minimum of leadership, being able to make decisions and know how to get others to act on said decisions with a minimal amount of complaining. Works great for small groups or short-term allies, but you may have to do some extra work if you want to go beyond that.

Clear and Concise [100] – When giving speeches or trying to convince others towards your way of thinking, it helps if you don't rely on wordlessly emoting or stuttering like a nervous Chocobo. You have a very basic talent in the art of speechcraft, able to speak clearly and concisely without tripping over your own words or deflating your own argument by sounding like a moron. As a happy side effect, you would be a pretty good theatre actor if you decided to perform in public.

Quirky Bunch [100] – You have an Elezen who describes brief events like they were epic plays, a mute with enough mental trauma to fill out several tragedies, an overly excitable Lalafell, a womanizing Hyur, a pair of twins who won't stop bickering, and so forth. What do you get? A world-saving team, apparently. No matter how eccentric or varied groups you're apart of are, you have an excellent eye for reading their personalities and their actual wants and needs, even if they don't tell you. While this intuition doesn't tell you how to best use this information, you will at least have an idea of how to work with them.

Poker Face [100] – Other times, you're not talking to close associates. You may be giving a speech before a crowd or you may be double-dealing with some untrustworthy ally or rival. In that case, it's better to hide your intentions or at least appear as something else. You're good at masking your body and facial language enough that even if you're terrified out of your mind or planning something sinister, you can appear composed or however you wish to in front of others. You're also just a bit better at acting and lying as a result.

Cheer! [100] – But enough about lying and reading other people! Sometimes, the best way to win over others is to just be an actually friendly ball of sunshine! You are natural at just acting friendly, especially when it's completely genuine on your part. This makes you excellent at positive first impressions, as well as just being enjoyable for others to be around. Expect to be a hit at parties or just a good source of easing tension in a room.

The Second Step [200] – Understanding and communicating with the people you work with is just the beginning, of course. You also need to understand their personal skills, talents, and where to best employ them. This is something you now excel at, able to figure out the best role for any member of your team on a glance, and giving you hints to any hidden talents that they may possess or can improve with some more training. In addition, you know how to get these individuals to work together in harmony, even if they have otherwise disparate skills and specialties.

A Quiet Word [200] – When you're planning your intrigues and conspiracies, it helps when curious ears or unwanted eyes aren't paying too much attention to you. Whether through luck or intuition, when you're having a meeting or conversation you would like to keep hidden, it tends to stay that way. Only someone who is actively tailing you for an entire day has a chance of stumbling upon you, and even then, you tend to notice them before you say anything compromising or they take a bit too long to find you.

Bureaucratic Bozo [200] – Do you have a permit for that, sir? Did those words just fill you with dread at being stonewalled by bureaucracy? Or sadistic glee as you inflict that on a particular foe? When it comes to bypassing or exploiting red tape, there's nobody better at it than you. You know how to use the written law and its many loopholes to your advantage no matter which nation you operate in, cutting through any red tape with ease. Just as well, you know how to exploit it in ways that make life difficult for your foes or rivals. Imagine the smirks wiped from their faces as their funding disappears or they're under investigation for crimes they didn't even know they were committing. You could also be a deft hand at law, if you wanted to defend or prosecute someone personally. You're also a deft hand at paperwork as a consequence.

The Last Step [200] – Trust is one of the most difficult things to build and the easiest to destroy with a few careless actions, words, scandals, or even just misunderstandings. Whether you're shrewd or especially considerate, this is something you excel at building with those you work with for a long period of time. Employees you put to work become loyal to you so long as they're treated decently, allies you know on a professional basis know you're reliable and act accordingly, and so forth. While building actual friendships or relationships is outside of this perk's abilities, you'll find that any unit you're in charge of or otherwise advise are quick to build bonds of trust with you and each other, knowing they can count on one another when under pressure or otherwise tempted to turn against you.

Market Correction [200] – A large part of building wealth is the understanding of supply and demand. Knowing what people are willing to throw gil at in times of both prosperity and desperation. In times of famine, food is worth more than the most sparkling of jewels. A farmer and their family will appreciate things like sturdy tools and supplies that can outlast a harsh winter. And of course, those with more money than sense will want things that seem rare or exotic. No matter your environment or situation, you know ways to turn a profit from the current demands of those around you, as well as items that appeal to certain groups. Do you sell plenty of cheap but reliable goods to the many or expensive individual items to the rich? Either way, you know how to benefit from it.

Friends In All Places [400] – It's not really about where you're from or what titles you wear, but who you know. A peasant with a particular talent can become a close advisor to a noble, a merchant who rubs shoulders with high society can find plenty of ways to sell his goods to better buyers, and a lone adventurer who has yet to fail a task can quickly become the most sought-after ally in the known world. You know the importance of these soft connections and know how to quickly build a network of allies, contacts, and benefactors who are interested in what you can provide, whether it's words, goods, or even work.

After just arriving in a new and unfamiliar city, you could get yourself a reliable web of contacts and allies within mere weeks. Even better, they're unusually reliable or slow to turn against you, even if they consist of the most greedy opportunists in Eorzea. And if they're already reliable or trustworthy, you'll find yourself making unshakably loyal allies in no time. This all helps if you have something to provide in return, of course – even if it's just your shining personality.

A Few Steps Ahead [400] – With all the snickers behind closed doors and the smug nobility who tent their hands together, you would think every person with a deep coinpurse and a moustache to twirl is convinced they're some unstoppable schemer who can get away with anything. Unfortunately, they made the mistake of crossing paths with you. You not only have a razor-sharp intuition for guessing when rivals or enemies are enacting schemes or intrigues against you or your interests, but you know how to turn them their heads completely.

Rival going for a power-grab via assassination with poison? Bribe their proxy, switch the poison out with a sleeping potion, then take their target into hiding while waiting for the dust to settle. Enemy tries to frame you for a crime you didn't commit? Oh, look at this lovely incriminating evidence a friend of yours slipped on their person. While you aren't omniscient or always have a way out of a bad situation, you will find it will take a lot more than such amateurish schemes to ever get ahead of you.

Gregarious Godbert [400] – While the likes of Godbert Manderville are...eccentric, to put it mildly, he does something exceptionally rare in the Syndicate or Ul'dah in general: Perfectly blends together generous philanthropy with business pragmatism. Hordes of refugees coming in from a war-torn country? Give them employment with decent benefits and work to integrate them into the city instead of pining for their old homes. Increasingly antsy mercenaries amassing power in the city? Hire them and put them to work in dealing with various monsters and pests while subtly discouraging them turning against you. And so forth. You know how to do the same thing yourself, able to work in ways that aid your business and interests without having to put even a dent in your conscience. While some idealists would insist pure welfare would be a better option, your ability to balance both tends to create both hard workers and loyal allies when it is built towards your interests. Note, this obviously doesn't work for sadistic cruelty or forcing others to do your bidding, enslaving a populace or being needlessly villainous will likely make them hate you regardless of how you pretty it up.

Blue-Blooded Birthright [400] – While kingdoms have risen and fallen across the history of this star, one thing that hasn't changed is that nations are often controlled by the fates of a small group of families or bloodlines that shape the course of history. Whether it's from on a throne or behind closed doors in councils, noble families still hold power in this world. This perk gives one of two benefits. The first is that your background is changed so that you are a living member of a major house or ruling family in a nation of your choice. This comes with all social benefits and influence that such a role would give you, as well as familial connections to any major figure in government in said nation of your choosing. While this may not put you in line to receive a throne if it's not a full kingdom, your words and presence will still have a strong presence in the nation's affairs. If your species doesn't match or your existence would otherwise be impossible, you are instead adopted or an honorary member of said family. In future jumps, you may choose a new family to be part of. If you just appear from nowhere as a Drop-In, fate will conspire to quickly rope you into said family as an adoptive or honorary member.

You may also instead choose to be part of an extinct or ancient bloodline that once held a fantastic amount of power, such as the royal family of the Allagan Empire. This comes with any physical features such would have, as well as red eyes, in addition to having what amounts to administrative access to all surviving Allagan technology made for the royal family. Should you locate a certain tower, you would be able to use all of its secrets and technology with impunity, though I would recommend getting some extra hands to help. In future jumps, you may choose to be part of similarly ancient bloodlines and seemingly-dead birthrights that will give you power and insight over lost kingdoms or their technologies, though aside from aesthetic changes it won't come with any other physical benefits to said blood relation.

This perk may be purchased twice to obtain both benefits, the second is discounted. This discount does not stack with any gained from Path or perk choices.

Useful Villain [400] – Hijacking schemes and having connections is all fine and dandy, but sometimes you just need to get your own hands dirty. That is, get other people's hands dirty while you play innocent from the shadows. You are a master of schemes and intrigues, knowing the right words to say and the right people to send to ensure your interests come out on top. The world may as well be a chessboard you take a free turn on while others stagger behind you. More importantly, you know how to dodge any consequences, legal or otherwise, to your actions. Unstoppable hero who has felled armies has you on their list of enemies? Give them what they want or need, wash your hands of the affair, and get off scot-free. Bring down several restaurants out of a petty need to assert your superior palette? Many lament their fate, but not one of your victims is able to turn it back on you, even if you're eventually proven wrong. You won't win many friends and your reputation is likely to spiral into that of a villain, but I imagine you won't care that much if you truly need an ability like this.

Exarch Eternal [600] – Connections, schemes, understanding, speeches...all of these are ingredients to proper leadership, but some would argue that nothing about being in charge is made from them individually. Instead, those who radiate all the qualities of a good leader will find followers and even nations form around them instead of being handed to them through legalese or birthright. You are now one such individual. You have a natural charisma and leadership talent that, even without any direct effort on your part, you will rapidly find others entrusting you with their lives and following your lead with loyalty in their hearts and being spurred on to be their absolute best for whatever cause you lead towards. Even with no formal government or laws, your leadership alone can hold this entire faction or force together by sheer will from your part.

Of course, all of this wouldn't mean much if you weren't a natural at calling the shots. You could take leadership of a city under attack after its head of state was killed in front of others, know who to send and where to deal with said crisis, and not have to worry about a peep of discontent or others questioning your judgment. Whatever your style of rule - that of an iron-fisted guardian or conqueror, or even one simply trying to save the world with as few casualties as possible - you inspire ironclad loyalty in others and have all the skills necessary to lead a nation all by your lonesome.

Beloved Sultana [600] – Ideals and benevolence are all fine and dandy, but you can't hope for issues to resolve themselves in your nation or believe that passing off the reins of power will somehow right all wrongs. Even just knowing a head of state actively takes interest in the well-being of their people and actively does something about it can be a considerable morale boost, after all. The more you participate in actively ruling and taking part in the day-to-day affairs of your nation or faction, the more it will prosper. Discontent disappears once you walk among your people, your reforms and decrees pass more easily, the economy flourishes, and so forth. This won't automatically fix any long-term problems you are contending with, but solutions tend to appear more easily so long as its your hand guiding affairs. Even if all you're doing is inspecting how everyone is doing, your presence still creates this stability and temporary boost of performance. And should you actually be a good leader, then this prosperity will be proportionally boosted to said ability. Things just progress much more smoothly when you actively take responsibility with events and don't just assume benevolence will make everything work out in the end.

World of Balance [600] – The Eorzean Alliance is a hodgepodge of different governments, lifestyles, and races all banded together in the name of survival against a superior power. Some cynics say the city-states would happily return to bickering with each other over power if not for the Garlean Empire being just outside their borders. Yet against all odds, the Alliances remains intact, and the differences between them only serve to unite and strengthen their forces instead of dividing them.

Carrying on this idea in spirit, you know how to get clashing cultures, races, and other groups to not only work together but to excel together despite their differences. Sure they might still bicker about who has the better cuisine or somebody lagging behind in marching order, yet these little arguments never divide your groups or cause it to lose any of its performance. Their difference fighting, lifestyles, or skillsets complement each other instead of causing issues, letting you lead an extremely eclectic force in battle, business, or whatever cause you're pursuing to not only succeed but to exceed all expectations. You could feasibly get a team of pirates, xenophobic Elezen, isolationist knights and fortune-seeking mercenaries to not only work together and even form bonds of friendship, but with very little unified training get them to stand a chance against a Garlean Legion. Together, despite everyone's differences, they are strong.

The Least You Could Do [600] – And then there's just incredibly stupid good luck. Sometimes, those who otherwise lack qualifications for leadership or any amount of responsibility just fall upwards through a combination of good deeds or just happening to be nearby when there's a vacant spot available. When you're part of an organization, government, or just any sort of faction you happen to do a lot of work for, you will find yourself rapidly ascending the ranks much faster than even other senior members. If you happen to accomplish a lot of heroic or at least helpful deeds for said group, this ascension happens even faster.

You would think that a random mortal from out of town becoming a potential head of an army or a nation would be disastrous, but even if you do the bare minimum of work, you will find those beneath you and the rest of your faction able to run themselves just fine. Sure, it won't win you much of any respect once it's obvious your subordinates are doing all the work, but you get to enjoy a cushy position while barely having to lift a finger. Just have a backup plan ready if said subordinates can't deal with an oncoming crisis.

Of course, if you're actually a gifted and capable leader, not only do you get promoted even faster but your own competence will both drastically boost the morale of your subordinates and they will perform even better at holding the group together when you're not actively doing so yourself. If you would rather not be in charge of every single faction you join ever, the quick-promotion effect can be toggled on and off, though unless you step down you're still stuck with whatever duties you've been given.

Terrific Tataru [600] – Now that we've covered all aspects of leadership, I'm going to let you in on a secret. You know who has the real power in an organization? It's not the nearly-invincible warrior who tears through Primals each week. It's not the collection of talented eccentrics who work together to save the world. It's not even the crafters who work overtime to make sure everyone has capable equipment. No, it's the secretary who logs every little detail and knows how to properly invest all resources of said group, knowing what deals and operations to make to keep things afloat. And you may as well be a deity among said secretaries yourself, having logistical and economic sense that would make others wonder if you could somehow see the future.

With your guiding hand, you can make a decimated and bankrupt faction go from despair and poverty to rolling in gil in just a few weeks. You could singlehandedly keep said group operation so long as they paid heed to your savvy advice. In addition, while you're not a dedicated savant like some crafters or their dedicated Paths, you also have a talent for all civilian trades – everything from the art of negotiation to sewing to singing and dancing. While you won't be a world-shaking figure with any of these skills, you're competent enough that being a jack of all mundane trades the world has to offer is well within your wheelhouse. Things like fighting, war, magicks, and complicated technology are outside of your expertise, unfortunately. So long as your faction listens to you, they'll never have any want for money or connections.

They do listen to you, right?

Path of Technology

Grease Monkey [100] – With most of Eorzea having access to some form of magick, the art of bothering to repair or maintain anything more complicated than a windmill is a rare art outside of Highwind Skyways. While events in the future will eventually change this, you've opted to get a head start. You know how to do basic repairs and maintenance for simple technologies, anything from guns to simple tracking devices. You may not know 'how' it works, but you know where to hit it with a wrench in order to get back to work.

Ceruleum Handling [100] – The most common power source for magitek in the Garlean Empire is the powerful but extremely volatile Ceruleum, to the point that any mining facility for them tend to be some of the most heavily guarded places in said Empire. You have learned how to properly harvest, use, and maintain Ceruleum yourself. Should you find any other volatile sources of power in your journey, you quickly learn how to do the same with it after being given some time to study it.

On A Rail [100] – While the old Chocobo-pulled cart is still a common mainstay across Eorzea, sometimes you just want a proper set of wheels or the ability to travel in style. Whether it's a wagon with a ramshackle motor or a strange two-wheeled one person device, you know how to construct basic magitek ground vehicles. While things like guns or other features beyond transportation aren't included, getting around across the land in a personalized vehicle is no longer a pipe dream for you!

Making Do [100] – The fact that Eorzea hasn't completely caught on to magitek can be detrimental, especially if a device happens to break down far away from your own territory. For situations like this, you know how to jerry-rig broken or poorly-maintained devices into working again temporarily, whether with a few well-placed smacks or with some parts you found laying around. It will work at its full efficiency temporarily, but will quickly break down again not long afterwards. At least it's an option, right?

Honorary Cid [100] – It's not your fault people keep knocking on your door to ask for help with whatever world-saving task they need done. You're simply the best there is. Individuals with similar alignments and goals as you will seek out your assistance for things you're capable of helping with, whether it's building a device to enter a guarded fortress or helping rescue some of their captive friends. These bids for help always tend to be from important or influential individuals in the world, especially those you would get along with. The tasks will always be manageable for you and completing your part in them will quickly ingratiate you to your new allies. Naturally, this only works if they would be inclined to ask you for help in the first place. Don't expect foes or rivals to even bother. This can be toggled on and off at will.

For some reason, if you change your name to 'Cid', this perk is even more effective than normal.

We're Not Savages [200] – The image of magitek is usually associated with Garlemald and its battleships, guns, cannons, and other instruments of destruction. Naturally, there's a lot more to it than that. It includes things like indoor heating, artificial agricultural, industry, and even massive transportation networks for a civilization lacking in those who can use aetheryte. Civilian-grade technology like these are now within your ability to construct, potentially changing a technologically backwards city into one that can comfortably thrive even year-long freezing temperatures.

It'll Catch On [200] – While Eorzea will eventually adopt magitek in growing amounts for itself, getting a mostly-magickal society to invest in technology for any reason is a challenge for even the most savvy of inventors or diplomats. You excel at this, knowing how to best introduce new technologies to a civilization that previously lacked it, as well as having a good sense of what the long-term social consequences would be.

Aether Conversion [200] – Aetherconverters are an invention of the Machinists of the Skysteel Manufactory. Or at least, it will be. Instead of using things like ceruleum or other external power sources, they allow handheld or personal devices to be used by the aether of the user itself. You know how to build these yourself, making person-sized devices that can be powered by your own pool of magickal energy. It can even substitute things like bullets or consumed resources in using said device, though the more rare or energy-intensive these are, the more it will take out of the user. It will likewise work with any internal magickal energies you acquire in future worlds.

Soldier's Arms [200] – The weapons of the Garlean Empire are many. Guns, the famed gunblades inspired by the Gunbreakers of old, powered armor that can withstand attacks from aether users, and so forth. You know how to construct these personnel-sized weapons for yourself and others, potentially giving one without aether manipulation the power to stand against the magicks of this world in combat.

Miracle of Flight [200] – As mentioned, even Eorzea has caught onto the art of magitek-induced flight by now. Why wouldn't they? Trade and transportation between the three city-states has become much easier than it was in days past. And of course, there are the military ships of Garlemald itself to be considered. You now know how to construct these magitek-powered airships yourself, even making simple ground vehicles able to fly with some adjustments.

Gobbie Boom! [400] – While they are the first ones anyone will consider when it comes to technology, Garlemald does not have the monopoly on magitek in the current Era it once did. In particular, you have the goblins who regularly construct machines and weapons out of scrap and discarded parts, being just as terrifyingly effective as the sleek machines from the north despite their ramshackle appearance. Picking up on this practice, you now know how to construct effective machines out of what amounts to junk and whatever you can dig up in nature. Sure they might be noisy, emit more smoke than a chimney and look ugly as sin, but they're just as durable and effective as they would be if they were made in a well-stocked workshop. This applies to any technology you know how to build.

Extrinsic Solution [400] – The Garlean aptitude for magitek was born from their deficient ability to wield aether, creating things like their armor and weaponry to be able to match and even surpass their rivals on this star. In time, they will even be able to replicate and potentially mass-produce something as mysterious as the Echo. Taking this to heart, you now have an understanding of how to artificially recreate supernatural or magickal things in the world using technology, potentially being just as if not more effective than the original in addition to being easier to grant to others. Having a living or existing sample of what you're trying to recreate will also drastically shorten the research and time needed to do so. Nothing is beyond the reach of a sharp enough mind, after all.

Shatter The Sky [400] – Enough with all this 'personal scale' nonsense. The true terror of magitek weaponry comes from being able to reduce the city-states of Eorzea to rubble if given the time. Mobile magitek armor with the power of cannons and machine guns that can mow down soldiers by the dozen, explosives that can level walls, cannons that can punch small holes into the mountainside or cause mass destruction. And of course, attaching such weapons to vehicles. You know how to construct such tactical and strategic weapons, from the artillery of the empire to the massive cannons that often accompany the engines of war in the Empire. You may even recreate things as deadly as the Black Rose, should you have both the will and material to do so. Let them fear the sound of your guns.

Ancient Answers [400] – Whether they realize it or not, the Garleans are treading old ground. Much of their technology was already invented or utilized by the ancient Allagan Empire. And before Allag, there was the Ancients themselves. Still, building on the shoulders of long-dead giants is a time honored tradition, so why not join them? You are an expert at reverse-engineering technology, even such that has been inactive or broken down for centuries. You can even figure out how to adapt it to the present day, changing its required resources to something more commonly available or integrating it with your own existing research.

Full Speed Ahead! [400] – Innovation requires research and research demands experimentation. So it goes with the march of technological progress. Of course, you're not going to be around in a given world forever, so it's good to get to that sooner rather than later. You're amazingly quick when it comes to experimenting and further developing technology you have knowledge of, turning what may be generations or years of trial-and-error into months or even weeks, taking less time depending on the complications and dangers of your experiments.

Temporal Trek [600] – Eventually, the goblins will unlock the secrets of time travel from their Primal, Alexander...or perhaps they're just completing a sequence of events launched years before they came up with the idea? Or will be? Whatever the case, you've gleaned insight into the use of temporal manipulation through the use of aether and technology together. The simplest use of this is to temporarily freeze, slow, or speed up time around a given area or individual. In time, you may eventually learn how to project a being's consciousness into the future or the distant past, letting them observe without obvious interference. Beyond that, actually traveling through time to other eras will also be possible, though this requires a monstrous amount of aether and calculations to be done, equal to the power of a Primal at minimum.

Whether or not your actions were already predetermined and you're simply avoiding paradox or are creating an entirely new timeline by changing the course of history is up to you. If the former, you will still get opportunities to complete your given objective, but the net impact of your actions on history will conspire to remain zero. If the latter...well, congratulations on the new timeline! Of course, just observing or collecting items without major impact on history is equally valid.

Recreation and Experimentation [600] – On a distant star, a race of beings had decided they wished to become supreme conquerors in the galaxy. They slowly modified their bodies into machines of war, losing their humanity and souls in the process, until the ennui and a lack of purpose drove them into a slow but inevitable self-destruction. Before this happened, they sent a lone device to the star of Etheriys, which would be renamed Hydaelyn in the future. That device was Omega, mistaken as an Allagan superweapon for many years.

By some twist of fate, you have discovered how to recreate the technology that created Omega. Creating objects out of holograms and dimensional spaces are the least of what you can accomplish. You can also create living constructs similar to those made from Creation Magick, though they will lack true souls of their own at first. Weaponry that can easily defeat and restrain Primals, artificial intelligence to upload or make into your created constructs, armor that can withstand the end of the world several times over, and even making the intelligence you create as advanced and capable as Omega itself are all possibilities you can wield.

The greatest of these technologies allow you to make devices that can self-upgrade and adapt for whatever battle or circumstance they're currently under, letting even the 'dumbest' of these devices adjust for unexpected circumstances. Likewise, so long as there's an opportunity to scan or study it, these devices can recreate weaponry and abilities it witnesses easily...though it gets a little bit confused about concepts such as determination, friendship, and so forth. They would likely be totally blind to things like Dynamis without a helping hand. Perhaps you could give them one?

Allagan Advancements [600] – Although they were pawns in the grand scheme of the Ascians, few nations in the star's history were able to match both the grandeur and hubris of Allag. Said to make even the Garlean Empire appear as a nation of toy boats in comparison, the technology of the Allagan Empire was light years ahead of its time. Cloning, megastructures capable of surviving Calamity, manipulating the biology of mortal beings to turn them into beasts or long-lived versions of themselves...all of that and more was possible.

Somehow, your mind contains the knowledge this lofty empire and its greatest thinkers once possessed. In addition to all of the above, you know how to improve and dramatically advance all technologies you already have knowledge of in this world, enhancing their effectiveness at least twice over. Given time and resources, you could turn Eorzea into a collection of cities that resemble an almost utopian version of the cities you may know from your own star...though try to remember the reason Allag fell in the first place before you do.

Ultimate Devastation [600] – Ah, the machina. Because sometimes giant robots truly are the answer to all of life's issues. These humanoid-shaped machines, operated by a single pilot, are engines of destruction that can singlehandedly threaten entire nations or armies by its lonesome. You know how to constuct these monstrosities, and while they're resource hogs several times over, just one is enough to make you a credible threat to most of Eorzea. Should you have something akin to Allagan knowledge, you could even recreate or even surpass the Ultima Weapon, a machina that could easily defeat and absorb Primals and singlehandedly act as force projection against the majority of the Eorzea Alliance. With weapons like lasers and seemingly endless missiles, the devastation of the spell Ultima, and propulsion that can let these machine soar through the skies...is this your intention?

Garlond Ingenuity [600] – What can you be called except a genius? You may or may not have a repository of existing research and knowledge in your head, but if something can be discovered or invented, there's a good chance you'll find several dozen when others would spend their lives looking for just one. Not only are you an extremely fast learner in the fields of engineering and inventing, as well as innovating and creating new technologies, but your already-quick research abilities become even faster when there's an otherwise impossible obstacle in the way that you need to overcome. Need a magical barrier down yesterday? Whip up a device for it. Need to fly somewhere and a standard airship not going to cut it? Invent a brand new one that's quick or small enough to make it. Whether you take your time and make several new technological advances or pick up existing ones in days or quickly throw together a solution to a pressing problem within hours, there's little your brilliant mind can't do with a proper set of tools and equipment...and hopefully an adventuring friend who can collect rare resources for you.

Items:

Two discounts per price tier.

Equipment

The Essentials [Free] – You can't be expected to run around adventuring without a decent set of tools for your Job or some clothes on your back. You receive a basic set of starting equipment – armor, robes, staff, a weapon, etc. for each Job you have. They're sturdy but nothing special. I suggest getting out there and getting some better gear in the near future, but this will start you off.

Potions Bag [100] – It's not a world like this without some healing potions. This is a dozen of simple Potions that, when consumed, will restore a low percentage of your physical health. However, unlike worlds similar to this one, there's a short period where consuming more potions will be ineffective. Perhaps your body needs time to metabolize it? Depending on its potency, this could be anywhere from a minute to several. Good for a quick pick-me-up, at least. For an extra and undiscounted 100 points, you may also receive stronger potions such as the X-Potion in this bundle, as well as potions that can heal small groups or temporarily boost one's abilities, though they have a cooldown period based on their strength like the basic one does. This restocks weekly.

Ether Bag [100] – Likewise, having a pick-me-up for your personal aether reserves is helpful. Particularly if you're a mage in the middle of a pitched battle. This follows the same rules as the Potion Bag above, except it's geared towards Ethers, which give a temporary restoration of one's internal aether pool. It follows the same cooldown and upgrade rules, letting you get better versions for an extra undiscounted 100 points.

Orchestrion [100] – Ah, a favorite of any home or adventuring base in Eorzea. The Orchestrion is a device that plays music created from the sheet music inserted within it. This yields wonderfully high-quality music, as if the instruments were being played in the room, even including any vocals to a given song. It also includes several blank sheets and the ability to make more, should you fancy yourself a musician or singer. In addition, should you gain any music or "soundtrack"-related items in the future, you can play them through the Orchestrion at will.

Fancy Pants [100] – Everyone here wears such pretty or dashing outfits, don't they? Or maybe you're just the type who spends several hours playing dress-up until you look 'just right'? No judgment here. To help you along with this, this is a bottomless crate full of every outfit you come across in this world from now on, whether worn by somebody or seen by you in a picture. They're all replicas and don't have any special or enhancing properties, stuff like powered armor just being an especially heavy display piece as opposed to functional protection. Of course, with the help of a few glamours, you can apply these looks to more useful equipment with ease. In future jumps, this crate will update to contain any outfit you take interest in, so long as it can feasibly be worn by an ordinary mortal. It can even include wigs if you like certain hairstyles.

Bard's Collection [200] – Few things bring more joy to the world than music composed from the heart and talent of a skilled musician. That and the right instruments to bring it all together. Whether or not you're a Bard yourself, you receive high-quality versions of all musical instruments they would play normally. They will disappear into the ether when not in use, being able to be called forth to you with a simple gesture. As an added bonus, this will include masterwork-quality musical instruments in future worlds you jump from now on, though any with unique or supernatural properties will be lacking them entirely.

Glamour Dresser: Jumpchain Edition [200] – Glamours are illusory objects that allow an object or person to appear as something or someone else. While sometimes used in warfare for deception tactics or thieves to mask their criminal undertakings, many adventurers use them to copy the look of a given item or equipment, particularly with appearances they're attached to but don't want to downgrade their gear for. Just for you, I've added a special Glamour Dresser. Not only does it generate a handful of glamour prisms each day, but it can automatically apply a glamour of any equipment you own or have stored in your Warehouse, inventory, or properties over a similar item at will just by envisioning it in your mind when standing near the Dresser. While keen-eyed adventurers can tell there is an illusory effect over the items in question, they won't be able to see its 'true' appearance unless you allow them.

This lets you change your style, appear unarmed or weak when you are strong...or run around stark naked with nothing but an illusion of armor over yourself. Whatever floats your boat.

Linkpearl Collection [200] – The most common form of communication in Eorzea and beyond. These are small shell-like earpieces that are adjusted for the size of most mortal races, allowing communication with one another through a magical network. These can be set to a public "network" chosen when setting up the linkpearls, or a private one set to a certain group of individuals. Aside from being magical in nature, they function mostly as mental radios to allow for conversations across the star. The only downside is that, much like radios, they can be interfered with or jammed if a great disturbance or an enemy disrupts the network.

You receive a box full of 'blank' Linkpearls as well as the notes on how to make more in future worlds.

Unending Journey [200] – A walk down memory lane isn't a bad thing, is it? This is a rather large book summarizing your entire chain up to this point, starting from your departure from your home world to the present. It will continually update as you experience more things and meet other people. In addition, you may review certain memories or moments while reading it, re-experiencing those scenes as if you were there again. While you can sometimes will your illusory past self to say or do different things, the end result won't change in either the vision or the reality. It is a good way to see how people would react if you opted to insult or make fun of them, however.

Map [400] – Most people don't have accurate and constantly-updating maps that help them navigate the winding places of Hydaelyn. As I hope I've established by now, you are not most people. This is a magical map that exists either in your hands or your mind's eye, giving you a detailed view of your surroundings and any points of interest nearby you happen to be looking for. In addition, it will helpfully point out people and items nearby, along with helpful arrows indicating those who have work or quests for you to undertake. This map always remains visible and accurate, even when your surroundings are otherwise obscured. It can also be used to pinpoint areas you can teleport to through magic or other means such as the use of aetheryte, letting you bypass any mental calculations or focus needed. May you find your way, traveler.

A Wandering Minstrel [400] – Sometime into your travels, you will encounter a rather eccentric fellow. Seemingly an Othardian Hyur, this traveling bard is aware of who you are and what you do. Not to worry, he's not very interested in interfering in your affairs. He will, however, get a bit excited and inspired about your deeds and compose ballads about your many triumphs and failures. No matter your alignment or actions, he will happily spread these songs around, perhaps enhancing your reputation or at least causing a few tall tales. If you ask him not to, he will anonymize these ballads and remove any identifying features involving you, or even stop telling them altogether.

More interestingly, if you listen to his songs featuring notable battles or encounters in your journey, you may optionally enter a vivid yet dreamlike hallucination where you experience said battle again...except, well, this bard likes to embellish so they tend to be nightmarishly difficult compared to the reality. 'Losing' in these dreams doesn't cause you any pain except phantom sores, but winning will sometimes yield a boost to your personal experience and training, as well as powerful trinkets or items themed around the person you battled. The bard claims he just finds them laying around nearby. It's up to you if you believe him.

Also, if you were brave or foolhardy enough to take the Unending Chain of Jumper and win, he comes along with you for free. He does not count as a companion, so he obviously can't come along with you. You do keep running into eerily similar bards in future worlds, though, with increasingly unconvincing disguises...

Retainer Vocate [400] – Everybody ought to have a maid. Or a butler. Or just somebody to take care of your money and paperwork while you're off stabbing increasingly large creatures. You have obtained the services of a Retainer Vocate, someone who will help you hire and train Retainers that can take care of your properties, crafting, gathering or even selling your wares while you're away. These Retainers will become followers and can quickly learn any Crafting or Gathering Jobs they're given, though learning from the Path of War or Magic may need some personal guidance from you. They won't become world-shaking figures, but they can do their jobs competently and with gusto.

...and yes, they can all be attractive members of your desired sex. As well as wearing any outfits you put them in. They might complain.

Maker's Bounty [400] – If you plan to make a career as either a technological engineer, an alchemist, or just about any kind of creator, then you're going to need raw materials to work with. Luckily, a bunch of tiny creatures with rabbit ears and masks are ready to help you. While refusing to explain where they're from or why they're helping you, these suspiciously Loporrit-like creatures will happily deliver a crate full of raw crafting materials for any Job you have skill in at a location of your choosing each week. They will even carry on these services in future worlds, wearing glamours to appear as locals when feasible. Though they can't get you any extremely unique or exotic materials, you'll never have a shortage of parts in the meantime.

Crate of Tomestones [600] – The Allagan Empire, while being dead for several Eras, has still managed to endure in the form of ruins and lost technologies. Of great interest to both scholars and collectors are the Tomestones, small repositories of knowledge on the many things the Empire studied and advanced in during its heyday. These range from everything to philosophy, magickal study, even things as esoteric as causality. These have two uses. One, someone with enough technological mastery of Allagan devices can access the data within the Tomestones to discover their advanced knowledge for their own use, which ranges from just about any topic in existence within this world (albeit everything post-Sundering), as well as unique and powerful equipment. They can also be traded to the aforementioned collectors for valuable or newfound items, as well as being sold for a pretty penny.

You receive a handful of these Tomestones each month. In addition, you'll receive similar repositories of knowledge in future worlds – any technologically advanced or fallen ancient empires will find their secrets potentially unearthed by you in time. Should no such ancient empire exist, you will instead keep receiving Allagan Tomestones. Perhaps you could share the knowledge?

Anon Relic Coffer [600] – Wanting to skip the grind, so you're bribing me with points? Fair enough. Inside this treasure chest is a powerful and unique set of armor and weaponry tied to each Job you choose in this world. It also has an aesthetic and design entirely of your choosing, perfectly complimenting your race and appearance. They are also the stuff of legends – a sword could slice through the densest metals and hardiest aetheric armors like butter, staves of magic you wield practically roar with wield aether, and your own clothes and armor can withstand several times over what would normally fell its more mundane counterparts. And in addition, not only will this equipment grow in potency as your skill and experience grows along your journey, but their appearance will optionally change to suit your current personality and preferences.

Soul Crystals [600] – Ah, these small palm-sized crystals are a treasure in this world. A Soul Crystal begins its life as a 'blank' crystal, but when it is carried by a living being, it steadily absorbs and copies their experiences, emotions, and knowledge into said Crystal. This can then be passed down to someone who is learning from the original user or otherwise taking after their techniques, dramatically boosting their training and letting them catch up to the same level as the Soul Crystal's donor within weeks or days when it might have been lifetimes otherwise. Normally, things like physical prowess, existing skills, and compatibility with the personality of the original user determine a Soul Crystal's effectiveness, but these bypass much of that.

You may donate your own knowledge or abilities into these Crystals (or that of a willing donor), with it quickly absorbing whatever you wish it to in just a few days of carrying it, and freely pass it down to anyone able to. This will let you quickly pass down any powers or abilities that you can teach others.

As an added bonus, if you pass down a Job through these, it will also grant Aether Manipulation to anyone with a soul in future worlds. You receive seven and will receive replacements for any that are used or filled every two weeks.

Aetheryte Network [600] – Behold, the reason walking around an entire city in a few minutes isn't an unreasonable prospect in this world. The Aethernet is a hub of several smaller crystals linked to a gigantic one. When ones attunes their personal Aether to the larger Aetheryte, it allows them to travel back to said crystal after a brief moment of focus, instantly returning to it from any distance. Yes, any distance. Even across dimensions or an entire universe, though some beings may need some extra help for the former. You can then teleport to any of the smaller crystals linked to a larger one, letting you travel around a building or city-sized area with ease. It can also let one suffering a near-lethal injury to automatically be returned to said Aetheryte and give them a boost of healing, though this can be toggled on and off and can be disrupted or stopped.

You receive a large Aetheryte Crystal and several smaller ones, letting you setup a personal Aethernet. These can be placed permanently in any properties you own, or temporarily where you wish. You receive a new 'set' each month if the previous one has been used already.

Vehicles/Mounts

Chocobo [Free] – Ah, the ever-faithful Chocobo. The reliable avian with a strong bond with its rider, often seeing them and their friends as part of a family. They can travel on land at about the same speed as a horse and also possess the power of flight with their wings. They also have a...unique body odor. I suggest giving them baths whenever feasible. You receive a free Chocobo bonded to you, though unlike a companion created or made into such, they're exactly as intelligent as a regular Chocobo would be.

Weird Ways To Get Around [100/200] – Of course, there's other ways to get around. Why not a Chocobo-drawn carriage? Or a magitek armor employed by the Garleans? Maybe even a magitek motorcycle or a car, presumably from Allag? An...obese cat? So long as you can imagine it getting by on land at the same or slightly greater speeds than a Chocobo as well as having the ability to fly, you can create any 'mount' or form of transportation for yourself. Being a personal-sized ride meant for one person, possibly two, you can get any for 100 points. For something as large as a tame dragon or able to seat several people, it will be 200. I will note that things like Magitek Armors or small airships won't come with ammunition or weapons, so you'll have to add those on your own. They retain modifications. Any living creatures count as either followers or pets depending on their intelligence level.

Faction Builder [400]

The Scions of the Seventh Dawn, The Grand Companies of Eorzea, the Garlean Legions, Garlond Ironworks, the East Aldenard Trading Company and so on. While plenty of power rests within the nations of Eorzea and beyond, it is the many factions within them that tend to shape the fate of this star. Whether with military might, economic power, or even a collection of skilled but eccentric specialists working to saving the world, you now have founded or claimed leadership of such a faction in this world.

Upon buying into this section, you receive 1000 Faction Points to spend. You may gain additional Faction Points by spending an equal amount of choice points on a 1:1 basis, thus 50 choice points gets you 50 Faction Points, and so forth.

Name: Obviously, you should name this group of yours first unless you really just want to call it "Jumper's Free Company".

Focus: Before anything, you need to design your faction's actual purpose. Even the eclectic Scions of the Seventh Dawn, who have their hands in everything from trade to adventuring, are dedicated to defending Eorzea and the star as a whole from threats that would invite Calamity onto it. Are you a trading company seeking to challenge the Syndicate of Ul'dah? A collection of artisans seeking to make their fortune? A collection of mercenaries eager to challenge the Garlean Empire or some other force? Is it a collection of generalists in many different fields or specialists devoted to one thing only? Whatever you choose, pick two categories below that matches or is relevant to your specialty, I.E. a merchant company would pick Wealth and Logistics while a standing army may pick Arsenal and Training. That specialty starts at rank 2.

Demographic: While this may not be relevant if you're starting at Population 0, you can decide the demographics of your group. Maybe you're a Garlean Legion that's taking the Pureblood thing to its logical extreme and includes no other species. Maybe you have a variety of the different mortal races like most Eorzean factions. You might be a madman who wants a faction of all Chocobo or something. Or perhaps you just want it to exclusively be beautiful and talented members of your desired sex across all races (you know who you are). Regardless, you may decide the gender, Job and race ratio of your faction to your heart's content. You also tend to attract new recruits who fill this demographic within reason.

Shared Assets: Since you're the one signing all the paperwork here, a lot of the initial burden and tools this group has to work with starts with you. A happy side effect is that you may give access to any properties you wish for them to.

Rankings: As for the actual power of your faction, you choose on a scale of 1-5 from below, each one starting at zero. To raise your rank, you will be spending 50 FP a piece per rank, thus maxing out a given field from zero will cost you 250 FP total.

Population: How many souls are in your Faction starting out? Since a Faction isn't much of a Faction without help, you may start this at Rank 1 for free if desired.

0: It's a little empty in here. This group consists solely of yourself, possibly your Companions, and maybe a few hanger-ons. If you already have a huge group to bring in and don't want more starting out, this is the option for you. Other benefits below at this level are likely just supplies, research notes, etc that can be used by your or your allies.

1: You have a few extra hands in your group, no more than twenty-one mortals or three parties of worth of adventurers. While talent can cover a lot of ground, the fact is not everyone can be everywhere at once.

2: Now we're talking. Your faction numbers around a hundred. That said, you're reaching the point where one person can't realistically manage it without delegation, so I hope you're establishing rules and some kind of management style by now.

3: You have graduated from a small group to a small army of adventurers or an especially entrenched network of merchants. Your faction numbers at about a thousand mortals. You DEFINITELY need to establish some delegation by now if you haven't already.

4: This is when other factions might start to get a bit nervous, depending on your inclinations and focus. Your faction numbers at about two to three thousand strong, enough they could feasibly challenge a Grand Company in a contest of manpower and have it be an even fight.

5. You might not have to worry about recruitment much in this world. Your faction numbers around five to six thousand, about equal to that of a Garlean Legion, only one of which is needed to reasonably threaten all of Eorzea or at least give the Alliance a bloody nose.

Training: How good is your Faction starting out when it comes its Focus, as well as training new recruits in it?

0: Nobody in your Faction (outside of yourself, perhaps) is especially talented or good at your Focus except in the most minimal capacity. They are the equivalent to Sprouts in the adventuring world and might be slow learners. I hope you didn't give yourself a high Population starting out.

1: Well, it's something. Everyone in your Faction has basic competence in their chosen Focus, though not much else. It's enough to get by, though you may have to drill the group yourself if you want more than that. Training new recruits is simple, but doesn't make anything special without exceptional circumstances.

2: There are some diamonds in this rough. Your group has an average competence level, most being good enough at their job that they don't need too much personal supervision from you. Very occasionally, you may generate above-average members or someone with enough talent to stand out from the crowd. New recruits learn quick enough that replacing ordinary members is a simple matter.

3: Finally leaving the area of painfully average, your group is a deft hand at its Focus and self-sufficient without your input. Not only do new members learn at a fast rate, but exceptional individuals tend to be attracted to or quickly refined by your Faction into something astounding within a shorter amount of time.

4: The Faction practically runs itself. Not only are the rank-and-file usually talented or at least remarkable in the group's Focus, but the leadership and middle management tend to be exceptional individuals who might go as far as changing the fate of a nation if allowed to work within their chosen field. In addition, training new recruits tends to turn ordinary folks into skilled members within maybe a month or less.

5: Whatever it is this group is devoted to, it now ranks as one of the greatest in the entire star. Adventurers that can rival armies or teams that can feasibly take down Primals on a normal day, crafters that make the finest weapons and furniture, and so forth. Each member is, at minimum, a gifted savant in the group's Focus and perhaps a few auxiliary skills as well. Turning an ordinary new recruit into someone who can keep up with their new peers will take, at most, maybe a few weeks depending on its complexity.

Arsenal: How well-armed is your Faction in a battle or a fight? If it's devoted to a civilian pursuit, how well can they or their bodyguards defend themselves in a pinch? This determines weapon stockpiles and military power. Note: For Magitek weaponry, how advanced your technology is will be determined by the Technology ranking.

0: All you've got is whatever you've brought to the table. I suggest investing in getting more as soon as possible, unless you plan to rely on a different faction for protection.

1: It's something, at least. Some very basic weapons and commonly-traded armors, nothing you couldn't find for sale at a market. You won't be inspiring much fear in other groups, but at least you won't be defenseless.

2: That's better. You have the standard quality and amount of gear you'd find in a local Adventurer's Guild, decent-quality weapons and protection that can get you by in a pinch. I still wouldn't take to an actual battlefield with these, but fighting off small groups and monsters is now at least feasible.

3: Why settle for normal or average, anyways? Your gear is not only well-supplied, but there's a few higher-quality weapons and armor mixed in there. Also includes some supplies you'd see in the Grand Company, such as battlefield tools and even a few siege weapons.

4: Sustaining a fighting force in terms of steel and projection power doesn't require much, if any, oversight from you by now. Every member capable of fighting is armed enough they could take on a Grand Company or a disciplined fighting force and be about equal in gear. The weapons and gear tend to be masterworks, with some members occasionally making (or somehow finding) some unique artifacts of power, though mostly ones that work on a personal scale or just be especially impressive weapons of war.

5: Armed to the teeth. Even the most basic of grunt equipment is the envy of the star, not to mention having enough weaponry and supplies that the group is potentially a threat to even a trained army if it came down to a contest of fighting power, perhaps even taking on an entire city. If you have an especially large group, you likely make your neighbors a bit nervous about your intentions.

Logistics: Outside of weapons, there's things to consider like food, supplies, and transportation infrastructure. How well can your faction supply itself in basic necessities?

0: The Faction has no supplies or backup to speak of, or even any way to get around beyond public Aetheryte networks. If you don't fix this, everyone is likely to starve once they lose access to markets or public services.

1: Some basic rations and tools, enough that your group can execute its Focus on a peaceful day without too much stress. A few members may have domesticated Chocobo or mounts for transportation.

2: At least a handful of people in the group know how to cook or at least find food for themselves in the wild. There's a few pulled wagons and trailblazers in the group if you happen to move between Cities or away from civilization. There's some backup tools and supplies in case of emergency, enough to keep the group going when uncomfortably close to a war zone.

3: Sorry, keeping the group going when actually in a war zone. Whether you have access to flying mounts or entire caravans, transporting the group and supplies quickly is an old hat for you. There's enough rations and backup supplies that your Group can likely outlast a siege. When business is normal, nobody is wanting for food or needs to fulfill their Focus.

4: If it hasn't been already, your personal infrastructure can easily be deeply embedded in whatever cities or locations you operate in. Even if raiders actively dedicated themselves to plundering your supplies, you would still have enough to get by without much notice.

5: You could and would probably outlast an entire Calamity for several years. Even if the world burned, your Faction has enough redundancies, transportation options and backup supplies that so long as a handful of members were alive, it could continue its work unimpeded. Hopefully, it won't come to that.

Wealth: How much spending power does your faction have starting out? How much does it earn without your help?

0: You're likely paying for all of this out of your own pocket. Hope that's not an issue for you.

1: Breaking even in terms of expenses and profit, but not much beyond that. You might occasionally get a bit more than that, but you should make some investments soon.

2: The Faction makes enough funding from its Focus that it can break even comfortably and even have some money leftover. Just enough that you don't have to worry about going bankrupt from a bad season or two.

3: Comfortable. Your Faction makes enough money to be self-sufficient and expand on its holdings without too much danger. As long as you don't put your coinpurse into the hands of an idiot, your funds are fine.

4: Wealthy. You likely get a lot of green-eyed looks from other Factions, not only able to freely invest in your faction and its holdings, but you can even buy out a few lesser forces if you wanted. Buying property for your group is likely a small matter.

5: You are the equal and perhaps even superior to a member of the Syndicate in Ul'dah. You can spend actual millions of gil on operations and barely notice any dent in your revenue.

Magick: How much investment, research, and results does your Faction have in the arcane arts? Note: This does not apply to having mages in your group period, but how knowledgeable they are in its research and execution beyond basic adventuring needs.

0: You may have some mages in your Faction, but they don't bring anything new to the table or have much interest in practical research of the arcane.

1: Not only do you have a few more mages in your Faction than average, but they tend to be a bit more talented and have an interest in proper research. Your knowledge base of the arcane is about average.

2: Did someone order some more spellcasters? If it didn't already, your Faction has enough spellcasters that having a field dedicated to it is now at least feasible. A smaller handful tend to be talented, as well as being able to quickly discern or research topics related to the arcane. At least you'll have someone to explain certain phenomena in the world.

3: Even if it wasn't necessarily your Focus, your group likely has either a large population or a very small but extremely talented group of mages in it. In addition, some or all of them are active researchers, doing more than just retreading old steps and actively delving into research of magick. They stand a good chance of making breakthroughs into new research in time, maybe faster if you give them a hand.

4: Certain exclusive groups of magick users are likely looking at your group very nervously. Spellcasting may be as common as walking and talking in this group, even in members who don't have much interest in it, as well as a variety of previously-exclusive Jobs in the field. Your researchers stand peer to the scholars of Sharlayan, or could at least easily keep up in a discussion with one. Discovering or re-discovering new fields of magic and phenomena, or quickly figuring out secrets of this star that have been long-buried.

5: Historians familiar with the War of the Magi are likely extremely alarmed at your Faction's existence if you actively take to the field with your mages. Either every member or a very strong group within it is a spellcaster or scholar of no small skill, able to match or outshine some of the greatest names in Eorzean history. Given the right tools, they can easily pioneer or rediscover hidden secrets of this Star, perhaps even long-lost magicks...though expect a certain shadowy cabal to be watching you with interest at best, actively seek your destruction at worst, depending on what secrets you unearth.

Technology: How technologically advanced is your Faction compared to the rest of Eorzea. How much Magitek expertise is in your group? And what might they discover?

0: Well, you know that Garlemald is rolling in the stuff, but your group has no knowledge, interest, or ability in pursuing Magitek or advanced technology in general. If you raided a Garlean Legion for their gear, the best you could do is melt it down or sell it.

1: You won't be impressing anyone at Garlond Ironworks, but your group at least understands how not to hurt themselves. You may have a few gun or gunblade users in your Faction and know how to operate some machines at a basic level. Still no research capacity to speak of.

2: Finally, getting somewhere civilized! Your faction is capable of not only basic machine usage, but also maintenance and figuring out how things like Magitek Armor and even civilian technology like basic power sources to work. Your technology base isn't too much to speak of, but repurposing and recreating basic Magitek is now in your wheelhouse, such as the airships used in Eorzea for trade.

3: Beyond just raiding and using what's already made, your Faction now has not only a decent grasp of the fundamentals of Magitek but also how to research and expand on it further. You may even have a sizeable contingent of Machinists in your group. In terms of technology and what you can bring to the table, you're about equal to the Skysteel Manufactory. Constructing things like cannons, power armor, battle-capable airships, and Magitek armor from the ground up is now a reasonable proposition.

4: Garlond Ironworks now has a proper peer in Eorzea. Maybe even the researchers of the Garlean Empire are seeking to take note from you, if not steal your work entirely. Automatic weapons, combat-capable constructs, superweapons like a nation-destroying disease are all within your capabilities to either discover or build.

5: The technology of the Allagan Empire probably doesn't look too different from what you're doing. Things like laser weapons, cloning, terrifying machina, hard light hologram constructs, artificial intelligence, teleporters not dependent on Aetheryte, maybe even successfully exploring the void of space in fantastic new ships are all things your Faction can discover, build, and eventually accomplish. Your researchers and engineers are the envy of the star and could possibly change the world...or unleash another Calamity.

Companions

Free Company [Free/300] – It's no good to adventure alone, after all. Since a lot of this world's more dangerous trades assume you'll have a capable team behind you, why don't we skip a step and give you a few? You may create or import up to eight companions for free. Each one receives 800 points and a Path to follow, plus a +400 point stipend for their Primary Path perks, but they only receive one out-of-path discount for each price tier in perks, and only one discount per price tier for items. Garlean Purebloods follow the same rules as a Jumper if they choose to discount Path of Technology.

If you're especially insane or wish to bring your own Company in from the get-go, you may upgrade this to as many companions as you're willing to import for 300 points. This upgraded variant is free if you've purchased into the Faction Builder above.

Canon Companions [Free] – Naturally, there's also the option to take someone else from here with you. Anyone you can convince to willingly join your travels that have also survived your time in this world may become a canon companion for free.

Drawbacks

Tales of Loss and Fire and Faith [+0] – Not long after your arrival, a certain chain of events will begin to steadily unfold. One that will see the newly-formed Scions of the Seventh Dawn in conflict with both the Garlean Empire and the mysterious Ascians during their quest to stop the rise of various Primals across Eorzea. It will see the rise of the new Warrior of Light as they awaken to the Echo and eventually stand center stage to a chain of events that will change the fate of the star forever. Previously, you had the choice to participate or ignore this plot as you saw fit, but taking this drawback eliminates that chance. Depending on your race and where your goals align, you will be approached by either the Scions, one of Eorzea's city-states, the Garlean Empire, or even the Ascians as a potential ally or pawn to their plans. Regardless of how you react to these, fate will conspire to see you involved the many major events of the Main Quest storyline of Final Fantasy XIV. Still, your presence could change things considerably...

The 14th Seat [+0 – Requires Tales of Loss, and Fire, and Faith, Cannot be taken with Unsundered Ancient] – Why not go a step further? You aren't just caught in the destiny of the Warrior of Light, you are its bearer. You are the reincarnation of the last Azem, an Ancient who disappeared shortly before the conflict that sundered the world. What you do from there is up to you, but keep in mind you will need to finish a certain chain of events involving the distant past if you aren't prepared to deal with the consequences. The fate of this world rests in your hands now. Should you fall, no others will be able to overcome what this star is destined to face. This comes with a few caveats, however.

One, you must choose one of the mortal races and start in one of the three city-states of Eorzea. Two, you are obligated to protect this star to the best of your ability. Failing and allowing a disaster like the potential Eighth Umbral Calamity or the Flood of Light to occur when it would normally be stopped will mark your chain as a failure. Thus, you will need to face everything from the scheming of your former brethren all the way to the events of the Final Days. Such is the price of bearing such a burden.

Times Past [+0] – Of course, plenty of things have happened in this star's history. Do you want to see what Eorzea was like before the fall of Dalamud? Or the struggle to rebuild in the five years hence? Perhaps even see a different Astral Era unfold before your eyes? This option allows you to start in an earlier time period in Hydaelyn's history. Any point past the Sundering is valid. You may stay for your assigned duration or stay until you reach the time period you would normally depart at if you hadn't chosen this. If you choose the latter, I suggest finding some way to extend your lifespan depending on how many Eras in the past you wish to begin at.

Yet Unwritten [+0] – Or perhaps the future interests you more? You may choose to extend your stay in this jump until the end of any of the expansions that follow after the events of Endwalker. As with your normal duration, this can vary, but you can expect all manner of things to occur between now and then.

Ten Words When One Would Suffice [+100] – Forsoothe, Jumper. Your vernacular has become overly excessive, so much that a trifling matter could be extended from sunrise to twilight as you cannot resist the urge to speak in the most elaborate and poetic vocabulary you can conjure. And lament, for despite any otherworldly charisma or force of personality you possess, your words will cause woe to your allies and anger in your enemies as you prattle on and on about matters.

Sprout [+100] – Fresh off the boat, are we? You must be feeling pretty high and mighty with all those lovely advantages you're starting with. Well, not anymore. For your first year in this world, you start as an absolute beginner in your Job(s), needing to learn everything from the ground up. In addition, your prescient knowledge of this world has likewise faded from memory, and anything that isn't common knowledge or obvious to your background regarding this world's facts, stories, and destiny are no longer in your mind. You may eventually shake off this 'newness' and become both skilled and wise again, with your memories returning...but this will be a slow, grueling process until you've either completed your first major adventure or a year has passed.

Pray Return To The Waking Sands [+100] – Aetheryte networks between the city-states and common locations within those cities have done much for personal travel and transportation. So long as you have a small handful of gil and the aether to focus it, you can teleport anywhere you've been with an Aetheryte with ease. So it sure would be frustrating if you had to constantly travel to somewhere you couldn't instantly teleport to, right?

You now have this problem. Events conspire for you to constantly need to return to a specific location that is miles out from the nearest aetheryte. To add insult to injury, any other methods you have of instant teleportation or travel that's faster than a flying Chocobo will, for whatever reason, fail you when you need to return to this same location over and over again. If said location is raided or destroyed, destiny will happily whip up another one that's equally if not more inconvenient to return to often.

Bloated Inventory [+100] – There's many good reasons even the most seasoned of adventurers depend on retainers for their bookkeeping and inventory management. You are now a shining example of those good reasons. Your ability to manage and keep track of your own belongings is terrible, often losing things you need or having piles of things you don't. It's extremely likely you'll forget what belongings you had in the first place without outside help. I wouldn't trust you with any world-saving artifacts of power for your time here, Jumper.

Extremely Inappropriate [+100] – Contrary to many rumors in the city-states of Eorzea, most adventurers are professionals who take their work seriously and don't purposefully make life difficult for any teams or parties they sign up with. At least, they used to be. I'm not sure if it's something in the water or just bad luck attached to you in particular, but other adventurers in this world tend to be a mix of eccentric and depraved, and always in a way that is annoying to you personally. Many show up to dungeons dressed in what can be described as bondage gear or Chocobo outfits (if they show up dressed at all), everyone is making passes at each other, and you swear one of them was screaming about joke from your home star you vaguely recognize. While they're not any less competent, any allies you gain for your adventures are now much more frustrating to deal with. This doesn't apply to the Scions and their immediate allies, at least, but anytime you need a band of adventuring allies...well, pack some earplugs.

Lol Anon [+100] – I welcome you to the esteemed ranks of the hilariously incompetent, Jumper. Well, maybe not to the point of being totally useless, but you're definitely a lot more clumsy and hot-headed than you would normally be. Often charging into battle or making one too many acrobatic flips backwards, your situational awareness has taken a slight dip in battle or when trying to focus on a given task. It's not bad enough that you're guaranteed to die the moment you enter danger, but you do tend to make life harder for yourself than it needed to be.

For Those We Have Lost [+200] – Losing others can hurt. Often, it can feel like a part of you is ripped apart and left behind, never to be picked up again. And someone who travels across many worlds and faces many dangers, you will no doubt experience such loss if you haven't already. Should any of your companions or followers die, they will not miraculously survive or return to life during this jump. And your friends outside of that area will be at great risk, your foes or rivals striking at them to harm you, or even mundane things like accident or disease shadowing them. Tragedy waits in the shadows and can only be prevented or delayed by substantial effort on your part. To add insult to injury, you will forget taking this drawback until the jump has concluded.

If the death of your allies is a complete drop in the bucket for you or you have nobody to lose, you get no points from this drawback.

For Those We Can Yet Save [+200] – Grief and self-appointed burdens are the other half of that terrible coin, of course. To feel like you're responsible for each and every life around you. To feel each and every loss, as fresh as the last. A constant feeling of dread and guilt every time you don't put in your absolute best...and sometimes, even then. This heavy-hearted feeling will be your companion in this world, a constant sense of low self-worth and guilt, especially during any instance you feel you've let your allies down. This sense of empathy is a constant, lethargic drain on your willpower. Though you can push past it, your mind will constantly be at its limits when under a large amount of stress. If you have powers or abilities dependent on your mental state or willpower, expect them to be more difficult to use. You may even have a few inner demons knocking at the door, depending on their form.

Burden of Responsibility [+200] – Then there's just everyone and their mother deciding you're Eorzea's second biggest errand person. No matter how many allies, resources, or ways to otherwise trivialize or delegate your goals that you have, things will always require you to step in personally to make any progress. War camp needs supplies? You're going hunting or chopping lumber yourself. A small team needs to sneak into a heavily guarded fortress? You have to come along, even if you're not much of a stealth person yourself. And so on. If you refuse any of these many, many tasks you're given, your own goals will be greatly impeded if not set back entirely. I hope you didn't plan on any vacation time here!

How Glib [+200] – Not very expressive, are you? You can't bring yourself to talk in anything longer than a few short sentences a day, maybe ten words or less on average, preferring to let others do the talking for you. In any other instance, you can only express yourself through exaggerated emoting or your facial expressions. To make matters worse, even when you do talk, those around you tend to ignore your opinions and suggestions, events always proceeding to their logical conclusion despite any protests on your part. This usually turns out fine, but there's always the chance whoever's speaking for you isn't so good at leadership as everyone says they are...

If you took this with "Ten Words When One Would Suffice", then not only do people ignore you, but instead of being mute your overly flowery vocabulary is now borderline incomprehensible and exists even in your internal monologues or personal writings. Enjoy.

Ul'dahn Hyperinflation [+200] – As it turns out, an economy run mostly by overworked crafters and thrill-seeking adventurers isn't really prone to stability. While this wouldn't normally proceed to utter insanity, this drawback removes that semblance of normality entirely. Everything in the world is more expensive, gil is more scarce, items and resources more precious and expensive...at least when they're sold by others. When you try to make a penny off of this insane market, it's a lot harder for you than it is for everyone else. If you can't navigate this economic hellscape, you might be dependent on charity or whatever you can find in the wilderness.

Unfriendly Locals [+200] – Something I've been stressing throughout all of this is the importance of having allies. Even if you yourself are unbeatable in battle, having others you can rely on in places you cannot always be present in is paramount. And this is now needlessly difficult for you to take advantage of. No matter where you go, the locals will initially be distrustful of you, regardless of your fame or skill. They will always demand that you prove yourself in mettle, wit, or patience in some way befitting the local culture, experiencing a constant uphill battle just to get a favor out of someone you need help from. While this can be overcome, expect to experience this each time you enter a new area for the first time, fame and infamy be damned. Even if you're the antisocial sort or prefer a jackboot as your chosen method of dealing with others, you'll find opposing factions and rebellious groups are a bit harder to deal with...especially since they find it easier to get help or more recruits.

Henceforth, Anon Shall Walk [+300/+500] – Whether as a consequence of the original Sundering or a side effect involving the nature of your entry to this world, you have been sundered as the Ancients were. That is, you have been considerably diminished from your full might, your abilities and powers now a fourteenth of what they were originally. Abilities or traits that would let you ignore age, hunger, fatigue or other parts of being a mortal are lost entirely. Powers that would elevate you above the might of the greatest Primals in this world are likewise reduced or removed entirely. This likewise applies to your body and innate attributes, a revolutionary genius being made 'merely' smarter than the average Hyur. This only applies to powers, traits, and extraordinary skills that were gained before this jump, mind.

Oh? This is your first jump? Unfortunately, that comes with a different consequence. You were fragmented into several different beings and incarnations, one for each still-living shard of this world. Though they have the same core personality as you, they have their own lives and goals. Each one is convinced that your continued existence will ultimately destroy them at the end of this jump and will endeavor to hunt you down to save their world or themselves. They are aware of your nature and any foreknowledge you hold of this world. It may be possible to convince them to stand down or willingly merge with you, but expect to have a few harrowing life-or-death encounters before then.

For +200, only possible if this isn't your first jump, not only do you suffer from being splintered AND diminished but your shards are now much harder to convince to stand down and they're wielding similarly diminished abilities of yours. Each one has a set tailored to a theme or personality they have, all of them actively seeking to remove you from the equation so they can continue their own lives. Merging with them will restore your diminished powers by a fraction each time, but you won't regain anything that would let you transcend mortality and pain until the jump has ended. If you have done the impossible and gotten the shards to become your allies without becoming the same person, you may take them as companions or followers, though they'll lack your stolen might once the jump has ended.

For Whom Do You Fight? [+300] – Powerful enemies and dangerous rivals are an inevitability for those who seek a name for themselves in this world. Whether it's a bandit lord, a Garlean general, or even just an especially vicious food critic, you now have an antagonist in this world for your primary goals. They are resourceful, dangerous in their chosen trade, and capable of matching wits with you. While they can't exceed the capabilities of this world, they're dangerous or slippery enough to initially evade consequences or match you in battle. While they can be overcome and defeated, you will need to devote a good amount of your resources and time to the venture.

They also tend to go on long-winded monologues at you. No, you can't interrupt them.

Singular Bliss [+600] – There is an individual in this world, in a faction that you are most likely to come into conflict with or otherwise have no relations towards. They are extremely talented, skilled and powerful in ways that defy all common logic in this world. A thousand of this world's most skilled warriors could be laid low by them with a lazy exercise of their own ability. They are also a dark mirror of your personality: Someone who always seeks a new challenge would be met with one who creates them out of boredom through much pain and suffering inflicted on others. Someone who has compassion and love for their friends will be met with someone who has none to give. Whatever the case, they are your antithesis and have both the power and potential to not only challenge you, but potentially crush you.

They are aware of you. And for one reason or another, they believe the only way to fulfill themselves or their goals is to defeat you in a climactic battle or contest that ends in your annihilation. Not even death itself may spare you from their attention for long as they race for new heights and seek to escalate this contest, this 'hunt' to even the very end of the world. Only one thing is certain: the conflagration of your clash will scorch even the stars.

The Unending Chain of Jumper (Ultimate) [+600] – Okay. This drawback doesn't kick in until after the jump is over. At the end of your experiences in Eorzea, you will miraculously encounter an eccentric bard that wishes to immortalize your journey as an epic ballad to be told throughout the ages. The problem is that he's an easily bored fellow and tends to exaggerate your many trials and experiences to unreasonably epic heights. A battle that required only some effort from you becomes a soul-crushing duel to the death with no room for error. A fight that threatened the world is now one that threatens not only the shards of this world but other universes as well. Gods above help you if you were actively involved in fighting elder Primals or a certain horror at the edge of the universe.

Why is this a problem?

Well, you are transported into these 'Ultimate' battles, a best-of featuring all the major conflicts you were apart of. If you did not participate or none of note somehow happened, the bard will imagine some for you and escalate it even further. These foes are several times stronger than their original forms at base and are always, at minimum, a difficult challenge for you. Others will bring you to the brink of death several times over without perfect performance and tactics from you. Should you fail any of these battles, the bard will be extremely disappointed in you.

Oh, and your chain ends. I suppose that's worse.

The only good news is that you get about a day's rest between each battle. When each one is overcome, you may resume your chain and make the final choices as normal.

Go Home

Stay Here

Move On

Notes:

This jump was designed with the events of A Realm Reborn to Endwalker in mind. If future events contradict the contents of this jump, it's up to you if you use newly established canon or the jump's original contents for perk/item purposes. This document will not be updated with future events in mind, so use your own discretion. Alternatively, if you like future expansions enough, make jumps for those.

Many perks are designed to complement each other or be used in combination. For instance, A Living Calamity can be used with Potent Polymorph to temporarily transform yourself into a Voidborn, Sin Eater, etc. while letting you command your creations at the same time. Be creative and make up your own ways to use them together.

Until I add proper house and base building, assume Logistics provides lodging for the Jumper and their Faction members.

For Those We Have Lost expires at the end of the jump, like all drawbacks. Any dead companions or followers respawn as normal once it does.

You likely have noticed most Paths have a prodigy capstone, while Path of the Star's version in Trailblazer is is an all-around skill and experience booster based on accomplishment and using said skillsets regularly. These do stack together.

Dying temporarily according to canon events through The 14th Seat does not count as chain failure.

How much of the Echo's abilities are gameplay abstraction or canon is vague at best, as well as at the mercy of a shifting writing staff. Use whichever version of it makes the most sense to you.

Yes, Trailblazer stacks with the more specialized learning/mastery perks, though the former works best when you're still learning or advancing a given skillset and accomplishing increasingly amazing things with it, while the latter is usually more of an up-front boost plus bonuses and possible external bonuses.

If you have a Faction, their ratings are just the starting power of said Faction. You may upgrade them with your own efforts and it will retain these upgrades in future jumps.

*Blue Mage is a very odd duck in gameplay, so how it works in your own chain is up to fanwank.

No, you can't use an Aetheryte to return to a previous jump until your chain is actually over. I really shouldn't have to say this, but it's on here for posterity.

>I have a ques-
Fanwank it.
>Bu-
Figure it out yourself.