FINAL FANTASY VI

By PrincessAnon

With inspiration from SoAnon

Once, this world had magic. Then, one thousand years ago, a war of magic raged across the world. Three divinities, a Demon, a Fiend, and a Goddess, descended from their realm and waged war against each other. Mortals caught in the path of their powers were granted magic of their own and forced to fight as slaves to the divinities' wrath. Some time later, the three realized the destruction they were leaving in their wake. Only a charred husk of a world remained.

The gods freed their slaves and bound themselves in stone deep beneath the earth. Their last wish was only that they never be awoken. Their slaves, calling themselves Espers, sealed themselves behind a magic gateway and made for themselves a realm of peace where they could live undisturbed. And so, magic left the world, leaving only legends and stories in its wake.

Humanity did what it does best. It adapted, persevered, and survived against all odds. The hole left behind by the lack of magic was slowly filled in by technology. The steam engine, gunpowder, electricity, and even stranger marvels were born out of the imagination of those who survived. A thousand years allowed kingdoms and empires to rise and fall.

The latest of these is the Gestahl Empire. It has conquered most of the southern continent from its seat in the grand city of Vector. Now it quests with greedy fingers towards the Free Kingdoms of the north. Skirmishes for footholds have already begun. Castle Doma is already under seige in the north-east and rumors swirl about South Figaro not being far behind. Even Narshe at the northern edge of the world will soon discover the Gestahl Empire has more ambition than any suspect. And, most terrifying of all, far more power than any could even imagine.

Magic is no longer extinct in this world.
Or perhaps it never left.

You will be placed in this world two weeks before a unique woman with no memory arrives in Narshe.

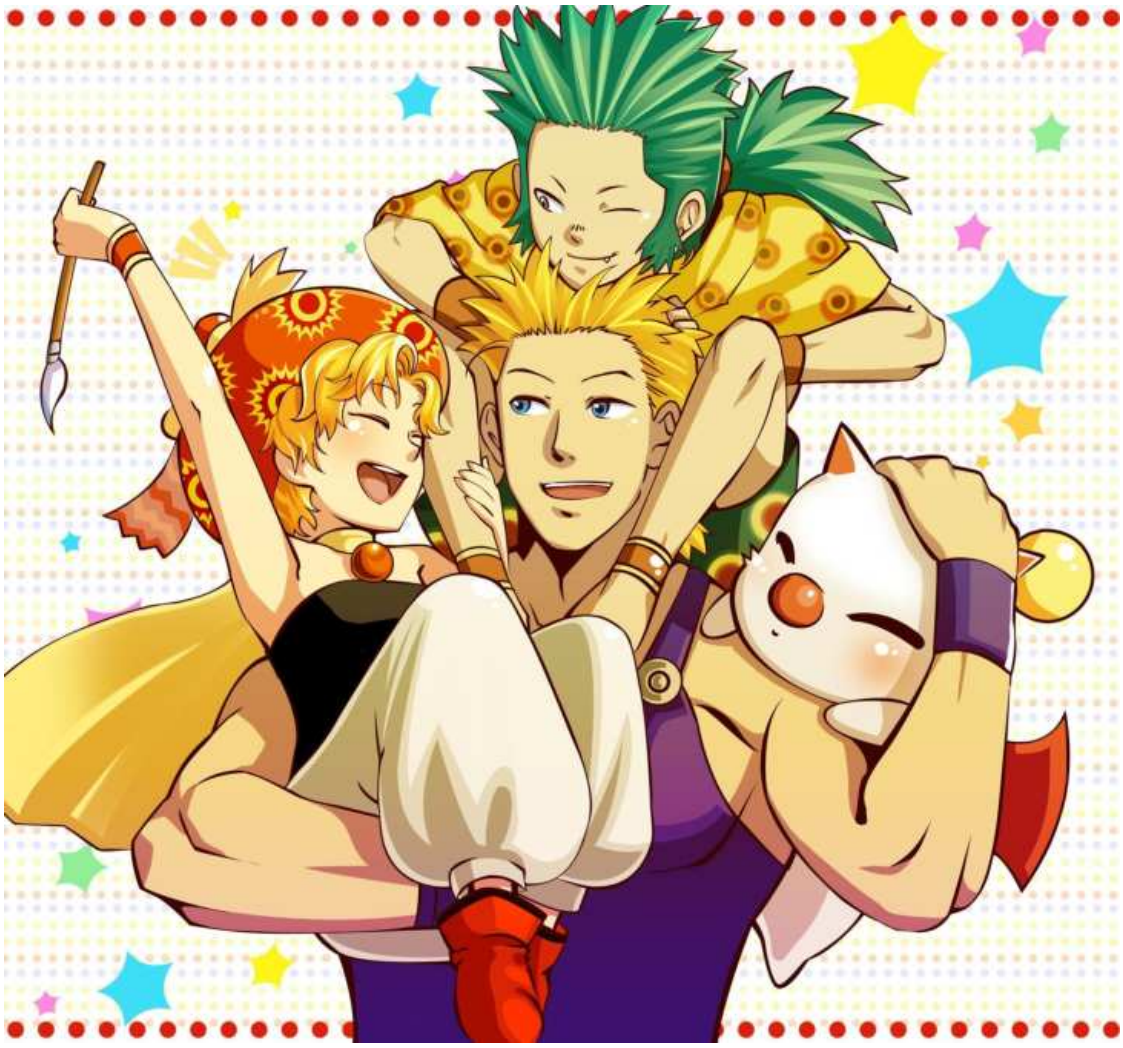
Take these. Perhaps they will allow you to stop that which has already been set in motion.

1000 CP

Races of The World of Balance

Human

Humans are, as ever, a diverse race of people. Some are good, some are evil, some are beautiful, and some are ugly. Most fall somewhere in the middle and just want to get on with their lives. They are an adaptable, resilient people who have learned to survive in a world without magic. They have a stubborn will to live that allowed them to persist through apocalypses and rebuild from scratch each time.



Moogle

These strange little creatures are growing increasingly rare in a world that has little use for relics of the past. Little is known about them save that they are secretive and much prefer the company of their own kind. This is exemplified in their lack of desire to learn the Human language. Not that they can't, they just prefer their own. Few Humans can understand the intricacies of the Moogle language either. It consists of a single word, "Kupo", with variations on pronunciation, stutters, and tone changing it into any of a million words or sentences.

Unlike Humans, Moogles have a strong, innate sense of right and wrong and universally prefer to stand on the side of right. While they prefer to flee rather than fight, they will pick up arms to defend their homes and what is right. They prefer polearms and other weapons that compensate for their short stature. They are surprisingly capable warriors despite appearances.

Yeti (100 CP)



It is an undeniable fact that there are monsters roaming this world. Monsters of all shapes, sizes, and descriptions inhabit every cave, grassland, forest, and even deserts. Their true origins are unknown and few care to bother investigating them. They are a fact of life and are the reason why most people cluster in their towns instead of travelling.

Among the monsters, there exist a rare few with enough intelligence to recognize that there is more to life than simply the passions of nature. The Yeti are a very rare humanoid monster living in the upper icy reaches of Narshe's mountains. They are shy when it comes to revealing themselves, but quick to anger if forced into a corner or surprised. There have been reports of them speaking, if in a limited sense. The Moogles have a strange bond with these monstrous humanoids.

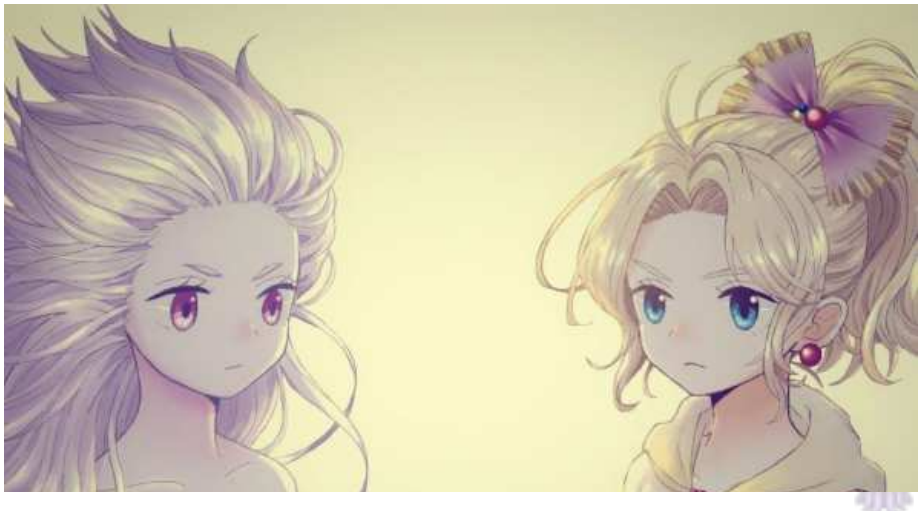
Inhuman Strength (Free, Yeti Exclusive) - Yeti are strong, even for their already impressive size and stature. Crushing rocks and hurling boulders take only a moment's effort. Battling monsters with their bare fists is not only possible, but startlingly effective even against those with thick armor plates. It is rumored that their strength only grows with their anger.

Half-Esper (200 CP)

Humans mixing with Espers is supposed to be impossible for a whole host of reasons. Not the least of which is the massive magical gate at the gateway between worlds kept solidly closed. Or that's the idea at least. The long standing rule of isolation has been showing signs of cracking lately. And Humans are great at tackling the impossible.

Half-Espers are rare in the extreme. There is currently only one in the whole world and even she isn't known for what she truly is. It is unknown what kind of talents these individuals would have except in the broadest sense. Half-Espers have a natural affinity for magic and appear Human nearly all of the time. They seem to exhibit some hints of their origin through unnatural hair or eye colors. Divided as they are between two very different worlds, one can surmise it would be common for them to have a hard time fitting in anywhere.

Innate Magic (Free, Half-Esper Exclusive) - Your unusual heritage has granted you a connection to magic as a whole. Your magic has two Focuses *[Note 1]* from which you naturally learn spells more quickly. Additionally, given time you will learn spells even from outside of your Focuses without needing Magicite to teach them to you. This extends to other magic systems you can access in a very limited sense, merely allowing you to learn spells from them a little bit faster.



Factions of The World of Balance

Choose one of the following options

Returners

They're either the glorious underdogs fighting against the expansion of an oppressive regime or a violent insurgent threatening the peace of the world. Depending on who you ask. Their main goal is to stop the Gestahlian Empire's efforts to bring the entire world under its heel. Unfortunately, they are wildly outnumbered and outgunned. They mainly exist as scattered pockets of individuals operating as quietly and effectively as possible. The Kingdom of Doma is the only large settlement to side openly with the Returners. Though many more are secretly sympathetic, providing funds and resources to them when possible.

As someone who has sided with the Returners, expect to have to hide your true motives and identity. The leader Banon will quickly find a place to use your energy effectively. With so few bodies they cannot afford to waste a single talent. The Gestahlian Empire will try to hunt you down, even if you do not act openly against them, especially in the coming months.

Gestahlian Empire

The glorious Gestahlian Empire was established 685 years ago when the city of Vector declared its independence from the rest of the world. It saw the rest of the world as scrabbling, crawling maggots who refused to march towards the future. For most of history, the "Empire" was simply ignored by those outside of its borders. However, two decades ago the Gestahlian Empire unleashed a military force unlike anything the world had ever seen before upon the southern continent. It was only after this that they began to display truly startling advances in technology. Mechanical suits powered by unknown means that could decimate entire squads of soldiers. Rumors spoke of cruel experiments that gifted humans with powers unseen in a millennia… or shattered their mind.

Choosing to side with the Gestahlian Empire will certainly put you on the winning side of the current conflict. They have the military might and magi-tech to bring the world to its knees. But life in the Empire is not all peaches and cream. The common people live dirty, miserable lives. Only those in the military enjoy the spoils of their technology. A fact that certainly has helped their army swell its numbers. Additionally, the Returners will label you an enemy. If you're important enough, and given a decent chance, they may even try to remove you to sow chaos in the Empire.

Independent

There are those who side with neither of the two current powers. Those who do not care for politics or who governs who. Those who only desire to fill their pockets with gold, craft exquisite operas to entertain any who desire to cultivate their soul, or simply wish to be left alone to their lives. Some cities, like South Figaro, sternly refuse to get involved and desire to remain entirely neutral.

Walking this path allows you the freedom to join in where and when you wish with whoever you desire. Or to pick no side at all and simply watch from the sidelines. You will have total freedom over what you want to do in this world. However, this comes at a price. Neither the Returners or the Gestahlian Empire will entirely trust you. At least, not until you prove yourself in some way.

Backgrounds

Choose one of the following options

Half-Esper (Requires Half-Esper Race) [Age: 2d8+14]

You are an entity as unique as a snowflake and as rare as one caught in the updraft of an inferno. Which is an apt analogy for what your time in this world is likely to be. The Returners and the Empire will both be keen on exploiting your magical talents for their own gain. If you do not side with either of them, you would do best to keep your magic a secret. It will be a lonely existence unless you find true allies, friends, and something to believe in.

Moogle (Requires Moogle Race) [Age: 1d8+5]

Moogles don't get out much, so it is likely that you haven't either. That doesn't mean you're naive or even ignorant of the outside world. The few Espers wandering the World of Balance have an odd fascination with the Moogles. You met one of these in the recent past and they taught you the human tongue. Should you desire to leave your small community behind, you are free to do so. But expect the world to be a little surprised when you show up.

Thief [Age: 2d8+18]

Whether you prefer 'Pirate', 'Treasure Hunter', 'Preemptive Nautical Scavenger', or 'Bandit', they all mean the same thing. You have a talent for acquiring things that others would prefer not to sell and tracking down treasures long since lost. There is some small fame/infamy already attached from your past deeds. Whatever they were, those in the know will recognize your name as someone who can get jobs done.

Technical Genius [Age: 2d8+20]

The modern era has brought wonders untold into the world. Gears and steam engines can be put to so many useful endeavors. You've been trained by a mechanical engineer of no small fame or were a self-taught prodigy. Either way, you're already an inventor of no small talent. With an amount of muscle that few would suspect. Lifting metal gears and torquing crescent wrenches all day does require a decent amount of strength.

Martial Artist [Age: 2d8+20]

While technology has continued to march forwards, there are those who practice more ancient traditions. You are one of these and have dedicated no small amount of your youth to the pursuit of your art. Whether you have sought combat as a means of controlling your temper, empowering your body for some end goal, or simply want to know how to kill someone with your bare fists, you have accomplished a power almost as mystical as magic. Your competency with your chosen martial art cannot be denied, but you still have a long way to go to unlock your true power.

Soldier [Age: 4d8+20]

Discipline, honor, and justice. Three ideals this world could do more of right now. You are a soldier trained in the art of the sword and with no few years of experience under your belt. Those who know you would respect you as the model warrior serving with distinction. It's even possible that you have a position of no little renown, though what that might be would vary widely depending on your choices above. Hopefully the world doesn't tarnish your noble spirit too badly.

Wild Thing [Age: 1d8+9]

You might have once had a family, but it's hard to even remember that far back anymore. Your mind is too full of the present. You had no education and no proper upbringing. You were raised in the wilds of the world alongside monsters both terrifying and harmless. You have trouble communicating with others and few would call you civilized, but the mere fact that you survived as long as you have on your own among the beasts means one of two things. Either you're luckier than you have any right to be… or you're the most dangerous predator around.

Magitek Knight [Age: 3d8+16]

In the darkest corners of the Gestahlian Empire's laboratories exists a series of experiments so secret that only a select few people in the empire even know they exist. They involve draining captured Espers of their power, turning them into crystalized magic, and, most horrible of all, human experimentation. You are one of three to have survived the process of being infused with magicite. And one of the other two came out half-crazed. Hopefully you pulled through with more of your mind intact. On the upside, you already have a small talent for magic because of the experiment. As well as many gaps in your memories where only pain exists.

Gambler [Age: 2d8+20]

Even with a war in the works and cities falling to empires, there are those who just don't care one whit. They're the card sharks, the dice throwers, the adrenaline junkies who do whatever they feel like just to make the day exciting. You've joined this noble breed of aimless layabouts. Most people will think of you as nothing more than a lackwit too useless to be of use to society. It's up to you to prove yourself more clever, or at least luckier, than any suspect.

Magi [Age: 9 OR 1d8+9 OR 5d8+30]

Your ancestors did not simply survive the War of the Magi, they were able to wield magic themselves. They were Humans who learned the talent on their own despite not being Espers. You are part of a very small community that now just wants to be left alone. You were taught to never show off your magic to outsiders, no matter the circumstances, from a young age. Keeping the secret is the only way for the Magi to stay beneath the notice of those who would ask them to pick sides.

Wanderer [Age: As Old As Your Tongue And A Little Older Than Your Teeth]

A true mystery to the history of this world. There are none who know who you are. You have no friends or allies to call your own. You are a rumor given flesh and seem to have walked directly out of the ether into your place in this world. People will be confused by your lack of history should you choose anything other than Independent above, but will not question your newness unless you give them a very solid reason to do so.



Starting Location

Roll 1d12 to determine where you begin your time in this world.
Alternatively, you may start in a place indicated by your Background.

1. **Zozo (Half-Esper)** Theme

Just because Jidoor declared themselves too good of a town to allow "low-class" citizens within their walls doesn't mean the poor stop existed. They had to go somewhere. So they made the town of Zozo. Surrounded by mountains on all sides, the only way to reach this town of murderers, thieves, and liars is through a thin mountain pass. It's always raining in Zozo. Always. And watch your step. The people have built their town straight up to make up for the lack of space. Shanty-town skyscrapers reach hundreds of stories into the air… and they make for a truly terrifying climb.

2. **Narshe Mines (Moogle)** Theme

The mining town of Narshe is a place of steam power and cold. They're a tight-knit community that wants little to do with the politics of the outside world. They're content to sell their coal and metals to the highest bidder and remain stoically neutrals. Their mines contain more than just miners though. Moogles are said to live in the depths and rumors are flying about mysteries being discovered both above and below the mountains. Soon Narshe is going to have more attention than it ever cared to want.

3. **South Figaro (Thief)** Theme

One of the few major cities residing on the Northern Continent. A bustling port town with regular ferries to and from Nikeah that allow for trade with Narshe. All this, combined with being governed by Figaro Castle to the north, makes South Figaro an attractive destination for any wishing to trade. While there is an air of snooty aristocracy that hangs over the more affluent in the town, few let that get in the way of business. Stay away from the pub though. All kinds of thieves and assassins hang out there.

4. **Figaro Castle (Technical Genius)** Theme

The seat of the Figaro monarchy is situated in the middle of a desert. An ancient castle that has recently seen a number of mechanical and technological upgrades woven into its stone structure. Ruled over by Edgar Figaro, it is a place of innovation and fair justice. The king wants nothing to do with the Empire, but feigns an alliance with them for the sake of his people. It's an open secret neither side truly trusts each other. Rumors swirl about the castle not always being in the same place.

5. **Mount Kolts (Martial Artist)** Theme

At the foot of the Sabre Mountain range lies a treacherous climb of rotting rope bridges and narrow ledges. Mount Kolts has long been treated as a place only those seeking to train their physical prowess attempt to climb. The monsters only complicate any attempt to pass through. There have been rumors lately of a pair of individuals seen grappling on its heights. Pure insanity considering the fall even a single misstep would ensure.

6. **Doma Castle (Soldier)** Theme

Rooted in a lineage as old and historic as any still existing in the World of Balance, Doma prefers to live a more simple existence as a nation. They disdain technology, machines, and the politics of the outside world. Normally they would be happy to live on their own, but the Gestahlian Empire has taken exception to their unwillingness to bow. A war and extended siege of Doma Castle has broken out. Despite their technology and troop advantage, Doma Castle has managed to hold off the daily assaults so far.

7. **Veldt (Wild Thing)** Theme

This seemingly endless plain of short grass lies surrounded by a nexus of swirling waterways that wash all sorts of things to their shores. Mostly it's monsters. Lots and lots of monsters. If one looks hard enough one can find monsters from every corner of the world wandering the Veldt. While it is a field day for those insane enough to hunt them regularly, most normal people avoid the grasslands. Those few who wash up on its shores have settled down together and made an isolated little town called Mobliz.

8. **Vector (Magitek Knight)** Theme

The capital of the Gestahlian Empire is a city of cold steel, tyrannical control, and unbridled technological progress. It is a massive city that dwarfs any other three cities of the world combined. All of it is watched over by the megastructure that forms the seat of the Gestahl throne. The people here both suffer and thrive as part of the Empire. Few will openly complain about their treatment, but all feel the oppression crushing down from the throne.



9. **Opera House (Gambler)** Theme

South of Jidoor, a mad man in love with music has constructed a palace dedicated to the arts. Specifically, as the name implies, to opera. The Impresario who watches over the building serves as both owner and conductor. He ensures that each performance is perfect and frets constantly over anything that might disrupt his art. All things considered, he's a nice enough person. Perhaps you should just take a seat and enjoy the show.

10. **Thamasa (Magi)** Theme

At the far eastern edge of the world lies an unassuming little hamlet. It's so far away that most people have only heard about it in rumors and none have bothered venturing out that far in ages. It's a simple place, one might even call it backwater, but there is a secret hidden underneath everything. A secret one would do well not to pry into unless you already know what it is. And even then, the locals do not take kindly to outsiders knowing what they do.

11. Nikeah (Wanderer) Theme

Nikeah is the other side to the mirror that is South Figaro. The most northern port town in the world doesn't take itself as seriously as their partner town. Which likely has something to do with all the miners coming downstream from Narshe. Their streets are packed with hawkers and traders who sell their goods straight out of boxes beneath hastily erected tents. Each day brings new deals and new traders to their streets. An easy city to get lost in the crown in.

12. Jidoor Theme

A place of culture, art, and snooty aristocrats who prefer not to be reminded lower class citizens exist thank you very much. It is a town where money changes hands frequently and in large denominations. The Auction House sees relics and rarities from all over the globe pass through its hall and the art gallery attracts wealthy patrons from every corner. With so much wealth gathered into one place, it is only natural that information finds its way here as well. After all, everything is for sale and anything can be given a price tag.



Perks

All Backgrounds receive their 100 CP Perk for Free and a 50% Discount on their other Perks. [Note 3]

Half-Esper

Follow Your Heart (100 CP) - Alone and lost in a world that wants to use you is a scary position to find yourself in. It can make it hard to trust anyone, even though a few friends is exactly what your soul cries out for. Thankfully, you have an instinct when it comes to others. You can get a feel of the true character of a person out of a short conversation. This solid "gut feeling" should help you decide who you can trust and who to avoid. If you listen to it.

Strength of the Spirit (200 CP) - Relying only on oneself isn't all loneliness and heartache. It can also be a time of learning to gather strength from within. Without anyone else, there is only you. And you've learned to reach deep inside yourself for more than just magical power. Your will has hardened into a core of steel that allows you to cling to resolve and determination even in the most harrowing of circumstances. You will still feel fear and pain, but they will not be your masters.

A Being Split In Two (400 CP) - Espers are endowed with a lot of magical power. More than even the most trained of Magi are capable of controlling. Stuffing even half of it into a Human body and then giving them no idea what is happening to them can be stressful, to say the least. Some feel as if they are tearing completely apart. But you've learned how to handle disparate energies coursing through your body. This extends beyond your natural Esper abilities and can help you control such influences gained from other worlds. With time, training, and experimentation, you will be able to forge links between the different magical pools you have, allowing you to draw on them to fuel each other. Like a cascading cavern pool, each flowing into the next.

Trance (600 CP) - In time, most Half-Espers run into a situation so stressful, overwhelming, or terrifying that they simply "overload". They let their Esper half have full control and completely transform into a being of pure magic. It is a dangerous situation that can rapidly drain the Half-Esper's energy to the point of death. Worst of all, with the Human side completely submerged, the Esper half begins running on instinct. Flying away in a panic or lashing out with destruction at anyone around them are both common. Without instruction on how to transform back, it is a situation that can easily end in tragedy of a dozen stripes.



Thankfully you have already received, or discovered, the method of returning to yourself. Even better, you can change back into your Esper form for a short time. Doing so allows you to access a vast reserve of magical power as well as severely enhancing any spells you cast. Especially those that fall under your Focus [Note 2]. After transforming back, you will be unable to access your "Trance" state until you have had some time to rest. Because of your unique nature, you may discover unusual additions to your form should you "Trance" while accessing non-Human Alt-Forms. Only experimentation will tell how useful these additions will be.

Moogle

Cute as a Button (100 CP) - It's undeniable. Moogles are cute. With their little dangling pom-pom, short fuzzy fur, tiny bat wings, and adorable round nose, one can't help but think cute when gazing at them. So, as a Moogle, it's only natural that you'll be just as cute. The kind of cute that disarms people when they first look at you and causes a moment of surprise when they notice the spear in your hands.

Teamwork (200 CP) - As small as they are, Moogles would normally be easy prey for the many monsters that exist in this world. Even in the secluded caves of Narshe one can find ravenous slugs, bandits, and wererats roaming around. So, to survive, the Moogles have learned to work together. Tackling monsters as a group and basic battlefield tactics are just the matter of course for you now. You'll always have a helpful suggestion or tactical tidbit to toss out to your allies.

Bossy Boots (400 CP) - Moogles are anything but small in spirit. It might be hard to tell with the only word of their language being shades of "Kupo". However, there's no denying that they're intelligent, opinionated, and downright bossy when they want to be. You're similarly endowed with a force of personality that belies your physical appearance. You're adept at getting others to listen to your commands and nobody is going to factor in what you look like anymore.

Geodancer (600 CP) - There is a strange, unique magic to Moogles that is likely the reason the Espers show such interest in them. They are capable of communing with nature to a limited degree, drawing the innate magic of the world into themselves. The Moogles can feel this communion as a rhythm. The pulsing sensation of living magic courses through their bodies. And while others would likely have twisted this pulse to their own means, the Moogles understand that they should go along with the flow of nature rather than fighting it.

So they dance. They spin with the swirls of desert winds, bow low against the freezing cold of the northern mountains, and express their magic as they emulate nature itself. Each type of environment they commune with teaches them to recognize a unique pulse of magic. Even when they are far from that magical pulse, they can still tap into it once they know what to reach out for. It is not an overstatement to say that the more a Moogle travels, the more dangerous its magic can become.



You can also tap into these rhythms of life and dance to express their unique magic. While dancing you can even cause an illusion of the environment you're channeling to appear around you. Exactly which magical spells you will tap into depend on the place itself, but they tend towards ones that target entire groups of enemies or allies. Blasts of wind, earthquakes, and healing fog banks are just the barest example of what you could learn.

Thief

In and Out (100 CP) - People tend to keep valuables locked or hidden away from prying eyes. It's human nature and part of the challenge. You've got a smattering of talent and experience when it comes to breaking into the various locks, traps, and hidden passages that attempt to keep you from your prizes. A combination of lockpicking and trap spotting expertise, the latter of which also doubles to allow you to find hidden switches and passages most would miss.

Rich In Spirit (200 CP) - Just because you steal from people for a living doesn't mean you're completely without a heart. You've got an infectious smile and an air of roguish charm that draws people to look past your profession. Or perhaps you have a code of ethics that you follow that lends you an air of respectability. Whatever the exact reason, it gives you a subtle charisma that tends to make people trust you easier.

All That Glitters (400 CP) - They say the best thieves are those who can all but smell money on the wind. While you can't literally smell money, you always know when you're on the right track for a large payday. This sixth sense for treasure gives you a nudge whenever you hear a rumor, job offer, or even just stumble across some cave that contains the opportunity for treasure. Should you pursue, you'll find yourself well rewarded each time. Though, the treasure might not always be what you expected to find.

Mug (600 CP) - A good thief can steal something without causing an alarm. A great thief can steal something just walking past you on the street. But only the very best of thieves can turn the swirling chaos of battle to the advantage of their sticky fingers. You've learned how to turn every slice of the sword into a distraction, every evasion into an opportunity, and even your missed strikes into a part of your master plan. All so that you end the battle with your pockets bulging with treasures and trinkets.

In simple terms, this newfound talent of yours allows you to steal items from opponents during battle. So long as you have one hand free you'll be able to snatch rings off fingers, amulets off necks, and treasure from pockets without stopping your assault for even a moment. Better still, this ability works even on monsters who wouldn't normally have anything beside their hide to take. Exactly how is perhaps a mystery better left unexplored.



Just note that not everything will be wildly valuable or powerful artifacts. Only the most powerful opponents will have those in their pockets. Bully the neighborhood kids and you'll likely only come away with a few sticks of gum. Attack a simple goblin and he'll probably only have a basic healing potion. But if you take on a mighty dragon, well, you might even find a rare magicite in your pocket at the end of that battle.

Technical Genius

Percussive Maintenance (100 CP) - The first lesson any good engineer knows is that you've got to use what works. The tool at hand might not be made for the job, but if it's all you've got, then it'll have to do. Applying this principle to the world at large, you've picked up a talent for using whatever is at hand as a weapon. Crowbars, hammers, chainsaws, and other tools of all shapes and sizes. This works especially well on any inventions you create yourself.

Born Lady Killer (200 CP) - Some people are born with that certain charisma that makes ladies swoon or men trip over themselves. Whichever you prefer. Or both. We don't judge. Even if others are going to take one look at you and give you a ten out of ten. Simply put, you're now much more attractive to those you find desirable. Just make sure to work on your personality as well.

Natural Inventor (400 CP) - The World of Balance has gone through a technological renaissance since the times of the ancient war. It had to so that it could replace the gap that magic left behind. So, naturally, those with the smarts and creativity to cram two gears together could easily make a name for themselves. You've got a marvelous mind when it comes to advancing the plodding pace of technological advancements. You see possibilities in ideas that others would miss, even when it comes to completely foreign substances or machines. Now if only you had the skills to make your imagination into reality.

Magitechnician (600 CP) - Technology in this world isn't just steam engines and gears. After all, the world includes magic. And what kind of inventor could pass up the chance to meld magic and technology together? Like Cid, the masterful inventor behind the Gestahlian Empire's rise to power, you have the ability to change the world if your practical application of Magitek. Like walking mecha capable of taking out entire squads of traditional soldiers with one well placed blast of magical fire. Or steam engines that don't require either water or coal refills. Auto-crossbows powered by a spark of lightning, poison sprayers with an internal tank that never empties, and even stranger creations are all within your grasp.



Simply put, you understand the Magitek of this world inside and out and can recreate it given the proper materials. You can power technology with magic, either directly with a spell or indirectly with some kind of powersource like Magicite, and can create all different kinds of enchanted tools and weapons. The only limit is your access to magic and your own imagination.

Martial Artist

Duncan's Training (100 CP) - The art of physical violence comes in as many forms in this world as it does in any other. Using your bare fists may be seen as a little old fashioned in a world with swords and Magitek, but at least this way you'll be a lot harder to disarm. Whether you trained under the great master Duncan himself or a different martial arts master, there's no denying you learned the art well. Pick a martial art from our world. You have ten years experience in practicing a slightly more fantastical version of that martial art, including a small measure of chi control to enhance yourself.

Built Like a Bear (200 CP) - Of course, knowing martial arts is one thing. Punching a man clear across the room with your sheer muscle mass is another entirely. And at some point you decided that you'd rather not choose between strength and technique. You're built like a literal bear. You top most people by a good six inches or more of height and your muscles can only be described as bulging. It wouldn't be much of a stretch to call you the physical peak of human performance.

Focused Strength (400 CP) - Adrenaline and training together under a focused mind can produce incredible results. They can allow a frail old man to punch through a massive log or allow individuals to push aside their normal limits when the need arises. You've mastered a controlled version of this technique and can kick your body into overdrive for short periods of time. This works best when you have a single goal on your mind to focus on, like protecting someone from the danger of a crumbling house by holding it up on your own for a few minutes, but can be used less effectively in other situations. Your muscles will pay the price for such exertions later. Still, it seems a small price to pay for the ability to suplex a train.

Blitz (600 CP) - Of the more mystical arts that exist in the World of Balance, Master Duncan's Blitz techniques firmly cross the line between martial and magical. The techniques are among his most carefully guarded secrets and Duncan does not teach them to others lightly. Even students who have dedicated a decade of their lives to training are sometimes found unworthy of the power of Blitz. Even if you did not train under Duncan himself, you have learned an art similar enough to be indistinguishable to the casual viewer.



You have learned how to harness the power of your own chi to perform acts that step outside what the physical body should be capable of with normal martial arts. So far you have only touched on basics, allowing you to emit bolts of pure energy or perform a flurry of super-fast blows given a moment to gather you strength. But given time to practice, or lots of battle experience, you will unlock many more mystical applications of your martial arts. You will even be able to create your own Blitz techniques, though doing so would take years of effort.

Soldier

The Way of the Sword (100 CP) - Despite the Gestahlian Empire's sudden rise to technological superiority, much of the world still prefers to do battle the old fashioned way. Swords, axes, katanas, and lances dominate most battlefields. You, like any good soldier, have had years of training in your weapon drilled into you by an excellent teacher. Choose one of the four weapons previously listed as your speciality. You won't be a master by any stretch of the imagination, but you'll be able to survive most battlefields.

An Air of Honor (200 CP) - Whether it is duty or a lust for power that drives a person to master the art of killing others, there is a certain sense of tradition that comes along with the teaching. Whether you serve in an army or are the master of your own fortune, you have learned to stand up straight and conduct yourself with a sense of dignity befitting that tradition. Simply put, others will instantly recognize your bearing and demeanor as someone capable and worthy of command. Because of this, others will be more likely to follow your directions in a situation of battle or danger.

Frontline General (400 CP) - Being placed in command of even a few troops is a great responsibility. Their lives are now in your hands. So, what better way to show them the path to victory than by leading the charge? You're a master of effective charges, crushing pincer maneuvers, and blinding ambushes. Even better, so long as you're fighting alongside your troops in the front lines, they'll be less likely to break when confronted with tough odds. They'll even fight that much harder with each enemy they see you strike down.

Bushido (600 CP) - Any who study the art of the blade will tell you there is always something left to learn. There is no perfect attack, no flawless defense, and certainly no single strategy that will annihilate those who stand before your bared steel. Still, there are those who learn to draw out the "soul" of a blade using their own to perform truly supernatural feats. Concentration and waiting for the perfect moment to strike are key to the Bushido techniques.

You will begin with the most basic techniques of the Bushido already mastered. The first is Fang, a concentrated strike that phases through armor to strike at the core of a person. The second is the Sky technique, a patient parry that waits for the opponent to strike and then punishes them severely. Few, if any, opponents can dodge the Sky counterstrike. These are only the beginning though. Given time, training, and meditation on the "soul" of the blade one will be able to draw out even more impressive feats. Striking four opponents with a single swing, drawing strength and energy from the wounds you inflict, even striking down undead in a single strike could all be in your future if your soul is strong enough.



Wild Thing

Brawler (100 CP) - *Monsters mean! Angry! Bitey! But you BIG mean!* You grew up fighting for your life and it truly shows. Your body has a wiry musculature that marks you as stronger than even trained soldiers. Additionally, you have mastered fighting like a wild animal, making you more unpredictable against opponents expecting a fighting style of any kind.

Wind God (200 CP) - *Monsters fast! Fast like wind! WHOOSH!* In the wilds there are no protective padding or plates of armor to protect you from the blows of the creatures trying to eat you. Either you got out of the way of claws and teeth or you earned a new scar. Your lack of scars shows you mastered the former. You're capable of short bursts of speed that would startle a cheetah. Even more amazing, you've learned to channel this speed into more than just sprinting. You can focus it into your blows to strike twice in the time it takes most to swing once. Or into your reflexes to make dodging a breeze. Just try not to overuse it. It will rapidly drain your stamina if overused.

One of the Wild (400 CP) - *Monsters mean to people. Not monsters. You act monster, you friend!* A kind of feral aura hangs off of you from all those years in the wild. It's barely noticeable to people, but to monsters you might as well smell like one of their own kind. Animals and monsters of all stripes will react far less violently to your presence than they normally would. The more violent will tolerate your presence so long as you don't make yourself a nuisance, while those prone to pack instinct will be eager to take you in. Hopefully you don't mind the taste of raw meat.

Rage (600 CP) - *Monsters powerful! Magic! Tough! Learn monster! Then you powerful!* Instinct. Part berserking, part learned response. It's the most powerful force driving animals and monsters alike. In this world, one can make the argument that instinct is interlaced with magic due to how many monsters display the ability to tap into it. Through your years of living so deeply immersed in instinct, you've learned how to tap into this powerful force at will. By giving yourself up to it you can mimic the abilities and magic of the monsters themselves.

Essentially, Rage is a Blue Magic that is learned by living with the monsters you want to mimic the abilities of for a short time. A week is usually more than enough, though extremely powerful monsters may require additional time. Once learned, you will be able to throw yourself into the "instinct" of that monster. Any passive magical effects surrounding the creature will affect you as well and you'll be able to use any unique abilities of the monster. Giving yourself over to the instinct means that you won't have as much control over your actions as normal, as your mind will become partially that of the monster's for a time. But you will maintain enough control that you will not attack allies directly and will be able to snap yourself back out of it when you desire.



Magitek Knight

At Odds With Normality (100 CP) - Magitek Knights are a pretty unique breed. Considering they were created in a lab through experimental procedures involving magic and technology, people expect them to have a few personality quirks. So they'll tend to overlook small things like bouts of maniacal laughter or the occasional stabbing of an underling who didn't polish your boots quite right. This extends to a lesser degree to any group you're a part of as well. Just don't push it too hard or people will suddenly realize just how strange, murderous, and/or dangerous you really are.

Combat Sorcery (200 CP) - Blending together steel and magic is what makes a Magitek Knight truly dangerous. Regular soldiers have a hard time dealing with blasts of fire interspersed with thrusts of steel or parries punctuated by bolts of lightning. You have several years of practical, battlefield experience killing people with a melee weapon of your choice combined with your magical talent. Guaranteed to make you a match for any two dozen normal soldiers in a fair fight.

Magicite Infusion (400 CP) - Magic flows through the veins of the Magitek Knight. Literally. The process of creating a Magitek Knight distills magic drained from Espers and injects it directly into the individual. You, unlike so many others, have survived the harrowing, pain-filled experience and come out the other side something new. One of only three so far in the world. Choose two magic Focuses. You will naturally learn spells covered by your Focuses, though not those outside of them unless assisted by Magicite. However, your spells will be more powerful as a result of your tight focus.

Runic (600 CP) - A unique side-effect of having magically charged blood is the ability to restore one's own magical stores by absorbing spells cast by enemies. Tapping into this restorative effect isn't something one can do idly. Channeling power in this way requires concentration and focus to ensure one isn't damaged by the very spells one is trying to absorb. Thankfully, you have already mastered the trial and error portion of this technique and learned a truly useful skill. By holding your sword aloft and charging it with a touch of magic, you can turn it into a sort of magical lightning rod. Spells cast around you will swerve to target you as long as you concentrate on this effect. Instead of damaging you, you will absorb mana proportional to how strong the spell is. There is no limit for how long you can hold this "reverse channeling" state, but you will also not be able to do anything else while you remain in it.

➔ **OR**



Madness IS Power (600 CP) [*Requires Corrupted Magicite Infusion Drawback taken for no points*] **-** Sure, your sanity might be failing as a result of the botched experiment that made you, but that doesn't mean it's all bad news. After all, if it's going to leave you anyways, might as well lean into the skid. Your magic now gets progressively stronger the more of your sanity you lose. If you really can't wait, you'll even be able to rush things by purposefully burning your sanity on the altar of power. Just remember that this is a one way street. You won't be able to "trade back" power for your sanity again. If you want to regain that you'll have to find your own cure and deal with the resulting loss in power. But who would want to cure their insanity anyways? Insane people are always laughing. That means they *must* be enjoying themselves. So go ahead.

Gambler

Clever Hands (100 CP) - Four aces, seven little black pips, a glittering silver ball falling exactly into place. All sights you're familiar with as you've toured all the games of chance each corner of this world has to offer. Gambling houses both high and low class have felt your hands dip into their pockets. Simply put, you're a master gambler that knows just when to bet large and when to walk.

One With The Skies (200 CP) - There are only a handful of Humans who can truthfully claim that they've flown in the skies. Even fewer than that can say they're a master pilot of a vehicle so rare that some don't believe it even exists. You, however, are one of that elite cadre of airship pilots. Just a moment to familiarize yourself with the controls would be enough to have airships of all stripes dancing as if they were made of pure wind. You might even be able to give a flying Esper a run for their money in a race.

The Game Was Rigged (400 CP) - Lady Luck is such a fickle bitch. Some days she'll give you a wink and a kiss on the cheek while others she'll kick you in the knee onto some broken glass. However, there are those, like you, that she seems to favor above all others. Even your bad days seem to pan out. A dropped ice cream cone will lead you to find a lovely new watch under a bench. A continent could come crashing down onto your airship only to find, despite all odds and common sense, that you and your crew end up alive at the end of it. Just don't depend on your luck that hard. It might cost you an airship.

Gamble (600 CP) - Let the Magi have their flashy spells based on learning, effort, and understanding. That kind of magic is boring and predictable. It would be so much more fun if magic had an element of chance to it. A roll of the dice with much higher stakes than mere coins. With this in mind, you've tapped into a sort of wild, unpredictable magic based around luck and the power of money. The first effect is simple enough. You can dissolve money into a kind of magical energy that you can unleash upon your foes. The destructive force of this magical energy is directly proportional to how much you spend. Just a few coins will net you a slap on the cheek. Empty your pockets after a night of winning at the casinos and you just might kill a dragon in a single blow. [Note 4]



The second effect is more unpredictable. By giving yourself up to the whims of your luck, you can roll the dice and cause a random magical effect to be unleashed. Healing, elemental blasts, status ailments, even powerful death spells have a chance of appearing when you focus your mind and exert your will. Use caution when deciding to test your luck. Your unpredictable magic tends to want to help you, targeting enemies with destructive spells and allies with healing ones more often, but you won't always come up aces. You might find yourself or your allies on the receiving end of a spell of lingering death or your enemies healed.

Magi

Youthful Energy (100 CP) - Magic isn't just a source of power to be drawn on for casting spells. It's the essence of life, a building block of this world given an outlet. Surrounding yourself in it and learning to live with it instead of bending it to your will can have so many more possibilities. Like the Magi, you have a passive connection with magic that invigorates your body. You'll feel the effects of fatigue and age less keenly than you otherwise would.

Monster Knowledge (200 CP) - The Magi have been around for quite a while. They survived the War and the thousands years after despite every hardship. What has helped them the most is their studious nature and curiosity. You've taken that spirit to heart and dove into the literature of sages past. And whether due to sheer passion or simple age, you've learned all there is to know about the monsters of this world. You understand their weaknesses, their strengths, and just which spells hurt them the most. Even better, any monsters you choose to study in other worlds will reveal their secrets to you much more quickly.

➔ **OR**

Sketch (200 CP) - Magic and drawing have a surprising amount in common. So it's no surprise that the more creatively minded Magi have found a way to bridge the gap between the two. It starts with innate artistic talent carefully trained that is taught how to manipulate paint with subtle tendrils of magic. Both of these you already have, but this ability can do so much more than simply creating masterpieces on canvas. You're able to paint on the open air itself and create short-lived, visual illusions. Perhaps, with practice, you could stretch those illusions into ones capable of striking out at your foes.



Magic Blooded (400 CP) - While the first Magi learned magic the hard way, a millennia of steeping in it has given their descendents a more natural talent for the art. As one of their kin, however distantly, you share in the arcane flowing through your veins. Choose one (1) Magic Focus. You easily and naturally learn spells from this world encompassed by your Magic Focus. Additionally, you can learn spells from outside of it given time and practice. This innate talent also comes in handy when it comes to learning spells not of this world, aiding your understanding and allowing you to grasp them easier.

Lore (600 CP) - A simple fact of the World of Balance is that Humans and Espers do not have a monopoly on magic. Monsters wield it both passively and actively in unique ways that few have bothered studying. Most people seem content to stay in their little slices of the world and cut down any monsters that try to bother them. But the mystery of this unique form of magic that monsters are capable of draws a few inquisitive minds. Especially from the ranks of the Magi. Those who take the time to understand that uniqueness learn now to use it themselves.

By allowing yourself to be stuck by the magic spells of monsters, you can learn how to cast them yourselves. Of course, you will need to survive to make use of your new knowledge. A problem made even tougher by the deadliness of some of their spells. You cannot simply witness the performance of monsters using their spells. Personal experience of the effect(s) is required to truly understand them.

➔ **OR**

Control (600 CP) - Art imitates life, or so the saying goes. With magic added to the mix it's entirely possible for the opposite to become true as well. For paint and canvas, or more exotic mediums, to be used to capture the will of a creature and force it to do as you wish. Provided that you can actually paint well enough to render what you wish to control.

While normally only obtainable by those with glorious mustaches, you have already mastered this use of sympathetic magic. Your ability to control those you depict will be directly linked to just how expertly portrayed the subject is. Crude stick figures will net you only a suggestion whispered in the ear. Masterpieces will allow you to turn a creature on its allies and control it completely. So practice those brush strokes.

Three notes to this ability. The first is that pain can cause the links controlling an individual to be severed, so take care that your puppet isn't damaged unnecessarily. Secondly, it takes a lot of concentration to maintain this subtle art. You will not be doing much else while holding the will of a creature. Third, your control works best on monsters and simple creatures. More willful people will be harder to snare in the first place and even harder to keep under control.



Wanderer

Air of Mystery (100 CP) - What is a man? If you are any indication, they are secrets bound to a pile of flesh and locked away from the world. So long as you answer no questions, secrets that you desire kept tend to remain so. It is not impossible for others to discover traces of your history and uncover the truth. Still, without the words from your own lips, your secrets will be much harder to discover.

What's At Hand (200 CP) - Weapons exist in such an abundance that one would wonder how humanity has reached this point in its history without destroying itself. But while swords, axes, and technology are all common choices of the day, it is so much easier to take advantage of others when they suspect you unarmed. You have mastered using whatever is at hand as a weapon. Chairs, scarves, ladders, even silverware can all be turned into deadly weapons in your grip. You especially excel at throwing with terrifying accuracy.

Shadowed Heart of Gold (400 CP) - The world may see you as an uncaring mercenary who is willing to kill their own mother for the right paycheck, but you know the truth of a person is always more complicated. The past, especially the moments kept secret, can shape even the kindest soul into something sharp and dangerous. No matter your form, your reputation, or your attitude, people will always get a sense of who you truly are when they talk to you. This works especially well with children and those pure of heart.

Mimic (600 CP) - There exists a type of magic that is not magic. A technique that is not a technique at all. It is the art of nothingness, of giving yourself up to the world around you and letting yourself become one with it. By slipping into this state of action that is inaction, you can copy the action of your friends, allies, and companions. Should they cast a magical spell you will launch the same one in their wake without tapping into your magical stores in the slightest. Should they quaff a potion, you will mime the action and receive the benefits, or detriments, of it as well. Should they strike out at a foe with their sword, you perform the same motion with whatever you have in your hands.

You need not know or understand how the techniques or spells work for you to perform them. You only need to be able to see they perform the action to be able to copy it. Just be aware that you are mimicking them without being them. Your own abilities and talents will determine the effectiveness of the spell, technique, or whatever. Executing the finest of sword strikes with nothing but a ladle will certainly limit its effectiveness.



Undiscounted



Magicite Creation (400 CP) - The secret the entire world wishes to know is where the Gestahlian Empire gets all the Magicite they need for their weapons of war. It is a secret so well hidden that few suspect it lies beneath Vector itself. An entire factory dedicated to the creation of so valuable an asset as Magicite.

Unfortunately, the truth is far darker than a mechanical process simply refining magic. Magicite is the concentrated essence of an Esper that can only be obtained with the being's death. That's right. It's an entire factory dedicated to experimenting on, draining, and then killing Espers on a massive scale. If one knows that the factory has been running for sixteen years, then it becomes easy to imagine how the Gestahlian Empire has risen to become the power it is today.

And now you know both the truth and the method of creating Magicite. Drain an Esper of its magic, then kill it. But, of course, such a dark secret combined with your unique nature can result in… unique opportunities. If one can drain and kill one magical creature in such a way, why not others? Of course, there's no telling what kind of power one would get out of such an experimental process. Which is part of the fun, isn't it?



Items

All Backgrounds receive their 100 CP Item for Free and a 50% Discount on their other Items. [Note 3]

Final Fantasy Jumper (Free) - This classic video game system comes with two controllers, an assortment of tangled cords for connecting to various televisions, and a set of cartridges. Each one holds a video game adaptation of your Jumper's travels through a single world in 16-bit, classic RPG form. You'll start with one for each world you've visited so far and gain another after your time in each new world has ended. If you would like, you can import this directly onto the mobile device of your choice, with each game being selectable from a single program. However, this mobile version will always feel inferior in some way, despite the graphical upgrade.

Magicite Purchase (100 CP) - Normally there's only one way to get Magicite. Normally. Thankfully, your unique nature allows a loophole to be exploited. Each time you purchase this option, I will import two Magicite from an alternate universe where the Espers have already passed from natural causes and won't be missed. They'll function exactly like the original, teaching you a few spells similar in nature to the Esper inside, and allow you to summon them to use a spell unique to each Esper.

Diving Helmet (100 CP) - This ordinary looking diving helmet has no air hose connections, only three glass viewing ports on the front and sides. It will allow the wearer to breathe and swim easily underwater. The strangest part about this helmet is how it will extend its enchantment to up to three other people who swim nearby the wearer. An odd item to be sure.

Lich Ring (200 CP) - A cursed ring originally made by a sorcerer mad with jealousy. Or so the story goes. Those who wear it will find their body grow cold as their heart stops, yet they will not die. The wearer will become an undead with all that entails. Healing spells will damage the wearer while death and poison type spells will heal them. Additionally, those who attempt to use draining spells on the wearer will find themselves drained instead. Thankfully the wearer can take off the ring to restart their natural processes once again.



Opera House (300 CP) - This house of culture and refinement has everything one would need to put on the finest thespian displays. A well appointed lobby dripping with plush fabrics and coated in warm, polished woods awaits those when they first enter. The comfortable seating is set to welcome several hundred with a few box seats set aside for VIP visitors. The stage is large enough to allow even the most grandiose of set designs to be realized. And, of course, several plush rooms in the back for the stars to ready themselves for each performance. For now the opera house sits outside one of the major towns on this world, at your choice, waiting for your direction. In future worlds, you will be able to attach it to other properties you own, directly to your Warehouse, or simply pick a spot for it to appear in each new world. Within reason, of course. An opera is nothing without an audience.

Colosseum (400 CP) - This grand battle arena would not look out of place sitting in the middle of Rome itself. Marble coats almost every surface and the stadium is large enough to easily hold ten thousand. The basement floors contain cages of all shapes and descriptions that hold shadowy creatures that growl, snarl, and lunge at anyone stupid enough to get nearby. These indistinct monsters are shades capable of assuming a wide variety of forms based on the desires of the Arena Master who oversees this place. While not under your direct control, the Arena Master will honor you like a VIP guest and always allow you to interrupt any scheduled bout should you choose to compete yourself. Like any other who wishes to dare the Colosseum, you will be required to offer up an item as your side of the wager. In return, the Arena Master will create a suitable challenge and reward based on what you offer up. Hand in a trifle and the Colosseum will offer a similar trifle along with a laughable battle. Hold out a rare artifact instead and you will find something equally powerful hidden behind a truly powerful foe. Please note, the Colosseum is able to offer items and produce monsters from other worlds based on your wager, but exactly what you will receive isn't set in stone. Wagering the same item repeatedly will result in random, if similar in scale, items. Just beware. Offer an item so powerful that the Arena Master could not possibly cover the bet and you will discover a truly impossible foe, even for one such as you, facing you down. Losing in the Colosseum will never result in your death. Only the loss of the item you bet.

Half-Esper

Magicite Shard (100 CP) - This small chunk of green crystal is only a small part of a full piece of Magicite and most of its magic has been lost. However, a sliver still remains. By channeling a touch of magic through it you can use the shard to perform a random summoning of an Esper. It's impossible to tell what will come springing forth, but it will cost no mana. The shard will shatter into dust after a single use. However, a week after you have used it you will find a new one in your belongings.

Gold Hairpin (200 CP) - This stylish hairpin has been etched with fanciful designs depicting each of the magical elements of the world in miniature detail. It's true power is something much more useful than mere fashion. Those who wear it will find the drain of casting magical spells reduced by a moderate amount as the hairpin draws from the ambient supply of the world.

Soul of Thamasa (400 CP) - An orb of seemingly simple, unadorned beauty. A deep blue fire burns inside the glass, roiling and swirling from unseen forces. No mere flame, it is the soul of an ancient Magi who trapped himself inside the orb to assist his brethren. Anyone who holds the orb and casts a spell will discover it replicating the same spell. This duplication costs the holder nothing but is otherwise similar to their spell in every way. However, one is not capable of casting any kind of summoning magic while holding the Soul of Thamasa.

Paladin Shield (600 CP) - The large kite shield has the feel of one that has seen hundreds of battles, yet it shows not a single scar or scratch. It feels no more magical than any ordinary sheet of steel would. However, in practice, this can hardly be the case. Those who hold the shield will find themselves immune to damage from elemental spells of all kinds, as well as those of the holy element. Even more astounding is the punishment the shield can withstand without shattering. For all this, there is still one more secret hidden deep in the core of this artifact of the Trinity War. The knowledge of a spell whispered to be the ultimate in destructive might. Perhaps, those who use it long enough will unravel its use.

Moogle

Super Ball (100 CP) - This coin-sized ball of rubber looks like nothing more dangerous than a child's toy. However, given a simple command word, the toy can transform into a dangerous weapon. Once activated it will bounce off every available surface until it reaches truly insane speeds before launching itself at your enemy. After impacting with bone crunching force, it will fly away and become lost for an entire day. At which point you'll find another one in your pocket.

Alarm Earring (200 CP) - These simple golden loops were enchanted by a paranoid Magi of ages past to prevent his being assassinated. Stories say they worked well enough, but spoiled every surprise party his friends threw for him. They warn the wearer of danger approaching the wearer from behind by vibrating insistently. They also provide advance warning of ambushes a few instants beforehand.

Moogle Mineshaft (400 CP) - Partial ownership of the Narshe mine shafts is not something easily arranged, but it has been done. You now own a section of the twisted, surprisingly dry, mine shafts that trace through Narshe's mountains like veins in a body. The three entrances/exits to your section are surprisingly easy to overlook unless one already knows where they are located. Inside, past a short section of maze-like corridors, lays a very comfortable warren capable of housing several dozen individuals. Not entirely comfortably, but the grasses on the floor are continually soft, fresh, and clean. After you leave this world you can attach this cavern system to any mine or cave you already own, directly to your Warehouse, or simply let it follow you between worlds and place itself somewhere nearby and appropriate each time.

Snow Scarf (600 CP) - An enchanted scarf that offers supreme protection for those who disdain, or are unable to wear, other forms of armor. As soft as freshly fallen snow and weighing nearly as much, the scarf seems to always flutter into the way of attacks of all sorts. Rather than simply blunting the blow it turns them aside. Fatal blows become merely serious wounds and glancing blows miss entirely. It is not an infallible protection and can be overwhelmed, but not easily. The Snow Scarf offers the wearer a certain resistance to fire and fire magic. It also absorbs ice magic before it can harm, funneling the magic into healing those wrapped in its cool embrace.



Thief

Lockpick Set (100 CP) - This rolled bundle of a dozen fine metal instruments are the perfect kit for the treasure hunter on the go. When tightly rolled, the cloth keeps the tools from hitting each other and making any noise during inopportune moments. Additionally, the lockpicks are all of the highest quality, guaranteed never to break under normal use.

Genji Glove (200 CP) - An odd little piece of armor from ages past. It's hard to tell which hand this armored gauntlet is designed to fit just by looking at it. One moment it seems to be more suited for the left hand, the next, the right. It fits equally well on both, but that isn't the extent of its magic. When worn on a person's non-dominant hand the gauntlet allows them to use it just as well as their primary. Ambidexterity in one easily worn, and armored, package.

Auction House (400 CP) - What better place to fence stolen goods than an auction house? Oh, excuse me, *recovered* artifacts. This auction house prefers to situate itself in the wealthier parts of an already wealthy town. It might be a little inconvenient for you to get to at times, but it feels that the scarcity of its presence will only make you appreciate it more. The auctioneer will never reveal just where he gets all the rare artifacts and odd trinkets that appear on his auction block. However, he will be more than happy to slip anything you give him into the docket and let you keep the proceeds. Minus a small cut for the house.

You'll discover the auction house following you between worlds after your time here, although it doesn't deign to be added to any of your current properties or Warehouse. Easy access will ruin the mystique it's been carefully cultivating.

Zwill Crossblade (600 CP) - Rumors speak of this blade as one that was forged from a midsummer's breeze. Certainly it makes those who are lucky enough to hold it nearly as hard to hit as the ephemeral wind. Both magic spells and physical strikes seem to curve away from the holder of the knife. While not infallible, it is not a protection that can be easily overcome. Should you happen to lose, or break, or have the knife stolen, you will discover it is more loyal to you than most knives should be. It will reappear at your hip the next morning. Always with some blood on the blade.



Technical Genius

Parts Bin (100 CP) - A genius without materials might as well be a madman for how useful he'll be. So take this small box of gears, wires, metal plates, tubing, nuts, and bolts. It won't have everything you'll ever need for your inventions, but it will have a lot of the most common bits and bobs. Better yet, it will refill itself each week so you don't have to go shopping yourself. More time for inventing.

Invention Collection (200 CP) - Sometimes even genius needs a kick in the pants as inspiration. So have a few to get you started. The Auto Crossbow is exactly what it sounds like, an auto-loading, box-fed crossbow capable of spewing out several dozen bolts in very short order. The Flash is a massive lightbulb attached to an equally massive battery pack that is capable of temporarily blinding anyone you point it at. Finally, the Noiseblaster emits a sound that screws with the minds of monsters and people alike, temporarily confusing them with just a short blast. Make sure to wear earplugs with that one.

Blueprint Cache (400 CP) - This large collection of tubes contain what is likely to be the single most valuable horde of treasure to anyone with a hint of ambition and technical skill. Each one holds the blueprints necessary to recreate a piece of the Gestahlian Empire's Makitek might. Magitek Armored suits, steam engines that require neither fire nor water, even bits and pieces of their factory that drains and processes captive Espers. Given the proper materials, a few extra hands, and enough time, someone armed with these blueprints could rival the prowess of Cid himself.

Steamwork Castle (600 CP) - A true masterpiece of steam technology woven into the stones of an elegant, spacious castle. It would take even a genius like yourself years to fully understand the ins and outs of this marvelous gift you have just been given. With just water, fire, and a copious amount of gears, this castle employs amenities like no others. Except the original, of course. Fans provide heating and cooling capable of keeping the castle comfortable even in the heat of a desert. It also has piston driven lifts for those disinterested in stairs.

However, the Steamwork Castle harbors a secret that few would believe. With a flick of a switch, the side wings of the castle pull themselves against the main building. A second switch then causes the entire castle to dive below the ground. It is highly suggested you ensure everyone you want to stay alive to take shelter inside. Once underground, the mechanisms allow you to move the entire castle as if it were some sort of clockwork mole. It's not the fastest traveller and it moves most easily through loose soil, but it can remain underground for days at a time before the oxygen starts to run out.



Just make sure you check the engine room every once in a while. Sometimes tentacles like to gum up the works. No, it doesn't make sense to anyone else either.

Martial Artist

Potion Kit (100 CP) - This leather satchel contains an assortment of healing potions native to this world, all packed carefully enough to survive even a raging river rapid ride. They come in regular strength, high strength, and extra strength varieties. The satchel can hold ten regular strength potions and five of the two other kinds. It will automatically refill any used bottles for you once every month.

Black Belt (200 CP) - A simple cloth sash worn around the waist would not seem to be useful as anything beyond a fashion statement. This one, however, has been heavily enchanted to aid those skilled in the martial arts. When worn, the belt sends your muscles into overdrive when you are attacked, allowing you to throw a counter blow without even thinking.

Burning Fist (400 CP) - A set of knuckle dusters imbued with the power of fire. While they are capable weapons in their own right, their ability to add an explosion of flames to a punch make them a pyromaniac's dream. The magic takes a short while to recharge between each use, but you will be able to decide when you wish to unleash it with simple, shouted verbal command.

Secrets of the Master (600 CP) - The pupil will eventually become the master in the natural way of the world. But there are those who are not talented enough to reach the highest levels of martial arts. Some suffer from a twist in their soul, a lust for power that perverts their ability to learn the mental state necessary to climb higher. Others simply are not suited for the path they trod so eagerly. These scrolls offer a solution to those who wish to learn the secrets of Blitz, but are not capable of learning the abilities for one reason or another. When used in conjunction with instruction from a person who already knows the art, the student will be imbued with the magic necessary to perform Blitz techniques. Even custom techniques using Blitz that were created by the master can be taught with this scroll.



Soldier

Potion Kit (100 CP) - This leather satchel contains an assortment of healing potions native to this world, all packed carefully enough to survive even a raging river rapid ride. They come in regular strength, high strength, and extra strength varieties. The satchel can hold ten regular strength potions and five of the two other kinds. It will automatically refill any used bottles for you once every month.

Gauntlet (200 CP) - A single metal gauntlet that is intended for those who focus solely on attack. It greatly boosts the strength of any who wear it, but only when it comes to striking a foe. Strangely, it makes the wearer weaker if they attempt to wield a shield while wearing the gauntlet. Odder still, any blood splashed onto the gauntlet will disappear. Almost as if the metal is drinking it in.

Castle (400 CP) - Few things make a person feel more at home than a place of their very own. This castle sits on a slight hill overlooking lush fields on all sides. A moat winds around the outer wall before flowing off into the distance. The chambers are all furnished simply but comfortably, with thick rugs and tapestries to keep the chill of the stones at bay in the winter. While not a massive estate, the lands lying directly around it belong to you as well now. It is a perfect place to retreat from the world and enjoy the simple life of a country lord.

While you are in this world, the Castle can be found a short ride outside Jidoor, Tzen, or Mobliz, at your choice. Afterwards, it can be attached to your Warehouse or another property that you already own. Alternatively, it can follow you between worlds on its own, settling somewhere appropriate in each new world.

Zanmato (600 CP) - A holy katana said to have been forged by the very earth itself. The very oldest stories suggest that a great confluence of magic welled up in the magma beneath the world, casting the Zanmato out of the toughest metals ever seen. The legends also speak of those who hold the blade sidestepping strikes and cleaving armored men in twain. Those stories have only moderately exaggerated the true power of this blade. It is utterly unbreakable and now loyal only to you. If lost or stolen, the katana will find its way back to you in short order.



Wild Thing

Dried Meat (100 CP) - This strip of mystery meat is so well preserved it could be mistaken for shoe leather. It is still edible, and quite filling, but isn't all that tasty. Still, you'll always find a hunk of the jerky in your pocket just when your stomach starts to rumble.

Rage Ring (200 CP) - Anger is a powerful force, magical anger doubly so. While the simple copper band would appear to be unremarkable in any way, those who wear it quickly discover themselves able to tap into a primal sort of rage. One that specifically offers short bursts of strength that are enough to allow the wearer to throw a person like a ball. An oddly specific enchantment to be sure. The ring also protects the wearer from fire and lightning magic.

Bone Wrist (400 CP) - These carved dragon bones still hold the deep seated magic of their original owner. Macabre as it might seem to wear bones, they imbue the wearer with strength and vitality like those of the ancient dragons. Only legends remain of this artifacts' abilities. Still, they claim that the people who wore it into battle were mistaken for humans with true dragon blood in their veins. They speak of individuals that can shrug off pain and could send men flying with a single wild swipe.

Patch of Veldt (600 CP) - Only madmen or the most battle hungry of adventurers wander onto the Veldt regularly. So what does it say about someone who wants a chunk of that dire continent to follow them around? With this, you now own some of the monster infested grasslands known as the Veldt. During your time in this world it will be of little use to you as the Veldt will stay right where it is. However, when you leave, you will discover a small island's worth of the grasslands has followed you. [Note 5] It will set itself up somewhere in the ocean of the world you find yourself on and continue its tradition of attracting monsters of all sorts from the current world. The Veldt will actively resist all efforts to build more than a temporary camp on its shores by sending monsters to demolish any structures.

If for some reason your current world does not offer monsters, it will instead become a popular tourist destination due to its untouched nature. A perfect spot for a beach episode.



Magitek Knight

Ether Kit (100 CP) - This cloth pack contains an assortment of magical restorative potions native to this world, all packed carefully enough to survive a fall from an airship. They come in regular strength, high strength, and extra strength varieties. The satchel can hold ten regular strength potions and five of the two other kinds. It will automatically refill any used bottles for you once every month.



Magitek Armor (200 CP) - The Gestahlian Empire's latest weapon of war is truly a sight to behold. An armored behemoth that stomps across a battlefield on two legs, its face a deadly maw concealing a magitek cannon. The cannon can produce beams of elemental energy capable of destroying entire squads of traditional troops in a single blast. This model even conceals several missile banks and a system that converts the destructive energy into healing in case the pilot becomes injured. Tough as it is, the Magitek Armors are not invincible. Should yours meet an untimely end you will be given a new unit two weeks later.

Save The Queen (400 CP) - This fancifully designed rapier looks as though it was designed for fashion instead of for the battlefield. However, a number of enchantments have been inlaid into the metal that not only give it the durability necessary to slice through flesh and armor, but several invaluable enhancements to the wielder. Those who hold the rapier will find that it boosts their strength, both physically and magically. It can turn a simple firebolt into one that can slag metal or a glancing blow into one that drives straight through armor.

Reflect Ring (600 CP) - During the war of the three divinities, magic was the most common engine of destruction on the battlefield. Defensive spells existed but could only dampen the effects without ruining the beneficial ones cast by their allies. But where others saw an unwanted side effect, others saw an opportunity. By shielding themselves against all magic they discovered they could turn their enemy's spells back onto their foes. This small silver band does exactly that. When worn, it offers the wearer complete protection against magic and turns any spells cast back onto those who cast them. Best of all, this protection is invisible and undetectable except for a brief moment when it turns aside a spell.

Gambler

Gambler's Luck (100 CP) - Is it really gambling if you know you're going to win? You'll have to decide that for yourself. This deck of cards and set of five dice are generalized enough to be used in a wide assortment of games of chance. However, despite seeming completely unweighted and unaltered, they favor you far too often to be entirely fair.

Ribbon (200 CP) - The best gamblers know how to stack the deck in their favor. This small pin made of a twist of red ribbon is blessed with a powerful enchantment that makes one immune to a wide range of debilitating effects. Specifically Blind, Zombie, Poison, Imp, Petrify, Silence, Berserk, Confuse, Sap, and Sleep.

Airship (400 CP) - One of only two in the whole world! This flying boat is powered by a steam engine and a massive balloon tethered overhead. It's small enough to be agile yet powerful enough to circle the world inside of a day. All that power crammed into a small ship does mean that it only has limited creature comforts for any extended journey. A single small cabin and a galley capable of holding a dozen people are all the free space the airship has below deck. It is a sturdy little craft and will be able to survive several rough landings without breaking. If your airship does end up destroyed, you will always discover a rumor about a previously undiscovered airship hidden away somewhere. All you have to do is go, find it, and it's yours.



Final Trump (600 CP) - This deck of cards has no equal and likely never will in this world. Each card is a work of art with intricately painted designs depicting figures both lovely and frightening. One would never expect such lovely creations of having a far more sinister and deadly use. Created by a Magi with a flair for the dramatic, these cards can be imbued with touches of mana to turn them into terrifying thrown weapons. The edges each become as sharp as obsidian and the wielder can even control their flight through that touch of magic. Do not worry about losing one of these priceless cards. They will always return to their box a day after they leave it.

Magi

Ether Kit (100 CP) - This cloth pack contains an assortment of magical restorative potions native to this world, all packed carefully enough to survive a fall from an airship. They come in regular strength, high strength, and extra strength varieties. The satchel can hold ten regular strength potions and five of the two other kinds. It will automatically refill any used bottles for you once every month.

Crystal Orb (200 CP) - This powerful orb has survived ages untold and is even older than the War of the Magi. While it appears to be little more than glass, it is in truth a reservoir of magical energy. Any mage who holds the orb can draw upon the magic contained within to fuel their own spells. While the orb does not hold a limitless supply of magic, it does draw fresh magic from the world around it over time, recharging completely given a full day.

Isolated Cottage (400 CP) - A handsome little retreat tucked off in the middle of nowhere that is just perfect for getting away from the world. This cottage has a bedroom, a sitting room, and an outhouse just out back. While it might be lacking in modern comforts, it is perfect for anyone who wants to live simply and quietly. Especially so because the cottage has been enchanted to be hard to find except by those who already know where it is. It will follow you between worlds and place itself in a secluded spot each time. You will always know where it is, but getting to it might be a journey.

Angel Brush (600 CP) - An odd paintbrush with only a single feather at its tip. The feather is still capable of lapping up paint and makes for an absolutely astounding painting tool. It comes perfectly clean with only a little splash of water and is dry again within seconds. Miraculous as that all is, it is not the only ability of the paintbrush. It is also capable of boosting the magic cast by those who hold it, especially any magic centered around painting or other artistic endeavors.

➔ **OR**

Stardust Rod (600 CP) - Crafted with the head of a meteorite and a handle of lightning struck wood, this magic wand isn't just a focusing device for spells. Its past users have each inlaid an enchantment to strengthen the vitality and endurance of those who use it. Now, those who hold it could shrug off fatigue and light wounds with ease. Very useful for any Magi who finds themselves on the battlefield. Strangely, this rod has a special resonance with the Meteor spell, halving the magical strain of casting the spell by any who holds the rod.



Wanderer

Masking Clothes (100 CP) - This set of clothes, designed in a manner you are free to customize, are specifically designed to make it harder for others to discern your identity. Concealing face masks, lumps of extra cloth, and other such accoutrements make it much harder for others to determine even your correct build and height. Not impossible, mind you. They are just clothes.

Scroll Collection (200 CP) - Magic scrolls exist in this world but are rarely seen in this era. Most consider them merely collectables of the past. But the set granted to you, contained in a handy scroll case, has their magic well intact and ready to be unleashed. The case contained two scrolls of fire, water, and lighting, each capable of unleashing a blast of elemental magic on an entire group of enemies when activated. It also contains three that grant the user invisibility and three more than create several illusionary images of the user. Both operate for a short time before the magic fades. The case will automatically refill any used scrolls every third day.

Loyal Canine (400 CP) - A man's best friend is an invaluable tool in any trade, but especially to one who walks the world apart from the rest. This canine is not just large, loyal, and fierce, it is well-trained enough to make any other dog owner green with envy. The dog will eagerly lash out against anyone who dares attack you, even the greatest of monsters. It also has some magic of its own and is capable of hurting those monsters despite the difference in size or thickness of armor. The canine will also always find you again if it becomes separated, unless told to guard another. Should the worst happen and it perishes, the dog will reappear again as if the unfortunate incident never happened.



Kagenui (600 CP) - This short sword glitters like a crystal that has never before tasted blood. Legends speak of the blade holding mastery over time that was stolen from a particularly powerful Magi during the war. This is a dramatic overestimation of the blade's power, but it hints at the truth. The sword is imbued with a subtle touch of time magic that occasionally stops those struck by it in their tracks for several moments. This allows a skilled assassin to turn the barest of cuts into a lethal stab by acting while their opponent is frozen.

Companions



Ultros ("Free") - Look, I'm sorry about this. I tried to keep him off the keyboard. *"Silence Knave! You're in the presence of octopus royalty!"* You're not royalty. *"Gwee-hee-hee! So you've sea-n through my deception. How shell-fish of me."* Now you see why he's free? *"Don't be like that. I'm no garden variety octopus! I've got more lives than arms! And I'm the life of any party!"* Until you eat one of the guests. *"Can't be helped. I'm a slow learner but a fast eater."*

Look, you can take this troublesome octopus along with you if you want. Free of charge. He'll wander off a lot and mostly do his own thing, but he'll pop in from time to time to crack wise, tell bad puns, and generally annoy you. He's not the brightest creature in the sea *"HEY!"* but you can probably trick him into helping out now and again. Or maybe you think you can change him. *"I'd like to see them try!"* He is awfully hard to kill though. So maybe he'll be useful as a shield. Or as emergency rations. *"Seafood soup is NOT on the menu!"*



Biggs and Wedge (100 CP) - These two soldiers of the Gestahlian Army will be lost as part of their mission into Narshe in two weeks. The esper Valigarmanda will warp them out of existence in a series of light flashes. Of course, your presence here may change their fate entirely. However things turn out, Biggs and Wedge will find their way to you through chance, reassignment, or a little bit of magic trickery. They're both highly trained soldiers and will come to regard you as a trusted ally very quickly. They're quite capable despite appearances, especially with their suits of **Magitek Armor**. Unless you decide otherwise, Biggs and Wedge take up one Companion Slot and follow the standard rules for group Companions.

Deshi (100 CP) - This young boy dressed in blue robes seems a little lost and confused. Which makes sense considering he seems to be missing most of his memories. All he remembers is falling into a painting and ending up stumbling into your path. He has this strong sense that the two of you are linked in some way, but admits he has no basis for this except a feeling. Very enthusiastic about art in general, but paintings in specific. Comes with the **Sketch** and **Innate Magic** perks *(Focus: Fire and Defensive)*, despite not being Half-Esper, as well as the **Potion Kit** and **Ether Kit** items.

Stocke and Barrelle (200 CP) - This pair of thieves aren't quite as legendary as Locke himself, but they've garnered enough fame to have a large bounty on their heads in Jidoor. Stocke prefers to wear elegantly tailored suits that accentuates their sleek form and seems to leave few places to hide a weapon. However, Stocke can pull a knife seemingly from thin air and always seems to have just one more hidden away somewhere. Meanwhile Barrelle prefers a more subtle, feminine style and much prefers to work behind the scenes. Barrelle can crack any lock given a few minutes or a jaw with a blackjack if pressed to it. Just don't ask them their genders. They seem to delight in the mystery and rumors that swirl around the topic.

Stocke has the **Lady Killer**, **Rich in Spirit**, and **Mug** Perks. Barrelle has the **In and Out**, **Rich in Spirit**, and **All That Glitters** Perks. Both have a **Disguise Kit** close at hand.

Moogle Clan (200 CP, Discount for Moogles) - Moogles are naturally social creatures, so offering you just one of them seemed a little cruel. So have two dozen of the heroic little fluff balls. They already know all about you and seem really eager to join. They even started learning the human language in preparation for signing up. Though they still dot their sentences with "Kupo"s when they get overexcited or forget the correct word. It's pretty cute. Each of them has the **Cute as a Button** and **Teamwork** Perks, as well as a spear for when they need to defend themselves. You can treat these guys as Followers or as a group Companion, but make your choice now.

Ankuru (300 CP) - Being an orphan in Zozo means learning certain harsh truths early. The world is dangerous, people can be cruel, and food isn't always something you can afford. Still, the darkness often breeds the brightest sparks of light. Ankuru is a **Half-Esper**, their father being a Carbuncle and their mother not surviving the birth. Despite their history of tragedy, they are an individual that dreams of being a hero. Quick to leap to the defense of others and the kind of person who believes that everyone can turn their lives around if they try. They use their **Defensive** and **Time** magic to aid their meting out justice to the villains of the world. They begin with the **Follow Your Heart** and **Strength of the Spirit** perks and will grow into **A Being Split in Two** and **Trance** over the next few years. Ankuru still has their father's **Carbuncle Magicite** which they treasure above all else. They also have an odd kinship with dragons and a love for anything that sparkles.

Those to Fight For (50 CP each, 300 CP for 8) - Placing allies you already have into this world isn't that much more trouble than inserting yourself. This option allows your companions to choose a **Background** and **Faction** as well as either the Human or Moogle **Race**. Each companion imported in this way will also receive **400 CP** to spend as they wish. This can include purchasing the Yeti or Half-Esper race if they desire.

Those to Fight Beside (100 CP each, 300 CP for 4) - Perhaps there are those from this world that have caught your eye instead. A twist of fate can set you in their path as they find their way on their adventures or have you a fixture from their past if you prefer. Either way, you will find yourself in close contact with one of the heroes or villains of this world. This option will not guarantee that you will be able to convince them to come along with you, but it will give you the opportunity and ensure they will listen to your offer seriously.



Drawbacks

Take all that you wish. And remember your choices shaped your fate.

Ambition (+100 CP) - You've got a burning desire! No, not that kind. The kind that insists you're better at running everything than those around you. A desire for power, control, to impose your will upon others. Thankfully, you're not entirely insane like a certain clown (you're not, right?), so you'll be able to temper your ambition with common sense and planning. But your inner desire will hunger.

Technically Inept (+100 CP) - Admittedly, technology is pretty new for much of the world, but you must have been living in a cave. Your inability to operate anything more technologically advanced than flint and steel could be considered legendary. You'll constantly pull the wrong level, push the wrong button, or somehow cause catastrophic failures in advanced machinery. You might be able to learn your way out of complete ineptitude, but it will be a long, hard, painful slog.

Falling In And Out Of Love (+100 CP) - A person with a wandering heart has the worst curse ever imagined. It's not that you have commitment issues, you just seem to lose interest in a lover once the novelty has worn off. A year, maybe two, and you'll want to move onto someone fresh, exciting, new. This will come with the understandable social fallout. Perhaps stock up on tissues.

Lecher (+100 CP) - You really need to stop thinking with your libido. Not everything is a double entendre or should be turned into one! No matter how smooth and charming you are, you tend to interpret the words of those you are attracted to as invitations to something more. In short, you come off as kinda creepy and perverted much of the time.

On the Run (+100 CP) - You're on the run from the law for unspecified crimes. You can specify the crimes if you're feeling creative, or leave it as the dealer's choice. You must pick two locations from the list of Starting Locations. You're going to want to avoid those two places starting now, as the bounty on your is substantial enough to get even other low-lifes willing to rat you out for the reward. You might be able to disguise yourself to avoid being recognized, if you're good enough.

Increased Bounty (+200 CP) - Just what did you do?! Every major, and most minor, towns in the world want a piece of you now. The bounty they're offering for your corpse is staggering and sure to draw every assassin, cut-throat, and thief capable of holding a knife. Some of the major players will even hire task forces to bring you to justice. Hopefully you don't need to sleep.

Mysterious Stranger (+100 CP) - Being on the move for so long can make it hard to forge friendships, even when they're being pushed onto you from all sides. Like Shadow, you play the part of the eternal wanderer a little too well. You have a hard time forming friendships due to your aloof and disconnected attitude. This will also put strain on any current relationships you have.

Emotionally Dead (+200 CP) - Aloof and disconnected aren't just your default attitude now. They're your state of mind. You're going to have a hard time feeling anything during your time here now. Forget friendship and love. Even joy, sadness, and anger are all going to be muted, dull shades of their former emotional strength.

Phantom Train (+200 CP) - The bearer of the dead to the afterlife in this world takes the form of a long, ill-maintained steam engine. The cars are haunted by those who refuse to go to their final rest. The engine itself is alive and needs no driver behind the wheels. Normally the Phantom Train prefers to leave the living alone. Normally. You, as a stranger to this world, have roused its anger as being something utterly unnatural. It wants you dead. It will see you dead if it has anything to say about it. You will always hear it coming. The sound of a steam engine whistle blowing mournfully as it speeds towards you. If you wish to survive, you will have to defeat it. Again, and again, and again. For the dead need someone to ferry them across… and the ferryman cannot truly die.



Corrupted Magicite Transfusion (+200 CP) [Requires Magicite Transfusion] - Something… went wrong during your transfusion. Maybe you were part of the first batch of subjects where they were just throwing Magitek at the wall to see what sticks. Or perhaps there was a mistake during the third generation. Either way, you have a serious problem. On the plus side, your magic power has been greatly enhanced. You could give an Esper a run for their money in a fair duel. On the downside, your sanity is going to start rotting away in bits and pieces. The exact direction of your insanity will likely vary from that of a certain clown, but make no mistake, you're steadily losing marbles. Especially as you tap into more and more magical power.

Amnesia (+200 CP) - The Slave Crown is a cruel magical device that the Gestahlian Empire created to control their most dangerous, but useful, weapons. At some point in the recent past one was clamped onto your own head. While you are now free of its influence, the echoes of the foul enchantments that allow it to operate linger in your mind. You've suffered total memory loss. Thankfully, your memories will slowly return in bits and pieces, but you will be plagued with headaches, dizzy spells, and blackouts as they sporadically crowd back into place. And there are some holes that will never get filled during your time here.

Near Death Companion (+200 CP) - One of your Companions has been severely injured or caught a debilitating disease. Forget adventuring, they're going to need a lot of care just to be kept alive. At least at first. As the weeks pass they'll get strong enough to be able to look after themselves more and more. Given a few months of constant care, they'll be able to be left alone. However, the ordeal will leave them too weak to travel very far. Attempting anything more strenuous than a moderate length walk will risk a serious relapse in their condition.

Magic Allergy (+300 CP) - You've had a bad reaction to the magic of this world and it has spread out to infect your other magical abilities as well. While you will still be able to use your magic, your body will react poorly to its presence. Using magic, having magic used on you, tapping into magicite, and even wielding or piloting magicite-powered devices will result in nasty side effects. Sneezing fits, watering eyes, and itchy rashes are common with burning of your flesh resulting from extended contact.

World of Ruin (+400 CP) - You're too late. The world has already ended and changed violently in the process. The World of Balance has been ruined by the madness of Kefka and is now ruled by it. The mad clown is now a god of magic and rules the world by his whims from a massive tower. Bolts of fire and light lance out to strike those who displease him, or simply to punish those he has chosen at random. The rest of the world lives in desolation, fear, and ruin. With the landscape and weather ruined, familiar crops are only barely starting to grow again. The small pockets of civilization that still cling together are beset by monsters unlike anything seen before the desolation. Killing Kefka would free the world from his grip, but would likely destroy magic entirely in the process. Not that anyone even thinks of attempting such a foolish venture.

Kappa (+400 CP) - You have been afflicted by a truly terrible curse upon your entry into this world. You are transformed into an Imp, a small, green, twisted creature that is physically feeble, depressingly weak, and lacks the ability to cast any spells beyond a weakened, temporary variant of their own curse. There exists no way for you to change yourself during your time in this world. You are stuck as an Imp, without alt-forms or even powers from other worlds. However, there is a glimmer of hope, faint and far in the distance. Should you manage to find a way to battle four of the largest, meanest, and toughest monsters that only appear after the end of the world, you will discover equipment specifically designed for the Imp. Each monster will grant you one of the four pieces. Individually, they do little, but together they could make an Imp all but invincible in battle. The equipment does nothing to correct their magical limitations, but their physical determinants are transformed into strengths that could quall even the toughest of monsters. Of course, the World of Balance would have to become the World of Ruin before you would even be able to challenge those four monsters. The question is, would it be worth it?



Scenario

Captured Love

+ Requires at least one imported or purchased Companion.

The Phantom Train chugs across the world across train tracks that only exist as long as it drives on them. It's horn sounds a mournful dirge that seems to find the ear from through the thickest forest. An engine of the afterlife that crosses over into this world to carry those who have passed on into the next. Rumors say that if you walk into the deepest, darkest part of any forest, you would find a train station platform waiting there. One that could carry you to any other part of this world… or beyond it forever.

These rumors and urban legends may sound fantastic, but most of them carry more truth than one would suspect. The Phantom Train is real. It does carry the spirits of the dead to an afterlife. There are stops scattered in the least travelled portions of forests where spirits regularly board it. It is even true that the living can board it as well. However, those that do are never heard from again. The Phantom Train does not give back souls it has taken without a fight. And most spirits do not welcome the presence of the living on their train. The living bodies are a painful reminder of what they have lost.

You should take a special interest in the Phantom Train. It has stolen someone precious to you. One of your Companions, new or old, has been taken and lashed to the dread engine. They will be utterly incapable of leaving the train's cars or hindering its process in any way. Each day that passes will drain your loved one of a touch of their life force. After two years, they will be nothing more than a shade. One that will no longer be able to resist the urge to get off at the Phantom Train's final station.

You will have to track down the Phantom Train, find your ally among the haunted cars, and defeat the engine of hellfire and lost lives to break the bindings that hold your friend. However, it will be no easy task. The Phantom Train is never still, never stops except to take on more passengers, and rarely exists in this world for long. Even worse, it knows you are coming for it. The train will do everything in its power to avoid you unless forced into a confrontation.

Should you have taken the **Phantom Train** Drawback in addition to accepting this challenge, things will be all that harder. The ferry of the dead will hate you like no earthly creature is capable of. The spirits aboard will fight you with every ounce of their ability as you search the train. They will attempt to possess you or your allies and force you out a door. The spirits will even go so far as uncoupling cars if it will let the engine escape. And the final confrontation against the Phantom Train itself will be one that will test the limits of even the most experienced traveller of worlds.

Those who complete this challenge by rescuing their ally and defeating the train will discover a strange power is granted to them. By exercising an effort of will and holding aloft a lantern, they will be able to call forth the Phantom Train. It will do its best to run over the enemies of the one who calls it, inflicting horrifying injuries as one would expect from a person being struck by a speeding train. Alternatively, one can call the Phantom Train to provide swift transportation between the material world and the afterlife.

Caution is suggested, as not all afterlives are safe, pleasant, or even willingly let those who travel into them return.

Notes



1. Magic Focuses Include: Fire, Ice, Lightning, Poison, Time, Status Ailment, Defensive, Support and Drain.
2. Should you take the Trance perk without having Innate Magic, you may choose 1 Magic Focus. This choice ONLY enhances those spells while in your Trance state.
3. **OR** statements seen as part of Perk or Item lines mean that you can take either the Perk/Item before the statement **OR** the one after it at a discount, but not both. If you wish to buy both you must pay full price for the second.
4. Attempting to spend Infinite Money may result in a Stack Overflow Error. PrincessAnon can not be held responsible for any omniverses destroyed or Chains ended due to this error. Consult your Benefactor for more details.
5. If you're looking for a size reference of the island, it would be about 1,000 square miles or 2,500 square kilometers. Moresby Island or James Ross Island are good examples.