

Version 0.5

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The wind begins to weaken, and a king departs from his kingdom to search for the reason why. A meteor arrives out of the blue, and a strange old man seems to be at the impact site. A princess investigates the meteor, meeting both a wanderer and the old fellow. She leaves with the older fellow to investigate the Wind Shrine to meet her father. The wanderer, pulled by the wind, joins them. Attempting to sneak aboard a pirate ship leads to them meeting the captain, a dashing young man who shares a pendant with the princess.

With fate clearly having a hand in their coming together, it is hard to tell what fate will have in store with them. Of course, their fate is not intrinsically tied with yours.

You arrive a week before the King of Tycoon leaves for the Wind Shrine and the Meteor arrives. This world is open to you, and you have **1000 CP** to spend, to ensure that you can properly survive here with all of the danger this world holds.

Age, Gender, and Affinity

Roll 1d10+15 to determine your starter age or pay 25CP to choose.. As Faris was able to get away with being a man despite being a woman, you can too. There is no cost to change your gender.

Drop In (No Crystal Affinity)

No memories of this world to cause any sort of difficulty here with your thoughts, but similarly, you may find it harder to know where to go or what to do without outside knowledge.

Wind Crystal Affinity

Free-spirited and wise, you are rarely tied down by anything for very long. Friendships are often fleeting. All the same, wanderlust and a sense of adventure guides you as you follow the wind.

Water Crystal Affinity

Kind and compassionate, you tend to find yourself supporting others more than taking the forefront yourself. Not to say you can't, as you tend to be as deep and mysterious as the ocean itself.

Fire Crystal Affinity

Full of courage and vigor, you tend to lead by action rather than by words. Often inspirational or in roles of leadership, you find that your tendency to act will inspire others. Your inner fire shows in your exuberance.

Earth Crystal Affinity

Full of hope and with an incredibly stalwart mentality, you're often the grounding force when working with others. Steady and maybe a little stubborn, nonetheless you are the literal rock that others can rely upon.

Void Affinity

Perhaps you are one of the spirits that were sealed in a tree within the Forest of Moore, a student of Enuo, or simply a being that serves a more primordial force than the crystals themselves.

Starting Location

While it's not known to many that there was a single world that was split into two, you will begin in the first. Roll 1d8 for your starting location. You may pay 50CP to pick your location.

1 - Tycoon

The kingdom where Princess Lenna hails from, and the rest of the Tycoon family, in charge of watching the Wind Crystal Shrine.

2 - Walse

The Water Crystal Shrine is not too far from here, offering its bounty to this fertile area, allowing them to easily thrive.

3 - Lix

Not directly associated with the Cyrstals, this is nonetheless the hometown of Bartz. Quiet and secluded, it is also quite protected from outsiders.

4 - Karnak

The use of the Fire Crystal has powered many of the machines here, giving it a technological advantage over the other nations.

5 - Istory

A small, quiet town with little to do or see. However there are rumors of a powerful wizard who controls lightning in the forests nearby...

6 - Jachol

A village that serves mostly as a stopping point for adventurers. The Jachol Cave nearby is said to be the home of Skulleasters, a dangerous breed of nutkin.

7 - Crescent

Seated above the Earth Crystal, Crescent is a fertile land, but it does sit atop a great set of machinery from an old, bygone era.

8 - Free Pick

Any of the above are a free option for you!

Affinity Perks

The 100CP perk for each Affinity is Free, and the rest are Discounted to 50% of their listed value.

Drop In (No Affinity) Perks-

Freelancer (100 CP)

You don't really have a 'Job' per se. You're fairly talented all around. Nothing extreme, but you find that you can pick up most tasks in a relatively short amount of time, just by figuring out how it should be done. Granted, you tend to plateau just as quickly, but when you can learn a trade in a few hours when it takes someone else a few months or even a few years, that's not so bad, is it?

Intuitive Mimicry of Skill (300 CP)

There's a saying that imitation is the highest form of flattery, but your imitation begins to take on a whole new level. If you are able to watch someone for a time with a higher level of skill than yourself (or if you can temporarily gain additional skill), then you can determine exactly what makes them more skilled, and incorporate it into what you're doing. The more advanced they are over your current skill, the longer it takes you, but as long as you can replicate what your target does, nothing is out of your reach.

Innate Power (600 CP)

Your innate power is stronger than others', to the point where your body will, over time, adapt your innate levels up to half of your boosted ones. If you've mastered a particular technique to enhance your power, you'll find that you will reap up to half its benefits without needing to invoke it. This process is slow, but there is no limit to the number of passive enhancements you can have. This also doesn't prevent you from activating said boost in order to gain its maximum benefit.

Wind Affinity Perks-

Fleet of Foot (100 CP)

You're quick on your feet, far moreso than others. However, the most noticeable effect is when you travel long distances by foot. In fact, the longer and further your travel in one stretch, the faster your overall speed will be.

Never Tied Down (300 CP)

The wind calls you and is your guide, and that is a fact that others will intrinsically understand as well. Even if promises have been made, contracts have been signed and so forth, you can freely leave a situation behind unfinished, and none of the people that will be let down will hold it against you in the slightest.

Wind Innate (600 CP)

The innate power of the wind runs through you. All powers that rely on or are empowered by wind are increased vastly in power. Additionally, your own movements are greatly blessed by the wind as well, allowing you to move faster, strike harder, and so forth as a backdraft of wind fires off when each movement is made.

Water Affinity Perks-

Devotion (100 CP)

Your cause is strong enough to push you through difficult times, and beyond that, able to sway others to your cause through your single-minded focus. With a goal in mind, you will be highly resistant to self-doubt, depression or other negative emotions as long as you are pursuing that goal. Others who are drawn to a strong personality will find your cause something they can sympathize with, and are more willing to join you.

Mind of Water (300 CP)

Your mind is like an ocean, vast and deep, with several layers. Due to this, psychic attacks on your mind, possession, or any outside force that would interfere with your ability to keep your own mentality will immediately fail, giving you full protection against such things.

Water Innate (600 CP)

The power of Water is in your soul, and supports you in every action you take. Graceful and fluid, you make no sound when moving, and all powers that rely on or are empowered by water are increased vastly in power. The water's energy in your soul also flows through your energy, greatly increasing the power of all magic and similar powers.

Fire Affinity Perks-

Courage (100 CP)

You are immune to all forms of fear, pure and simple. A heart of fire burns within your chest, making you willing and able to continue forward despite being aware of any potential fear. As a bonus, allies are also emboldened by your presence, and all fear effects are greatly lessened upon them.

Natural Leader (300 CP)

You have a force of personality that makes others want to follow you. Even if you may be younger or less experienced, you just *seem* like the right person for the job. Thankfully, you are. You're able to determine how to best use the talent at your disposal in remarkable ways, and no matter what you choose to do, you will find yourself surrounded by those willing to work for you.

Fire Innate (600 CP)

Within you burns the power of Fire, and it comes across in all that you do. Your movements flicker like flames, increasing the speed of your sudden movements, such as attacking or defending in combat, to incredible levels. Additionally, all powers that rely on or are empowered by fire are increased vastly in power.

Earth Affinity Perks-

Speak From the Heart (100 CP)

There is a language of the heart that bypasses all need for formal language, and as one with the Earth, it comes naturally to you. You can communicate basic concepts and ideas with any sapient creature with ease, regardless of any ability to actually speak their language (if they even have one).

Indomitable (300 CP)

No matter how bad a situation can get, it doesn't affect your ability to keep moving forward. You can deal with the negativity by making jokes or making inspiring speeches, helping the others of your group as well. Negative things can still occur and you still feel them, but they don't ever interfere with your ability to act when needed or to reason through them..

Earth Innate (600 CP)

The power of the Earth flows through your veins, and with it comes natural resilience. Whether to magic, psychic or physical attacks, you are naturally far more resistant to all types of damage. Additionally, all powers that rely on or are empowered by earth are vastly increased in power.

Void Affinity Perks-

Regeneration (100 CP)

Unlike those mortals that deal with the normal elements, your connection with the Void supplies you with a virtually unlimited regeneration. As long as your head is not destroyed (and even then, as long as it is mostly intact) you can regenerate from your wounds, restoring yourself to whole. The more damaged you are, the longer it will take, but it will never take more than a day to restore yourself to full health.

One of Many (300 CP)

Rather than a single soul, you're composed of dozens, if not hundreds of souls that were placed into a singular vessel for so long they had coalesced into you. Due to this, experiences, memories and even abilities from all of those souls that make up your current soul are available. While none of these abilities are particularly strong, the large number makes them extremely versatile. With training, these abilities can be improved, but as they are derived from a small piece of soul within you, they will grow at an exceedingly slow rate.

Void Control (600 CP)

As a practitioner of the Void, you are able to manifest and use its power. Able to reduce entire countries into Nothingness, its power is nearly unmatched. However, its use comes with a price. It is the absence of magical energy, and as such, its use will reduce all magic in the lands in which it's used, including your own. It is a powerful weapon, but it can and will wreak havoc on any world or being suffused with magical power.

Job Perks

The most important thing of this world are the Jobs, as they contain the power of the crystals. Each Job can be purchased for 50CP, and then Mastered for an additional 50CP. If you have an Affinity, you start with one Job in your Affinity Mastered, and one other job Purchased. If you are a Drop-In, you instead start with only three Jobs Purchased, each of them from a different Affinity, but none of the three start Mastered.

Special: The costs can be doubled (100 CP for a Job purchase and 100 CP for Mastery) to be a Shared Job and apply to you and all of your Companions, rather than just you. Companions may do this once, but you may do this as many times as you can pay for. Instead of the above, you may also do the following:
If you are a Drop-In, you may instead have any two Purchased Jobs be Shared Jobs. These can be Mastered.
If you have an Affinity, you may instead have a single Mastered job in your Affinity be a Shared Job.

Wind Affinity Jobs

-Knight-

Masters of Arms and Armor, Knights are frontline fighters. Purchasing the job will give you access to the Knight abilities, while Mastery will vastly increase your Strength and allow you to treat armor as if it were weightless..

-Thief-

Quick and silent, thieves are able to steal from foes, find hidden doors, and more. Purchasing the job will give you access to the Thief abilities, while Mastery will give you agility and deftness on par with an olympic gymnast.

-Monk-

Skilled in hand-to-hand combat, the monk needs no weapon or armor. Purchasing the job will give you the Monk abilities, while Mastery grants incredible resilience, able to take punishment far beyond your current limit.

-White Mage-

As casters who focus on healing allies, a white mage is necessary on the field. Purchasing the job will allow you to learn White Magic, while Mastery will allow you to use your healing magic on mental damage as well.

-Black Mage-

Spellcasters who harness the power of the elements to rain destruction on their foes. Purchasing the job will allow you to learn Black Magic, while Mastery will vastly increase your MP/Mana/etc pool.

-Blue Mage-

An odd spellcaster who studies the attacks of monsters. Purchasing the job will allow you to learn attacks that monsters use against you, while Mastery will allow you to learn other magic you don’t know in the same way.

Water Affinity Jobs

-Red Mage-

Warriors who don't focus on a single discipline, Red Mages can do it all. Purchasing the job will allow you to learn both White and Black magic, albeit limited, while Mastery will allow you to cast two spells at the same time.

-Time Mage-

Spellcasters who manipulate the flow of time itself. Purchasing the job will allow you to learn Time Magic, while Mastery grants agelessness and insight into the very fabric of space-time itself.

-Summoner-

Rather than use their own magic, Summoners call beasts to do their bidding. Purchasing the job will give access to all of the Summoned Monsters from Final Fantasy V, while Mastery allows you to call them without a MP cost.

-Berserker-

Light-armored warriors who use rage as a weapon, a wild frenzy iis what gives them their strength. Purchasing the job will let you tap into that wild, bestial power, while Mastery will let you retain your mental clarity while doing so.

-Mystic Knight-

Weapon-focused mages who channel their spells through their blades. Purchasing the job will allow you to imbue your weapons with any spell you can cast, while Mastery makes the imbue last indefinitely, until you imbue it with another spell. You can also remove the spell stored if you wish. This allows you to imbue your armor in the same way.

-Mime-

A job dedicated to mimicking the actions of others. Purchasing the job will allow you to mimic anything that you have the ability to do, but have not done, while Mastery allows you to mimic things that are normally impossible for you.

Fire Affinity Jobs

-Beastmaster-

Similar to the Summoner, but rather than use magic, they use skill. Purchasing the job will allow you to tame and control monsters, releasing it to do tremendous damage, while Mastery will allow you to keep a beast indefinitely.

-Geomancer-

A type of spiritualist in tune with the earth. Purchasing the job will give you access to Geomancy, while Mastery will let you 'see' with your feet, sensing all land-based traps, and granting immunity to all floor hazards, including being able to walk upon lava without penalty.

-Ninja-

Masters of stealth and deception, ninja make perfect assassins. Purchasing the job will give you access to all Ninja abilities, while Mastery grants superhuman ambidexterity, with each hand able to work completely independently.

-Ranger-

Masters of nature and the bow, the Ranger is a complex job. Purchasing the job will give you access to the Ranger abilities, while Mastery allows your Rapidfire attack to strike at full damage with each hit.

-Bard-

Those who turn song into supporting their allies are the Bard. Purchasing the job will give you access to the Bard's songs, while Mastery gives your voice the perfect melodic sound, exceedingly pleasing to anyone who hears you.

Earth Affinity Jobs

-Dragoon-

High-flying warriors that take a great deal of inspiration from wind drakes. Purchasing the job will give you access to the Dragoon's abilities, while Mastery allows you to apply Lancet to all attacks, each one draining your foe's energy.

-Dancer-

Lords of the dance, with a grace and poise that exceeds what should be the human limit. Purchasing the job will give you access to the Dancer's dances, while Mastery vastly increases your sexual allure to any you wish to attract.

-Samurai-

Noble warriors who are skilled in bushido and other unique styles. Purchasing the job will give you access to the Samurai's abilities, while Mastery gives you unnatural speed with your iaijutsu, able to draw your blade and kill a foe in an instant if they are unprepared.

-Chemist-

A job focused on alchemy, rather than combat. Purchasing the job will give you access to the Chemist's abilities, while Mastery allows you to identify all herbs and alchemical creations by sight, even in unfamiliar jumps.

Void Affinity Jobs

-Necromancer-

The study of undeath has led you to this Job. Purchasing the job will give you access to the Necromancer's abilities and able to cast Necromancer Spells, while Mastery will let you choose which advantages of life and undeath to have, allowing you to still be revived and healed while undead, and so forth.

-Cannoneer-

Part engineer and park siege weapon specialist, this job is quite unique. Purchasing the job will give you access to the Cannoneer's abilities, while Mastery will allow you to instantly know the angles and power required to hit a distant target. You'll be killer at golf, too.

-Gladiator-

Masters of combat, the Gladiator excels past all others in physical might. Purchasing the job will give you access to the Gladiator's abilities, while Mastery allows Bladeblitz to work at full power, striking an area for full damage.

-Oracle-

Foresight and divination make up the powers of the Oracle. Purchasing the job will give you access to the Oracle's abilities, while Mastery allows you to see the next full minute in advance in an instant- but it is quite draining to do.

-Warlock-

The Warlock is a magical behemoth, able to spend one's own health to empower spells. Purchasing the job will allow you to learn any of the non-standard spells cast by Enuo or Exdeath (or any of the various creatures who use these spells as well) by either defeating them in battle or experiencing it first-hand like a Blue Mage. Mastery grants you the ability to empower any magic with your own life force, increasing its potential at the cost of draining your stamina.

Items

Healing Kit - 50 CP

An endless number of basic potions, ethers, antidotes and so forth, everything an adventurer needs to stay healthy. The kit never runs out.

Portable Cottage - 50 CP

An exceedingly comfortable cottage that can break down small enough to fit in a backpack. When fully constructed, it can fit five people extremely comfortably, and up to ten semi-comfortably.

Elixir Pack - 100 CP

Twenty elixirs, capable of restoring its imbiber to full life and power. Elixirs return at one per week after use, to a max of 20.

Goliath Tonic - 50 CP

A drink with a faintly earthy scent. When imbibed, your life force is vastly improved for 24 hours. Returns once per month.

Power Drink - 50 CP

A drink with a refreshing, crisp taste. When imbibed, your attacking power is vastly improved for 24 hours. Returns once per month.

Speed Drink - 50 CP

A drink that leaves a strange tingling feeling on your tongue. When imbibed, your speed is vastly improved for 24 hours. Returns once per month.

Iron Drought - 50 CP

A vaguely tangy beverage that has an aftertaste of iron and copper. When imbibed, your physical and magical defense is vastly improved for 24 hours. Returns once per month.

Hero Cocktail - 100 CP

A drink which is likely just a combination of the other four. All facets of you are improved for 24 hours. Returns once per month.

Chemist's Lab - 100 CP

A lab that contains many ingredients and items for the creation of various curative and offensive items. Never seems to run out of basic ingredients

Portable Piano - 50 CP

A rather nice Piano that you're able to pull out of nowhere. It's rather nice, with a rich, full sound. Also, it grants you all of the Bard Songs.

Magic Lamp - 100 CP

A lamp that seems to hold a great deal of summon magic. When used, summons Bahamut, and then progressively less powerful summoned monsters, until it has been recharged with magical energy.

Adamantite - 100 CP

An incredibly strong, but light, metal that also seems to give off energy. Can be fashioned into weapons or armor, reinforce buildings, or even be used to power magic sigils and formations.

Dragongrass - 100 CP

A medicinal herb that is highly restorative to dragon-blooded creatures, able to restore them to nearly full health no matter their injuries, but it very toxic to non-dragon-blooded creatures.

Whisperweed - 50 CP

A strange plant that allows for long-distance communication. Not tech or magic, two groups can stay in contact for long periods of time with this.

Twelve Sealed Weapons - 100 CP

(1 Free if you Mastered at least 3 Classes)

A copy of one of the Twelve Sealed weapons. Each of them are unique and powerful in their own right, and will aid you. Alternatively, you may import an existing weapon into one of these, adding the benefits of the Sealed Weapon to your own.

Brave Blade & Chicken Knife - 100 CP

A pair of weapons that feed off the wielder's bravery and cowardice. The more you show genuine bravery, the stronger the Brave Blade becomes, and vice versa for the Chicken Knife. If you show cowardice and flee often, your Brave Blade will weaken, but the other will grow stronger.

Wardrobe - 50 CP

(Free if you have at least 1 Job from each Affinity)

A collection of all of the various Job's specialized attire, and even more awesome, it will always be tailored to your specific style, just outfitted to the job at hand!

Black Magic Spells - 50 CP

A compendium of all the Black Magic spells, in case you don't want to wander the world trying to locate them all. Does not have Flare.

White Magic Spells - 50 CP

A compendium of all the White Magic spells, in case you don't want to wander the world trying to locate them all. Does not have Holy.

Time Magic Spells - 50 CP

A compendium of all the Time Magic spells, in case you don't want to wander the world trying to locate them all. Does not have Meteor.

Blue Magic Spells - 50 CP

Unfortunately, Blue Magic is a little more difficult to get a handle on than the White or Black magic spells. This purchase will grant you five Blue Magic spells, so you needn't have to track the monsters down to find them.

Necromancer Spells - 50 CP

A compendium of all the Necromancer spells, in case you don't want to wander the world trying to locate them all. Does not have Dark Flare.

Warlock Spells - 50 CP

A compendium of all the Warlock spells, in case you don't want to wander the world trying to locate them all. Does not have Giga Flare.

Transportation

Airship - 200 CP (Discount for No Affinity)

Built by a previous civilization, nonetheless the Airship is mechanical marvel to behold. Exceedingly fast, albeit slightly small, it zips around most worlds very quickly, and can even be converted into a submarine for undersea travel and exploration as well.

Chocobo - 200 CP (Discount for Wind Affinity)

An incredibly intelligent and hardy Chocobo. Able to not only cross vast distances quickly, this one can learn (with training) to fly as well as help in combat. You may also freely choose to have this Chocobo be treated as a Companion (or import a pet or current Companion *as* a Chocobo) in this jump if taken, with 600 CP.

Wind Drake - 200 CP (Discount for Water Affinity)

A Wind Drake is at your command. Intelligent and powerful, they can fly with several upon their back. You may also freely choose to have this Wind Drake be treated as a Companion (or import a pet or current Companion *as* a Wind Drake) in this jump if taken, with 600CP, but must have Wind Affinity.

Serpent Powered Ship - 200 CP (Discount for Fire Affinity)

A large sea-faring vessel, with a number of rooms for a full crew. While it has sails, it doesn't need them as an enormous Sea Serpent is connected beneath, allowing it to travel far faster than any other sea vessel. The Serpent can be Summoned if you or any companions possess Summoning magic.

Meteor - 200 CP (Discount for Earth Affinity)

While travel can be difficult for far-reaching (or potentially impossible) locations, not so much for you with this. This particular meteor functions both as a direct space flight, as well as able to travel to alternate worlds, provided they exist on the same plane. You will crash your meteor there each time you go, however.

Interdimensional Rift - 200 CP (Discount for Void Affinity)

A rift between planes, as one who has an affinity for the Void, you can safely use this. With it, you can precisely travel between locations instantly, as long as you have been there at least once before. Powerful monsters also exist in this Rift, making it dangerous for anyone who would choose to follow you into the Rift.

Companions

Your allies are ones who can help you through some of the most harrowing situations that you may find yourself in, and as such, you may bring your companions with you into this jump, to a maximum of eight. Each imported companion costs 100CP for up to four, or you may import up to 8 for 200 CP.
Companions start with 600 CP.

Canon Ally - 100 CP

Through happenstance, creative situations or pure plot contrivance, you find yourself befriending, and forming a close friendship with one of the characters of Final Fantasy III. Exdeath or Enuo cannot be reasoned with and are ineligible for this benefit, but all others can be convinced and will come along with you following the conclusion of the Jump.

OC Companion - 100 CP

Surely the Four Warriors of Light are not the only ones who have the power of the Crystals? Or at the very least, they're not the only ones willing to stand up against the same enemies as yourself. If you would rather create someone without any Canon backing from this world, you may do so, and they will accompany going forward. OC companions gain an Affinity (cannot choose Drop-In, as they are from this world,) and gain 600 CP to spend, as a regular companion would.

Adjustments & Drawbacks

To make this a bit more challenging for you, there are drawbacks that you can take at the cost of more power.

Canon Replacement (+0 CP)

Should you wish, you can become one of the canon characters, filling their shoes, and donning their role. Replace Galuf and ensure that he doesn't die in the second world, or perhaps replace Bartz with someone a little younger so you can woo Krile? All possible and more with this Adjustment.

Romhack (+0 CP)

So the normal version of this world doesn't interest you? You'd like something a little more complete, or perhaps with a bit more balance? Or even one that throws all common sense to the wind and forces a spoof of a world? All are now possible for you. With this Adjustment, you may instead Jump into a variant of Final Fantasy V as long as it exists as a Romhack.

Dawn Warriors (+0 CP)

Let's turn the clock back some. With this, you do not follow the main story, but instead are transported back to twenty-one years before this jump would normally begin. Galuf, Dorgann, Kelger and Xezat come together to defend their world against Exdeath, who is rising for the first time. While they lack the power to defeat him, and can only seal him away, can you lend your aid to defeat this monster before they have to use the Crystals to Seal him? Or simply let them do their task and you stay out of their way?

Before the Dawn (+0 CP)

Even further back, you say? Very well. This Adjustment will bring you even further back, long before Exdeath. A thousand years, when the largest threat was the Warlock, Enuo. He had traded his own immortality away for Mastery over the Void, and due to this, the people of the world utilized the weapons of legend (now known as the Sealed Weapons) to defeat him, and the crystals split in twain, dividing the Planet R into two halves, as well as sealing the Void between them. With all of this going on...how will you proceed, Jumper?

The Scenic Route (+100 CP)

Getting anywhere takes awhile. Not because the world is large or because you've got a poor sense of direction… but on the other end of things, you just enjoy taking a good look at the world, making sure that you're exploring every last inch of every area you come across. This tends to put you just a bit behind the major events of the story. Even if you wait in advance, you'll find that something will delay you from actually reaching the plot beforehand. You can jump in partway through any events, but you'll never be there prior.

No More Mister Nice Gilgamesh (+100 CP)

Thankfully for you, this drawback will not allow Gilgamesh to unleash his truest power, but instead, it will adjust his perception of you. He will lose his somewhat-heroic side, and instead seek to win his battles with you (and/or the canon heroes) by any means necessary. Which means he won't fool around, he won't unleash his witty one-liners. He'll start his battles fully buffed and transformed. But we all know the real loss here is the lack of his rather fun personality.

Unemployed (+100 CP)

Aside from the Jobs that you buy from this doc, you cannot get access to any of the other ones in this Jump through canon. Even if you replace a canon character, the Crystals will not impart their power to you, leaving you with limited options when it comes to dealing with the issues thrown at you.

Day of No Dawn (+200 CP)

With this drawback, the Warriors of Dawn (with the exception of Galuf until his normal canon death) have all perished by the start of the jump. This means that when you get to the second world, things will become significantly more difficult to handle. Can be taken with Dawn Warriors, but you will be handling Exdeath on your own if you do.

Uneducated (+200 CP)

Lost your memory in your travels, have you? Unfortunate. You'll be working through this world without the knowledge of the plot at all. You'll be moving along just like the rest, while Exdeath stays one step ahead throughout. Not to say you couldn't change how things shake out, but you'll find it significantly more difficult to plan anything out ahead of time.

Untrained (+400 CP)

Your perks from outside of this jump don't seem to work, and your out-of-jump items are all locked in the Warehouse. That means you'll only have the knowledge of this setting, the powers that the setting can impart, and the jumpdoc itself to make your way through this particular setting.

Oh No They Sealed Enuo! (+400 CP)

While it seems that the number of evil spirits that were stored within the Forest of Moore had given birth to Exdeath, rather than seal Enuo in with the Void...they put him in the tree too. That means that his soul is included in Exdeath's power! Can you stop a superpowered Exdeath, one that comes with the power of the Void at the outset, so good luck! (Cannot be taken with Enuo Unsealed)

Enuo Unsealed (+400 CP)

At the start of the journey, when Galuf comes to this world, there is a leak in the Void that keeps Enuo contained. The immensely powerful warlock breaks free around the time where the main cast heads into the Second World, but he breaks free in the First World. When the worlds are combined back into Planet R, there will now be both Exdeath *and* Enuo to deal with. (Cannot be taken with Oh No They Sealed Enuo!)

Team Void (+200 CP)

For an additional 200CP, not only will they both be utilizing the Void, but they'll be working as a Team, rather than as two independent entities who happen to use the same source of power.

Scenarios

Seeking an extra challenge? While outside of the war there is very little to find, there are a few secrets buried here in this world that you can unearth and uncover. Or even go beyond the mortal coil, and venture to see what treasures lay beyond the world of the living?

Scenario 1 - Shinryu

A powerful dragon that supposedly is powerful enough to challenge gods themselves. He lurks within the Interdimensional Rift, and should you find his hiding place, he will attack upon being awakened. Immensely powerful and dangerous, you may be able to triumph through a combination of skill and power both. If you are to succeed, you will be granted the following-

-Ragnarok, a blade that surpasses even the Excalibur in strength and sharpness. It is said it holds the power to fell a god.
-Sealed Box, a treasure box that seems to be rather ordinary, but it can safely store anything within, as long as you can get it inside. Living creatures will be in a state of suspended animation until released, without need of air, water or nutrients.

Scenario 2 - Omega

No one is quite sure where Omega came from, and whether it was built in response to Shinryu's power, or if the soulless machine began its destruction first, but all the same, it is locked in an eternal struggle with Shinryu. The machine is extremely powerful, and knows no fear, endlessly attempting to end those that would get in its way. If you are to succeed, you will be granted the following-

-Omega Blueprints, while the broken pieces of Omega litter the ground, you do find some form of information storage which details the plans for Omega, allowing you to build your own version of this monstrosity.

Scenario 3 - Fork Tower

A tower aptly named, as it has two tall protrusions forming a fork-like structure. The left fork is filled with powerful mages, and are all immune to physical attacks, while the right fork is the opposite. Each side has a master that is far stronger than any of the other creatures on the tower's floors. At the top lies the power of Flare and Holy. You must take both spells simultaneously- failure will lead to the demise of you and your team. If you are to succeed, you will be granted the following-

-Holy and Flare- the ultimate White and Black Magics.
If you or any of your Companions has the Time Mage Job Class, they will also gain Meteor.
If you or any of your Companions has the Necromancer Job Class, they will also gain Dark Flare.
If you or any of your companions has the Warlock Job CLass, they will also gain Gigaflare.

Scenario 4 - The Sealed Temple

Deep under the waters of Planet R, a temple is sealed against intruders. Should you make your way within and break through the barriers, you will find a vast labyrinth of dangerous beasts and monsters. There are three sealed here that stand above the rest, and each of them has an offering should you defeat them.

Neo-Shinryu

An enhanced version of Shinryu that has devoured the powers of a god. Should you have success in defeating this monster, you will receive:

-Ultima Weapon, a weapon forged of life itself that will grow stronger as you do, and will always modify itself into a weapon that you find most comfortable.

Omega Mk II

The Omega weapon, rebuilt and more dangerous than before. Its weapons are enhanced and it no longer fears electricity. Should you have success in defeating this monster you will receive:

Force Shield, a Shield that contains the raw power of Omega. While wielded, the user is immune to all elemental attacks.

Enuo

The warlock who set the events of this terrible story into motion. Immensely powerful, even moreso than Exdeath or the previous two, he wields the power of the Void with ease. Should you have success in defeating this monster, you will receive:

-Dimension Zero, a spell that utilizes the Void to unmake a single target. Beyond the likes of Ultima or Flare, it's an exceedingly dangerous spell.

Scenario 5 - Cloister of the Dead

The dead are not gone, but their souls live on in a tentative state between life and death. They live within the Void. The Cloister of the Dead houses the souls of the most powerful forces that you've come across in this adventure so far. If you have defeated Exdeath (or not prevented the heroes from doing so), as well as dealt with Shinryu, Omega and Enuo, this Scenario will become available to you.

The powerful creatures will attack en masse, but should you put their souls to rest, you will gain the following-

-Arena of Souls, a property that will follow you into your future jumps. Within it, you can do battle with anything that you've previous had a hand in defeating once again, either having killed it or forced it to surrender. The newly created person, monster or creature is very much alive and can be looted, skinned, harvested, or recruited at your leisure. However, you may only recreate each instance of a single thing once per Jump.

Scenario 6 - Four Job Fiesta

A rather celebrated event that comes along once a year, but for you, Jumper, you can take advantage of it now. With the Four Job Fiesta, you, and each of your Companions (if any) may only use the benefits of a single Job. No combining white and black magic, or dual-wield, rapidfire Flare-enhanced weapons. You can purchase as many Jobs as you would like, but only one of them can be used.

In addition, with the Four Job Fiesta, you *must* have the Untrained Drawback active, which will stop you from using any perks or items outside of this Jump, leaving you with only your Job(s).

If the Four Job Fiesta is cleared, Neo-Exdeath defeated and the Void then once more dispelled, you will gain the following benefit-

-All Jobs that were purchased for a single person (not for everyone) are now elevated to becoming a shared Job.

The End

The worlds are likely recombined at this point, unless you had a hand in that? All the same, your decision is needed here, Jumper..

Go Home:

Take all the powers gained thus far and return home, at the moment in which you left.

Stay Here:

With two worlds combined, there is much to do in order to ensure that no evil rises again. And besides, in a world like this, there'll be no end to the exciting adventures.

Move On:

The wind calls you onward, Jumper. Leave this world behind and see what other adventures you may find.

Changelog-

0.1

Posted on /tg/ on 6/28/20

0.2

Corrected Fire innate to empower Fire instead of Water like some kind of Water simp

Innate power reduced in power. May have been too much.

Clarified rules on OC Companion

Dropped the cost on the four dedicated stat-booster elixirs

Clarified One of Many. This is basically a collection of random cantrips that can be slowly powered up

Lowered CP gain of Unemployed Drawback

Added Spells for purchase and access in the Items section

Clarified the spells that the Warlock can access

Clarified the Mystic Knight's Mastery ability

Added Fork Tower Scenario

Added an option for Jobs to apply to Jumper and all companions

0.3

Added the Bard Songs to the Personal Piano

Added the Four Job Fiesta Scenario

Added an option to the Job section for more versatility

Adjusted Time Mage items and Fork Tower to have Meteor learned there

Clarified initial Jobs for Drop-In

0.4

Added a 'Romhack' Adjustment

0.5

Allowed import of pets/companions into the Chocobo/Wind Drake

Added the vast array of outfits as an item