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Welcome to Tales of Berseria. You may have heard of this world as Tales of Zestiria as well, but this takes place 1000 years before that. The Advent has caused all of Humanity to be able to see Malakhim and Daemons, and has led to the establishment of the Abby. The Advent happened because the one who would later be known as Shepard Artorius sacrifices his step brother to awaken the Empyrean Innominat. He then created the Abby and, due to the power put out by Innominat, created many new Exorcists. By this point. They have basically taken control of the known world, and have eliminated most rebellions to their rule. Also, the world is getting colder for some reason.

You will start your ten years in this world on the day that Velvet escaped from Titania Prison. Here, take this 1000 CP to help survive.

Origin

Everyone is something. So, what are you?

All of these options may be done as Drop In.

Exorcist (Free): You are an Exorcist. You may be a part of the Abby, or you may not be, but regardless, you have a strong enough resonance to be an Exorcist even before the Advent. Its highly recommended that you take a Malakhim Companion, or find one soon after you arrive, or

you will be unable to hurt Daemons. Your age is 17 +d8, and your gender is what it was, although you can change this for 50 CP.

Malakhim (-100 CP): You are a Malakhim, a spirit of nature that is far more in tune with the world than all other beings. While this does give you control over an element and spiritual powers, you are naturally vulnerable to malevolence. Also, Malakhim are currently being stripped of their free will to be used as tools by the Abby. While this origin comes with power, there are many dangers you need to look out for. Your age is (1d10 * 100) - 50, and your gender is what it was, however you can change this for 50 CP.

Daemon (-100 CP): A Daemon is a human or other living being that has been corrupted by negative emotions, known as Malevolence. They are mutated from their normal forms, and normally have some kind of altered or crippled sense. They are also often bloodthirsty monsters, and public enemy number one. You don't need to worry about altered behavior just from being a Daemon, but excess Malevolence can affect your mentality. However, Daemons are much stronger than normal people, and cannot be affected by non-supernatural methods. Your age is 2d10+7 and your gender is what it was, but you can change this for 50 CP.

Therion (-400 CP, Considered a Daemon for in setting purposes, but not for discounts): The Therion are originally a group of seven Daemons that were receptive to the Empyrean Innominat's power. They are placed in various Earthpulse points to consume Malevolence and sent it to Innominat in order to help him awaken fully. They are of great importance to the Abby, but, depending on your choices, you may be an unknown eighth one. Your age is 2d10+7 and your gender is what it was, but you can change this for 50 CP.

Locations

There are many places in this world. Roll 1d6 to see where you will start, but you can also pay 50 CP to change it.

1. Titania: The prison island where Velvet is being stored. You really should get away from here as soon as possible. This place is about to become a battlefield.
2. Aball: Velvet's home village. The whole place is deserted, but is a Earthpulse holding a Therion. Daemons are everywhere, but as long as you don't cause a major incident, you will likely remain unnoticed. I recommend leaving though.
3. Hellawes: The city where Velvet will soon end up, and later burn down. There is also a smaller town farther in. It's cold here, but if you want to join up with Velvet without a lot of danger, it's a good location.
4. Loegres: The Imperial Capital and the location on the Abby's headquarters. You could have many reasons to be here, but your danger in the capital isn't very high.
5. Earthpulse Point: There are many Earthpulse points in the world. Pick one to start at.
6. Port: As a world of Islands, there are many ports that you could visit. Pick one to start at.

Perks

These are your Perks. They will be your greatest strength while you are here, and will stay with you after you leave. Choose carefully.

General

Able Sailor (-100 CP): This world has a lot of Islands on it, so you are going to need to sail between them. This will give you the skills to do an average job at any position on any ship or vehicle you set eyes on.

Master of your Craft (-200 CP): Well, it seems we have an expert in the house. Pick one purely mundane activity or job. You are now the best of the best at it, a master of your craft that could be considered a once in a millennia occurrence. Of course, you can't do anything silly like break reality through sheer skill, but you are undoubtedly leagues above anyone else you could ever come across.

The Stuff of Legends (-400 CP): As you likely know, many people here are good a fighting. Now, you are too. You can now keep calm and handle yourself like the greatest of badasses in any situation. Your combat instinct is unmatched, and you can are adequate in every form of combat one could think of. You are a master of mid-combat improvisation and planning, and can rally your allies with a few words. Furthermore, your rate of improvement is doubled, and you can start off being a master in any combat style of your choice.

Connections (-600 CP): You have so many connections it's almost scary. Pick any position in any institution that isn't The Leader, and you've got at least one connection that is willing to scratch your back if you scratch theirs. Yes, this applies for every institution, and every position. As I said, it's almost scary. Furthermore, most of them have incredibly low and seldom requirements for their service, are guaranteed to never sell you out or refuse you requests, and will never raise their price to help you. They will also always keep their world and do their best to complete your requests.

Exorcist

Attuned to the World (-100 CP, Free for Exorcist, Must be taken by Exorcist, *If taken, you are considered a Exorcist as well as your current origin for special perks only*): As an Exorcist, you are naturally attuned to the World around you. While this makes you an Exorcist powerful enough to be an Exorcist with more potential than Artorius even in a pre-advent world, this makes you the being with the most attunement to any natural energies that may exist in any Jump past this as well, even if this shouldn't normally be possible.

Weapon Master (-200 CP, Discount for Exorcist): You are a master in the field of your weapon of choice. You are skilled to the level where you have no peer, but you are not at the level where you can break reality through sheer skill alone. This also allows you to instinctively combine your supernatural abilities and skill with your weapon with no real effort needed. Of

course, all the skill in the world won't matter if your sword breaks when you hit them, or if you can't even touch them.

Contractor (-400 CP, Discount for Exorcist): You are a master of contracts and binding. Or more specifically, the binding of Malakhim. You can bind a Malak to your will and can even take away it's free will entirely if you wish to. You can also completely break and take over the contracts of someone else as long as you are at least half as powerful as the person or people that made the binding or contract. This is also the power requirement for binding other beings as well. At the moment, you can only do this for Malakhim, but you'll be able to expand this to other types of beings with a few years of practice and experimentation for each.

Mayvin (-600 CP, Discount for Exorcist): You are on the level of Magilou and Melchior, although your name doesn't need to start with a M. You're a master of invention and ingenuity, and you'll never be run out of ideas and inspiration on new inventions and spells to create. Furthermore, you have a perfect memory and cold reading skills that could pass as telepathy. Of course, you should try to not get bored with life, considering what you're capable of.

Malakhim

Being of Spirit (-100 CP, Free for Malakhim, Must be taken by Malakhim, *If taken, you are considered a Malakhim as well as your current origin for special perks only*): As a Malakhim, you are a being that is in tune with nature. More specifically, you are aligned with a specific element. Pick one element to be attuned to. Within that element, you will always know all there is to know about it (academically anyways), and you will know the practical basics of your element in every supernatural system you visit. Furthermore, you also have the ability to become completely unnoticeable in all forms. While this won't work for this Jump, in the future, this will work for all except the top .1% of that world's supernatural system. For worlds without supernatural elements, this works for everyone.

- Note: While the element you pick isn't restricted to Fire, Water, Wind, and Earth, you do have to pick something that could qualify as an element. This means that you can't select things like Time, Space, Dimensions, Suppression, or Magic. Examples that would work are Lightning and Ice. (Ice would be considered separate from Water due to their separate symbolism and representation as “Elements”)

Domain (-200 CP, Discount for Malakhim): As a Malakhim, you are able to make a domain. This is an area that you claim that is under your power. You can claim it simply by pushing your power over an area that isn't already claimed in a similar manner. In this area, anything that you would consider an enemy of yours is weakened by half, and you may also put one additional effect on this area. This effect can be anything, but it is both indiscriminate in its effect, and may not affect people who are too strong for this effect to hold on them. The size if your domain is directly proportional to the strength you hold.

Oath Maker (-400 CP, Discount for Malakhim): You now have the ability to make oaths. These restrict a person's actions, and give them special powers in return. The powers that are given by an oath are relative to how restrictive the oath is, but the power does not be related to what the oath is about. Also, the person who takes the oath must do so voluntarily, while knowing all parts of the oath. Another name for this perk could be "Drawback Maker" if that's an easier way to think about it.

My Own Way (-600 CP, Discount for Malakhim): Malakhim are considered to simply be mindless tools by the world, but you will never let that happen to you. You have your own path that you want to follow, and nothing will never push you off it. You are immune to any attempts at mind control or influence, as well as any manipulation that others may try to affect you with. Furthermore, you will always find people who share your ideals, and will easily be able to build up a crew to help you in your goals.

Daemon

Daemon's Body (-100 CP, Free for Demon, Free for Therion, Must be taken by Daemon, *If taken, you are considered a Demon as well as your current origin for special perks only*): A Daemon is a special sort of creature. As a normal being corrupted by malevolence, they are of course deformed in some way, as are you, for this Jump anyways. It can be large or small, perhaps to the point where you can hide it, but it will be distinctive and obvious if seen. However, this is not without benefit. Your body is completely immune to any non-supernatural attacks, and you have five times your normal strength and durability. Normally, you would also be able to make any abnormality about you be unnoticed by any person without a large supernatural connection, but this world is filled with supernatural energy, so you won't be able to hide it for this Jump. Post Jump, you will be able to hide your abnormalities to anyone that is below the average supernatural user. For worlds without supernatural elements, you can hide them from everyone.

Absolute Devotion (-200 CP, Discount for Daemon): You have something you need to do, and you're going to do it! It's. . . actually a little scary. You're willpower is infinite, and no amount If setbacks will stop you If you really want to accomplish anything. You will just keep getting back up, no matter what puts you down.

Fuck The Rules (-400 CP, Discount for Daemon) Something truly scary about Daemons is how the world will seem to bend for them If they desire it enough. If you wanted to forge the best sword, and there is no way to do it, you would be able to forge your own body into that sword, and have it be the best. You'd even somehow survive the process. If you wanted to kill a God, you'd find a way to do it, even if it should have killed you in the process. This can't make anything possible, but it will certainly help.

Strange Duality (-600 CP, Discount for Daemon): As a Daemon, you're a rather complicated being. You were a human (or any other sort of animal), but now you're a human that has been corrupted with Malevolence. Of course, by this point, you aren't human of just pure

malevolence, but both, creating something that really isn't either. Well, normally you would be anyways. For some reason, you are different. As long as some parts of you can be expressed as originally different things, such as a human and Malevolence, you will simultaneously count as each individually, and as a combination of the two. Of any and all options that you may have to pick from, you will count as whatever is most beneficial in that specific scenario, even if you are two contradictory things at the same time. Just to clarify, this does work for everything, not just being a human and Malevolence.

- For example, let's say that you are a Daemon and are being attacked by a spell that deals extra damage to being that are at least partially made of Malevolence, as well as being cut with a sword that cuts through the defences of any creature that is at least part human. To the spell, you will be considered a normal human, so the spell won't be any more effective than normal. On the other hand, the sword will consider you to just be Malevolence, so your defences won't be pierced. This still works, for both, even if you are being hit bit both at the same time.

Therion

The Malice Devouring Head (-400 CP, only -100 CP for Therion, First is free and required for Therion, Must also take Daemon's Body, *If taken, you are considered a Therion as well as your current origin for special perks only*): When becoming a Demon, something strange happened. You became one of the eight heads of Innominat, a being known as a Therion and something that can consume Malevolence. They also gain the ability to heal their wounds from consuming malevolence and dealing damage to their enemies. They can also become endlessly stronger through consuming malevolence as well. There are eight kinds of malevolence: Hatred, Despair, Greed, Conceit, Obsession, Lust, Cowardice, and Selfishness. Upon purchasing this, you will need to choose one of the eight to produce. Multiple purchases will cause you to produce multiple types, as well as doubling every attribute your Therion and Daemon's Body abilities. Do keep in mind that this will effect your mental state if you don't have some way of resisting mind altering effects. Now, you have three choices on what you can do from here.

1. You can choose to replace one of the existing Therions that aren't Velvet, which means any option but Hatred and Despair. If they have a non combat role in the plot, taking Plot Bound will make you replace them and stay to their role until one minute before they would normally die (if they would), at which point you can act as you wish. If they don't die Plot Bound ends as normal. You will be forced into option three if you choose to take this perk more than once and have chosen this option.
2. If you do choose Hatred or Despair, you can choose to take that type from Velvet, but keep in mind that this will cause huge changes in her mental state. Taking Plot Bound with this option will instead have you start three years earlier (and gain three years to your chain duration), as well as having you be trapped in the same cell as Velvet for said three years. Taking this a second time and choosing the other option (Despair if you choose Hatred and vice versa) will give you the option to replace Velvet, and you will be forced to if you choose Plot Bound. If you choose this option and then don't do the above choice, then you will be forced to choose option three.

3. You can choose to become an 8th Therion. No-one will know about you except the people that are already there. The downsides to this is that there are now more potential people for the Abby to get that type of Malevolence from, and the normal Therion still exists.

Malleable Form (-200 CP, Discount for Therion): As a Therion, even your more human form will have obvious deformities that will mark you as a Daemon, just like all the rest. However, this will let you get more use out of them. Any part of your body that has been changed may now be altered in size and form as long as it still remains in the same basic shape. This can also be used to make yourself look more human, but you cannot change any cosmetic or form difference, so you may need cover that up. If you need reference, this is basically a more general version of what Velvet can do with her arm.

Repurposed Corruption (-400 CP, Discount for Therion): Did the Malevolence really think that it could affect you? You eat it for breakfast. Now, any sort of corrupting or manipulative energy will not only not cease to affect you in the slightest, but you will also gain more control of that energy based on how much it attempts to manipulate you. You can also increase how much of that energy you can control by consuming or absorbing more of it.

Devour Everything (-600 CP, Discount for Therion): You've surpassed just consuming malevolence. Magic, Faith, Emotions, Blood, Chi, Metal, Souls, it doesn't matter. You can now consume it all. You also now no longer have a limit to how much you can eat at one time, how fast you can eat it, and how much you can eat. This is also perfectly substitutable for any other form of ability that consumes a type of energy that you have, but by default it merely provides nutrients for ones body. Also, any excess energy is stored in an impenetrable and unnoticeable pocket dimensions that can hold an infinite amount of energy. It will empty as your reserves drain and it replaces them. This is intended to be used with the abilities of a Therion, but any other method of consuming or absorbing stuff will also apply.

Special

Now, this section is a little different. In order to qualify for these perks, you will need to take the first perk in another perk tree so that you meet the requirement for the perk you want to buy in this section. The perks that you need to buy to qualify are marked as such.

These perks do not receive discounts, but you do receive a 200 CP stipend for these perks if you qualify.

Grand Beast (-200 CP, Must be Daemon and Thereon): A Therion is a strange type of Daemon, and its capable of turning into a far more monstrous form when it goes out of control. Well, now you don't need to worry about going out if control to use yours. While in this from, all of your attacking abilities are doubled in strength, as are your physical attributes, but your form is incredibly inhuman, and you can only keep it up for an hour at a day for the moment, although

training will improve that. Also, your form will look like an example of your Daemon deformations taken to their logical extremes, so be prepared for that.

Armatus (-400 CP, Must be Exorcist and Malakhim): You've gained the power of Armatus. With this, you can fuse with any willing being (or one under your control) and either become or wield a weapon based on one of those being fused. This will also combine the strength of both being fused, and allows you to use the skills and techniques of both. This also unlocks new skills and abilities based on the two involved, making this a whole greater than the sum of its parts. Normally, this would kill both participants after a period of time, but luckily you get the advanced version! It's perfectly safe, and can be done and undone at will. This will also work for any participants, unlike the normal version that only works for Exorcist and Malakhim.

Dragon (-600 CP, Must be Malakhim and Daemon): Dragon. The name for a Malakhim that has become a Daemon. While you would normally be a mindless monster, this of course doesn't apply to you. When compared to the normal strength of a Malakhim, you would be more in line with a natural disaster like an earthquake or a tornado, so naturally all of your abilities are at that strength at a minimum. Furthermore, you are immune to any sort of purification or Light aligned ability that you don't want to affect you.

Lord of Calamity (-800 CP, Must be Exorcist and Therion): In this life, or maybe another, you have the potential to become a Lord of Calamity. You are without a doubt something to fear. Your very presence sends preordained designs and schemes into tatters, and your actions can cause even the greatest of schemers and chessmasters watch helplessly as their master plans crumble into unrecognizable messes. You can inspire loyalty or instill fear into those around you with a single glance, and when it comes to using what you have efficiently, no one is better. Furthermore, your strength is something to fear. All of your abilities are four times as strong as they would normally, as is your growth rate when trying to improve them.

Empyrean (-1000 CP, Must be all origins, Cannot have chosen Fire, Water, Earth, or Wind as your Malakhim Element): Well, it seems that something went. . . Strange when you were put into this world. Not that this is a bad thing in this case. You are now an Empyrean of your element, making you a force of nature and a God of your element. . . or at least you will be. As of now, you don't really have any idea on how to use, access, or control these powers, but you have them nonetheless. So, all of the below is explaining what you will eventually be capable of. You basically have absolute control of your element, and every sort of natural and supernatural method of using your element comes from you, and therefore under your control. Therefore, you are able to cause natural disasters or disable the parts of a magic system that use your element at will (or simply stop a specific person from using any spells of your element, if you want to be more precise). You also have the pure power that the God of an element should have, making you a power that could affect the entirely of the world (or at least your domain, if you have one, would cover the world). Lastly, you are completely immune to any form of your element, as fitting of a being such as yourself

Items

Welcome to the Item section. Do you want some stuff? I think you want some stuff. So here is a 400 CP Item Stipend (that you can only use in the item section) to go and buy some stuff!

Apple Gel Bag (-100 CP): Ah, good old apple gels. These little gels taste like apples and will restore 30% of the eater's health instantly. While generally considered to be candy, they do contain enough nutrients for people to live off of if at least 6 are eaten a day. This bag contains 10 of the things and will restore every week.

- Apple Gel Box Set (-300 CP, Must Take Apple Gel Bag): This is a box set that will replace your above purchase. The bag that you bought will be placed in a box that will contain seven total bags. These all will restore weekly.

Lemon Gel Bag (-200 CP): The rare and sour Lemon Gel. These little gels taste like lemons and will restore 60% of the eater's health instantly. While generally considered to be candy, they do contain enough nutrients for people to live off of if at least 6 are eaten a day. This bag contains 10 of the things and will restore every week.

- Lemon Gel Box Set (-400 CP, Must Take Lemon Gel Bag): This is a box set that will replace your above purchase. The bag that you bought will be placed in a box that will contain seven total bags. These all will restore weekly.

Orange Gel Bag (-100 CP): The classic Orange Gel. These little gels taste like oranges and will restore 30% of the eater's magical stamina instantly. While generally considered to be candy, they do contain enough nutrients for people to live off of if at least 6 are eaten a day. This bag contains 10 of the things and will restore every week.

- Orange Gel Box Set (-300 CP, Must Take Orange Gel Bag): This is a box set that will replace your above purchase. The bag that you bought will be placed in a box that will contain seven total bags. These all will restore weekly.

Pineapple Gel Bag (-200 CP) The sweet pineapple gel, a fan favorite. These little gels taste like pineapples and will restore 60% of the eater's magical stamina instantly. While generally considered to be candy, they do contain enough nutrients for people to live off of if at least 6 are eaten a day. This bag contains 10 of the things and will restore every week.

- Pineapple Gel Box Set (-400 CP, Must Take Pineapple Gel Bag): This is a box set that will replace your above purchase. The bag that you bought will be placed in a box that will contain seven total bags. These all will restore weekly.

Melange Gel Bag (-200 CP): Melange Gel, the newest advancement in Gel technology. These little gels taste like a mix of oranges and apples and will restore 30% of the eater's magical stamina and 30% of their health instantly. While generally considered to be candy, they do contain enough nutrients for people to live off of if at least 6 are eaten a day. This bag contains 10 of the things and will restore every week.

- Melange Gel Box Set (-400 CP, Must Take Melange Gel Bag): This is a box set that will replace your above purchase. The bag that you bought will be placed in a box that will contain seven total bags. These all will restore weekly.

Miracle Gel Bag (-300 CP, Can only be bought once): Miracle Gel, a special treat made from unknown methods. It is clearly the king of Gel Kind. Unfortunately, I can only sell you this once due to supply issues. These little gels taste like whatever your favorite food is and will restore 60% of the eater's magical stamina and 60% of their health instantly. While generally considered to be candy, they do contain enough nutrients for people to live off of if at least 6 are eaten a day. This bag contains 10 of the things and will restore every week.

- Miracle Gel Box Set (-500 CP, Must Take Miracle Gel Bag): This is a box set that will replace your above purchase. The bag that you bought will be placed in a box that will contain seven total bags. These all will restore weekly.

Variety Gel Bag (-300 CP, Can only be bought once): I see you're someone that just has to have it all. In this one time offer, we put our variety pack up for sale. This bag will contain three of every type of Gel, for a total of 18 Gels in this bag. If you want to try them all, there's no better offer. While generally considered to be candy, they do contain enough nutrients for people to live off of if at least 6 are eaten a day. This bag contains the Gels, and will restore every week.

- Variety Gel Box Set (-500 CP, Must Take Variety Gel Bag): Going all the way, huh? This is a box set that will replace your above purchase. The bag that you bought will be placed in a box that will contain seven total bags. These all will restore weekly.

A Boat (-200 CP, Discount for Malakhim): You've got a Boat. This is a fine boat. It's not one of the best in the world, but it will take you from place to place, and will miraculously show up at ant port you visit, even if it had no real way of getting there. The boat will reappear in a week or two if it's ever destroyed.

- A Ship (-400 CP, Must Take A Boat, Discount for Malakhim): You are now the master of a fine ship, one that is comparable to the Van Eltia, and it comes with all of the knowledge on how to run it. It's also unstealable, self restocking on supplies it needs to run, and will "respawn" as it were one week after destruction indefinitely. It also comes will all of the perks of A Boat.
    - The S.S. Jumper (-600 CP, Must Take A Ship): This is a Ship above all other Ships, a true masterpiece. Also, it takes the place of your previous ship, so it comes with all of the same benefits. In any Jump you go to from now on, this ship will be above all other vehicles and forms of transportation that has ever existed in that world in all ways, and will keep these improvements. It is utterly indestructible, bigger on the inside, is self running, and is capable of arriving at your side in an instant no matter where you are. You will likely never find a better ship.

A Blade (-200 CP, Discount for Exorcist): Well, it doesn't have to be a bladed weapon, but it's a weapon none the less. This weapon is average, but is unstealable and will repair itself an hour after being destroyed. If you want you could import an existing weapon into this.

- A Sword (-400 CP, Must Take A Blade, Discount for Exorcist): This still doesn't have to be a sword, as it takes the place of A Blade, but this is one of the best weapons in the world. It finds its peers among the likes of Stormhowl. Along with the perks of A Blade, this one is utterly indestructible, never needs maintenance, and will be teleported to you or vice versa at will.
    - Storm-Jumper (-600 CP, Must Take A Sword): Well, it seems that you've come across the best of the best. You're giving up A Sword for this, but you're definitely trading up. This weapon will automatically have every affect, ability, and trait it is possible for any weapon in that world to have, and it will always have these combine in such a way that is best for you, and it will nullify certain abilities if they would make the situation worse rather than better. This is, of course, on top of everything A Sword gives you, so have fun with this.

Armor (-200 CP, Discount for Daemon): Some very nice armor, although it wasn't made with the power of Malakhim in mind. This armor is completely invincible, is unstealable. and can take any form you like, but it won't actually stop any attacks by itself. Instead, this cuts any physical damage you would receive by half. If you want, you can import something as this as well.

- Spirit Armor (-400 CP, Must Take Armor, Discount for Daemon): Well, it seems your armor got an upgrade. Now, in addition to cutting physical attacks and half, it will do the same for any Mystical attacks. This, of course, base all the benefits of Armor.
    - Grand Armor (-600 CP, Must Take Spirit Armor): Well, it seems you've got the real deal. Now, this armor. While still having the effects of Spirit Armor, will reduce any negative effect dealt to you by 90% in its damage or effectiveness.

A Rock (-200 CP, Discount for Therion): Well, I guess you could call it that if you're trying to be rude. This little rock in the ocean is yours now. It's not too big, but it is a sizable piece of land. Furthermore it's always guaranteed to be a place of spiritual or supernatural importance (in this case it's an earthpulse point). Post-jump, you can put this in your warehouse and import it into any body of water large enough to hold it in future jumps.

- A Island (-400 CP, Must Take A Rock Discount for Therion): I see you've gotten that land expansion. Now, your price of land from A Rock is now a full blown Island comparable to the entirety of Hawaii. It also now has plants and wildlife on it, and the place if spiritual or supernatural importance is now the best of that type in your world, and all of them remain in future jumps. Oh, and it also has a port.
    - Floating Fortresses (-600 CP, Must Take A Island): Well, is seems like your Island grew some fortifications. You now have a fortress that covers at least 25% of your Island that is at least durable enough to survive a concentrated unending assault by every individual or currently existing group in the world for seven days without any harm to the inhabitants. Other than that, you can change its layout at will.

Companions

These are your companions. They are the people you will take with you after this.

Just You and I (Free, Cannot be taken with any other companion option): For very obvious reasons, no one can do everything alone. So, even though you weren't going to be picking a companion, I thought I'd give you the option anyways. You can import a companion or create one (that isn't canon) into any origin other than Therion for free, and they have 400 CP to spend. However, they do not receive any of the CP stipends, unlike both of the other import options. They also cannot take any companions or drawbacks. This is very much the discount option, but leaving you alone in this freezing world just seems cruel.

Canon Companion (-100 CP): There are many people in this world. So, you want to bring one along? Ok then. Pick any person in this world, and you can bring them along if you meet the following three conditions.

1. They are alive: Fairly simple. If you want to bring someone with you, they need to be alive to come with.
2. They need to be available: This is a little more complicated. They can't be sealed away or otherwise trapped up in a task with no way to get themselves out of it without outside influence. A good example of this would be Velvet at the end of the game. You wouldn't be able to bring her along as long as she is like that.
3. You must have at least a neutral relationship with them: They can't hate you. They don't have to like you, but they have to at least be able to tolerate you. Furthermore, you do need to actually have a relationship, so you can't just never talk to them in order to bypass this.

All Together, One and the Same (-200 CP): You've got a crew, and you have all banded together due to the similarities that you all share. You can import up to eight companions into this Jump with you, and they will all be of your origin, which they will get for free. The only exception to this the Therion origin, and the companions in this case will be imported as Daemons. They will all have 400 CP, and while they can't take companions, they can take drawbacks that only affects themselves. That also have access to the Stipends. They don't gain CP from global drawbacks (i.e. Plot Bound, A Future Tale, and A Still/Fallen World and their relevant trees).

The Unlikely Crew (-400 CP): I have no idea why all of you are together, but if it works, who am I to judge. You may import up to eight companions, which get to import into any origin for free. The only exception to this is that, out of the possible nine of you, you cannot have anyone in the group have the same Therion Malevolence type as someone else. They will all have 800 CP to spend, but they cannot take companions. However, they can take drawbacks that only affects themselves. That also have access to the Stipends. Lastly, they gain CP from global drawbacks you took (i.e. Plot Bound, A Future Tale, and A Still/Fallen World and their relevant trees).

Drawbacks

This is the Drawback section. I guess you still need some CP, huh? Well, that's ok, because you can get some more here! They do come with downsides though, hence the name “Drawbacks”. The only real rule here (with a few marked exceptions) is as follows:

<u>You cannot take over 1500 CP in Drawbacks</u>

A Future Tale (+0 CP): In the future of this world, there is another story that is told. Instead of this tale, you will be living through that one. Your time is still ten years, but your journey will undoubtedly be different. Furthermore, if you choose the Therion origin, you are restricted to option three.

- Through the Ages (+200 CP, Must Take A Future Tale): Oh, you still want to live through the original tale as well? Ok then, but you won't get to skip the 1000 years between the two. The changes in A Future Tale no longer apply to you, but your Jump now lasts until 10 years after the start of Tales of Zestiria. If you took Plot Bound or No Departure, Plot Bound ends at it's normal time, while No Departure ends after your first ten years.
    - And the Future Refused to Change (+200 CP, Must Take Through the Ages, Must Take Plot Bound): That stuff about Plot Bound and No Departure that I said above, Fuck it. Plot Bound will go until near the end of what would be Zestiria. No Departure simply doesn't end. Have fun not being able to make a difference for a 1000 years of death and destruction.

Uh. . . Where Am I? (+100 CP): Well, it seems you don't have the best sense of direction. You'll often lose your way, or just wander off. It's not too hard to get back on track though.

- Lost at Sea (+200 CP, Must Take Uh. . . Where Am I?): Uh oh, it seems that this now applies to boats as well, even if you're not the one steering it. Just being on a boat is enough for this to apply.
    - How did we even get here? (+300 CP, Must Take Lost at Sea): Wow, I didn't even know it was capable to get this lost. You can get lost standing still, somehow ending up in different locations at random. This won't happen often, maybe around once a month at the longest between it happening, but when it does, you will be transported to somewhere far away from your current location.

Trauma (+200 CP): Well, it seems something went wrong. A little bit after arriving, something happened. Now, that event will affect your mindset and actions for the duration of the jump, although you're not going to get random flashbacks or anything.

- Severe Trauma (+400 CP, Must Take Trauma): Well, I guess that part about random flashbacks were wrong. Those will haunt your days, and nightmares will encompass your nights. You'll be constantly tortured by whatever happened, and you'll never get any peace from it.

Sensory Deprivation (+100 CP): One of your senses doesn't work right. Be it not being able to taste anything other than blood, or not being able to feel pressure with your sense of touch, there's a problem with one of them. This is only debilitating, not out right eliminating a sense. You can choose to take this multiple times, but taking it twice for one sense eliminates it entirely.

Plot Bound (+400 CP): I see you want to stick to the tale that you know. Ok then, you get no changes. Every single death and travesty will happen exactly on schedule, and nothing you do will change that. This doesn't stop you from ending your own life due to your stupidity or incompetence, no matter who you are, but no actions you take will make any difference in the narrative. This Drawback will end once Velvet and her crew reaches Innominat's Domain. From that point on, you can act freely.

- No Departure (+200 CP, Must Take Plot Bound): You really need the points, huh? Ok then, now Plot Bound just doesn't end during this Jump. You will be unable to make any changes to anyone's situations during your ten years in this world. Have fun with that. Oh, and this stops you from taking any Canon Companions as well.

Unlucky (+200 CP): Well, you're certainly unlucky. Things just don't seem to go your way. Maybe you trip down the road, or your sword just happens to break while cleaning it. You're certainly nowhere as bad as Eizen, but you're still bad.

- Reaper's Curse (+400 CP, Must Take Unlucky): Scratch that last part, you really are as bad as Eizen. The world seems to conspire against you to make your life as hard as possible, and everything will end up going worse for you. Have fun, I guess.

Malevolent Sin (+200 CP Each, only +100 CP for a Therion that has taken the relevant Malevolence Type): Bellow are the eight drawbacks that correspond to each of the eight types of Malevolence. However, if you are a Therion, your alignment towards a type of Malevolence would be pushing you towards that type of behavior anyways, so you will receive less CP for taking this.

- Hatred: Whether you have a specific target for this hatred or not, you're safe is immense. You'll go off on the slightest trigger, and will attack whatever sets you off with reckless abandon.
- Despair: No matter the reason, you constantly wallow in your own sorrow. It will follow you everywhere you go, and will never let up. (Incredibly Dangerous with Trauma)
- Greed: You will take everything that you desire, no matter the consequence, and will never give up anything.
- Conceit: You're incredibly prideful. You will refuse to even subconsciously recognize any flaws you have or any mistakes you have made, and instead blame it on the things around you. Furthermore, you will underestimate most people, and reduce to go all out on them if you consider them bellow you.
- Obsession: You are obsessed with something. Be it a concept or a person, everything you do will be in pursuit or in service of that obsession.

- Lust: Well, isn't someone full of desire. Be it sexual or bloodlust, you will go out of your way to find it, and you will easily lose yourself in it.
- Cowardice: It's scary, isn't it. Well, go on. Run away. It's what you're going to be doing most of the time anyways. Whenever you come across conflict, you'll do your damndest to avoid it, no matter what that conflict it is.
- Selfishness: Compassion? Sympathy? Charity? Why would you care about those things? It's all about you after all. Nothing is more important that you, and you will gladly sacrifice anything around you to avoid any sort of hardship or conflict that you may have to confront.
    - All of the Evils in the World (100 CP per Sin, Must have taken at least 2 Sins, +400 Extra CP if you took all 8, Ignores the CP Limit): Well, it seems that you've overdosed on Malevolence. Quite Badly in fact. You can no longer feel any positive emotions opposed to your Sins, and all of your flaws and negative traits will come together so that you are always the worst you possible. You also no longer have what could be considered any positive traits that would oppose your Sins. If you have taken all 8 Sins, you could truthfully be called the most vile thing in existence.

Enemy of the Shepard (+400 CP): Well, it seems that you've made quite the enemy. The entirety of the Abby is now after you, and you are considered one of their top targets. While Artorius has more important things to be doing, you will be hunted down with high priority by the rest of the Abby. Everyone in the Abby also knows what you look like, as well as your origin and perks you took from that tree. Obviously, this prevents you from taking anyone from the Abby as a companion.

Enemy of Calamity (+400 CP): What did you do to get the future Lord of Calamity to hate you? I suppose it doesn't matter, but she and all of her eventual allies have some sort of grudge for you. While it isn't their highest priority compared to Eizen’s desire to find Aifread, or Velvet’s desire for revenge on Artorius, the hate they hold for you is a distinct second. Everyone this applies to also knows what you look like, as well as your origin and perks you took from that tree. Obviously, this prevents you from taking Velvet or anyone she would have allied herself with as a companion.

Suppressed Power (+600 CP): Well, is seems that your powers had a bad reaction to the power of Innominat, and have been completely suppressed. Unfortunately, this will mean that you will be powerless aside from your Body mod and the perks you purchase here.

A Still World (+1000 CP, Ignores the CP Limit, Cannot be taken with A Fallen World or Plot Bound): Well, it seems things didn't exactly go as planned. Unfortunately, it seems like Artorius succeeded in this plan far quicker than in Canon. Innominat has awoken and his domain has spread across the land, suppressing all free will. Furthermore, he is at his full power. This is the world that you will need to survive in for the next ten years. Good luck, and here's some CP to

help. (Note: Not having your own free will at the end of the ten years is considered a chain failure)

A Fallen World (+1000 CP, Ignores the CP Limit, Cannot be taken with A Still World or Plot Bound): Huh? What happened here? This. . . isn't the world I meant to send you to. Unfortunately you're here now so I'll give you this CP to compensate. Well, I guess I'll give you some details first. This world is different from the one you know and that instead of just releasing Innominat, some other being was also awoken by Artorias on the night of the Advent. This being, rather than suppressing free will and eliminating malevolence, instead merely produced more of it. In the end, this world was thrown into chaos and is now a Daemon filled hellscape. Most of the Malakhim have died, and most of the humans have been turned, but some of both still survive and have banded together under what little remains of Artorius' would be Abby. Of course all of the Therion still exist, and still consume malevolence, but after three years the situation is far worse than normal. Your job is simply to survive your 10 years in this world. Good luck.

Ending

Well, it seems that you've survived this world. As usual, all of your Drawbacks have been removed. Any mind altering influences you have come under are cleared as well. I do hope you enjoyed your stay, but you do have a choice to make. So, where does your path lead you now?

Go Home: Are you Homesick? Perhaps the inevitability of the Daemons made you desire a world where people giant turn into literal monsters at a moment's notice? Regardless, you will return to your world. You will also get to keep everything you've gained. Have a good life Jumper.

Stay Here: What was it that drew you to this place? Maybe it was the way the world works, or perhaps it was the people you met? Regardless, this place will now be your home. You will also get to keep everything g you've gained. I hope you're happy here.

Move On: The road leads ever onwards, huh? Ok, then let's get a move on, you've got so many more places to visit!

Notes

Change Log 1.1: Corrected Errors, Removed Permanent Trauma