

Version 1.1

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The Blue Planet.

Called Earth by the natives who live upon it, this world has seen its fair share of war and conflict over the years. Things have settled down in recent times, but there has always been the sudden threat of war on the horizon. The great kingdoms have their alliances with one another, but it is only a matter of time before those alliances corrode with time, and things begin to fall apart.

The final straw that shatters the tentative peace comes from the orders of the most powerful of these all: Baron. Its elite airship force, The Red Wings, take to the sky to raid Mysidia to rob them of their Water Crystal. After this terrible breach of trust, Cecil and Kain are sent to Mist, unknowingly sent to burn it to the ground, causing a chain reaction that leaves the fate of the world in the balance.

You arrive shortly after Cecil has left for Mysidia.

You'll have **1000 CP** to arm yourself in this world of magic, military, and mystery.

Homeland

There are a number of different Kingdoms that call the Blue Planet their home. You may roll 1d10 to choose your Homeland, or you may pay 100 CP to pick.

1 - Baron

The home of many different types, Baron is the home to some of the greatest engineers in the Overworld, and the owner of the Red Wings, a powerful airship fleet.

2 - Mist

The small village of Mist is home to a rare breed of spellcaster. Those who can communicate with the creatures of the Feymarch, Summoners, are those who make their home here.

3 - Damcyan

The desert kingdom of Damcyan is driven by commerce and music. Bards, Dancers, and other such types are common, and their sensuality often comes as a powerful asset in battle.

4 - Fabul

The mountain kingdom of Fabul is dedicated to the monastic tradition of training one's body into a weapon. They do not bother with magic, but are incredibly skilled martial combatants.

5 - Mysidia

A town of magic, Mysidia's populace is almost entirely comprised of magic users. Black and White mages are commonplace, with some often using their magic to swindle tourists.

6 - Troia

Often regarded as one of the most beautiful cities on The Blue Planet, Troia is Matriarchal, with women generally being the ones in power, and the men generally in the domestic role.

7 - Eblan

A nation of odd fighters, those who practice ninjutsu, Eblan is nonetheless a power unto their own. Their ninjutsu is a form of magic, but specialized to their specific needs.

8 - The Dwarven Kingdom

A hidden world, below the Overworld. Home to the Dwarves, they are masters of technical prowess, creating machines that those from the Overworld can only dream of.

9 - The Feymarch

Even further below the Dwarven Kingdom is the Feymarch, where magical creatures known as Eidolons dwell. Time flows differently here, and you will age far faster than expected.

10 - Your Choice!

You may choose any of the above locations as your starting home.

Age, Gender, and Origin

All ages and genders are seen to be accomplished within this world. Roll 2d10+10 to determine your starter age. Your gender is the same as you come in with. You may pay 50CP to choose your age or your gender, or 100CP to choose both.

Origin

While humans are certainly the most predominant, there are others that have made their mark upon the world, such as the Dwarf in the Underworld, and across both- the Monster. You may choose any of the three races to begin as- none are more or less effective at any discipline than the other.

Drop In

No one is quite sure where you come from, not even you. You wake up in an inn room within your Homeland, finding the room paid for the rest of the week. You have no memories of this place, but amnesia seems to be common, and few will hold it against you.

Soldier

You were raised to fight for your country. Whether with arms or magic, you've shown loyalty and talent, and are known to your kingdom as someone reliable. A sense of duty rests upon your shoulders, but nonetheless you have the backing of your kingdom.

Prodigy

There are several who show exceptional skill in a few areas, but when it comes to one focused skillset, you are second to none. You are given far more freedom when it comes to your daily activities, but it is harder for you to have your homeland's backing when you are engaging in personal activity. Also, halve your starting age.

Professional

Opposite the Prodigy, the Professional has gained their skill over time, from constant hard work and study. Not to say their skill is any less than the Prodigy, but in taking them longer, they have learned other tricks of the trade as well that Prodigies have not bothered with. Also, double your starting age.

Royalty

While not necessarily a King or Queen, nonetheless you are of a royal upbringing. A prince or princess, or perhaps an orphan who was reared by the royals of a particular nation. You are afforded a great deal more luxury and needn't worry about money, but the pampered life can be hard on the road.

Origin Perks

For each Origin, the 100CP perk is free, while the others are Discounted at 50% of the listed value.

Drop In Perks-

Sense of Purpose (100 CP)

While you may not have memories of this place as far as an upbringing, you do have an intrinsic sense of what you need to do. You're never without a goal or a direction, and your self-assurance at this purpose also tends to make your way- people will offer you guidance and advice on this goal, and may even go out of their way a bit to help.

Psychic (200 CP)

Similar to magic, but manifesting in different ways, psychic energy grants you the ability to speak telepathically over long distances, create psychic shields, but most importantly here, to mentally dominate those mentally weaker than yourself. With enough time and practice, your power can grow enough to allow your puppets to dominate others in the same way. Your other powers will increase as well, but you'll find that those involving Telepathy and Domination grow the quickest.

Natural Mage (400 CP)

Magic comes naturally to you, as common as breathing. Due to this, efforts to understand, develop and teach new magical systems are several times easier for you. Whether it's the simplicities of black and white magic, or systems of magic you've never heard of, the principles resonate with you immediately.

Geomantic Evolution (600 CP)

The very existence of crystalline structure seems to call to you, and instinctively, you know that power lies within these creations. Whether they are naturally made, or machined, you can feel and use this power. With a small collection of randomly assorted crystals, you can create an array that will amplify your magic or psychic energies, allowing you to draw more power than you would otherwise. The more power each individual crystal has in your array, the greater the effects you can produce with them. With enough energy from them, such as eight crystals formed of magic itself, you could accelerate the very evolution of an entire planet, including its inhabitants. This will happen over time, perhaps generations, but with sufficiently powerful magical foci, this can happen far quicker.

You may use this to evolve your own abilities further, but you will find that the further along your evolution as a Jumper, the less effect this will have upon you.

To utilize the array's full power, the recipient(s) must be within its perimeter. While it can still be used from a distance, for each average increment of diameter you are from its perimeter, its power will decrease by half. As such, larger arrays can transmit their power across distances far more easily.

(Ex. With a four-kilometer array, if you are eight kilometers away from its edge, you will only receive ¼ (½ * ½) of its normal energy)

Soldier Perks-

A Nation's Backing (100 CP)

Loyalty to a higher power comes with its perks. When you are working for another, either an individual or a nation, and need assistance (money for an experiment, a ship to explore an area, etc) as long as it will benefit who you're working for, they will do what is within their means to assist you.

Squadron (200 CP)

As a soldier, you've become close with several others during your time. Three other soldiers, no matter their specialization, will assist you. They might not be up to the level such as you, Jumper, but will be able to provide considerable support as a skilled practitioner of their field. These allies will be available to you in future jumps, always versed in the new world in which you find yourself.

Trusted (400 CP)

You've managed to help your nation out several times in the past, and due to that, the amount of trust in you is very high. You tend to see a great deal of rewards coming from above, including items that are of legendary renown, placed into your hands. Additionally, the armory and even the homes of the citizens are open to you at any time, and no one questions your motives if you were to procure them for yourself.

Justice Is Not The Only Right (600 CP)

In the service of your nation, you may have done things you're not proud of, or things you cannot fully reconcile within yourself. This perk allows you to manifest these unwanted memories or emotions into a physical form. You can reason with or attempt to defeat this physical form for peace of mind. Alternatively, you also can enlist its assistance. This physical form has access to your strengths, perks and all, but their thoughts are solely based upon the emotions you've removed from yourself and similarly, you'll find you can act without this mental baggage as well. If you are not magically oriented yourself, you'll just need some form of magical focus in order to perform this particular perk, or assistance from someone who is.

Prodigy Perks-

Genius (100 CP)

There is no doubt that you're exceptionally skilled in one aspect, but the hallmark of the Prodigy is that you're gifted in a single area. You may take only a single Class, but you gain its 200CP perk for free. You may still take Advanced Classes. Also you're far more skilled in your chosen Class, often outperforming adults with years of experience who lack your natural genius.

A Child's Spirit (200 CP)

Despite your mastery over your field, you still have the mind of a child. Or is it that you know just how much you can get away with? When speaking your mind, or just trying to show off, others will usually find some insight in your words. Additionally, even in situations with terrifying or horrible outcomes, it doesn't seem to daunt you at all, and you can do what needs to be done without losing your nerve.

Mentor (400 CP)

A talent such as yours will need to be cultivated, and as such, you have often found that there are many that are willing to teach you. Of course, while your natural talent pushes well beyond their skill, you do manage to learn from their experience. You're always able to find someone to teach you in a particular skill, even if it's outside of your prodigious talents. The more common the skill (wood carving, magic in a medieval fantasy setting) the more likely you are to find a mentor that can teach you something. But the less common, the harder this task will be.

Twins (600 CP)

Not one Jumper, but two! This particular benefit causes you to be able to separate into two individuals, with your twin either being your gender, or the opposite. When this is activated, you split into two copies of yourself, but share a single mind, allowing you to perfectly work together with yourself. All previously-gained perks and abilities are available to both twins, and can even draw on one another's magic pool, health, etc as needed. This also allows you to 'Mix' spells, granting you access to the Twincast feature, between your Twins. Addtionally, all Origin perks are shared between both twins.

Each 'Twin' may take their own Class, with freebies and discounts as normal, but each may still only have one if you have the Genius perk. During the duration of this jump, their Class perks will be separate, but following the Jump's conclusion, each 'Twin' will have access to all perks as normal.

Professional Perks-

Worldly (100 CP)

You've been at this awhile, and have been around a great deal. Due to this, you know a lot about a few things, and a little about everything. Obscure facts, ancient legends, and rumors of powerful artifacts linger at the edges of your mind at all times. Even as a Drop-In, you will know things about the worlds you jump into, this one and beyond.

Unquestioned (200 CP)

Your knowledge in your field is something that very few can claim, and due to this, you also have a certain force of presence when it comes to it. Whenever you are in need of an item, or information, or something that will further your mastery, then there are few who will stop you. If you are climbing a mountain well into venerable age to learn the power of Meteo? Those who will come across you will assist, rather than try to talk you out of it.

Age is Power (400 CP)

These kids run around thinking that you're somehow not able to keep up with them? Shows what they know. Your physical and mental prime doesn't diminish as you get older, in fact, it seems that the older you get, the more acute your senses and abilities become. So what if you've practically raised your allies and are over twice their age? If they think that'll slow you down, you'll show those whippersnappers just what they have to look forward to.

Life for Strength (600 CP)

Your experience has taught you the absolute limitations of your abilities, but more importantly: how to break them. By burning your own life force, you can remove those limits, temporarily pushing yourself several times more powerful than your body and talent would allow. Afterward, you will be physically drained, possibly worse, depending on how much further you have pushed yourself.

Royalty Perks-

Charisma (100 CP)

While it is certain that being of royal blood does not impart any supernatural ability (at least not upon the Blue Planet), nonetheless, genetics have been kind to you. Your appearance, your posture, your voice and even the cadence at which you speak- all of them belie both a trained and natural charisma that can sway people. You find speaking with people easier and they tend to be far more favorable toward you, even if you haven't said anything yet.

Royal Heir (200 CP)

Not just Royalty, but an heir! You're afforded a great deal more freedoms than your siblings, should you have any, but you also have more responsibility. All the same, as the crown prince or princess, your word carries almost as much weight as your parents'. And as long as you aren't actively going against your nation, your parents and the resources of the kingdom will be behind you in your endeavors.

Intuition (400 CP)

A lifetime of courts, dinners, and trade agreements have given you an intuition that borders on the supernatural. Phrasing, body language and even the movements of one's eye speak more to you than the words themselves. You can tell someone's true thoughts and intentions through these small movements, and can even piece together grander plans simply by witnessing their actions.

You Think Our Rage... a Weakness? (600 CP)

There is a fire that burns deep in your heart, one that is either part of your lineage, or unique to you, but it is certain that it cannot be quenched. When your life, or the lives of your friends are on the line, a power that transcends your physical limitations takes hold. When it takes hold, logic seems to fall to the wayside for you. Resilience in the face of an attack that should have killed you. Strength far beyond your normal limitations. Use of magic above your abilities. All of this and more are possible when it is your very life that hangs in the balance.

Classes

The Blue Planet has a number of specialized disciplines. Your first class is always free, and you may adopt a second class for 200 CP, which may be discounted based on your Origin. The 100CP perk from your class(es) is free, and the rest are Discounted.

White Mage (Discount: Drop-In)

Spellcasters who focus on healing and protecting their allies, rather than dealing direct damage to a foe. Many train in ranged weaponry to allow for support when things are less-dangerous.

Black Mage (Discount: Drop-In)

Opposite to the White Mage, the Black Mage instead utilizes the powerful, destructive aspects of Magic, destroying opponents from the safety of the back lines.

Dark Knight (Discount: Soldier)

A wielder of heavy arms and armor, the Knight's role is at the front lines. Often with sword and shield, they excel at harming foes, or rarely, protecting their allies.

Dragoon (Discount: Soldier)

Also occasionally referred to as a 'Lancer,' Dragoons are highly mobile, spear wielding infantry. Able to leap high into the air to avoid danger, as well as use gravity to deliver powerful blows.

Caller (Discount: Prodigy)

A strange selection of spellcasters who, rather than wield the power themselves, instead have a connection with the creatures of the Feymarch, allowing them to heal or harm for them.

Ninja (Discount: Prodigy)

Eblan Ninja are a secretive force that thrive on overwhelming an opponent with impossible agility, as well as relying on Ninjutsu- a type of Magic primarily known to those from Eblan.

Engineer (Discount: Professional)

Also often referred to as Tinkerers, Engineers lack magical talent but are known to create wondrous technological devices, including airships, tanks, and so forth.

Monk (Discount: Professional)

A lack of magical prowess does not limit the monks. Their bodies are a weapon, able to perform feats of superhuman strength and agility, and lack the need for a weapon.

Bard/Dancer (Discount: Royalty)

A performer who has learned the power of music and dance. Fully support, they can strengthen their allies or hinder their enemies.

White Mage Perks-

Cry (100CP)

Feigning emotion (such as actually caring about the allies you're healing) comes naturally to you, and as part of that, you've also learned to weaponize it. Of course, this comes with the basic use of White Magic, but you're exceptionally skilled at faking emotions, anything from crying to catch enemies off-guard, to showing genuine concern to those that you don't care for, and it is exceptionally difficult to tell the difference.

Archery (200CP)

Many White Mages shy away from the front lines, preferring instead to play doctor, but not you. Using your eye for anatomy, you can deliver decisive, painful strikes via virtue of a mastery of the bow and arrow. Your accuracy is also quite high, and you will never miss a shot you take aim on.

White Wizard (300CP)

While certainly, your ability to use White Magic classifies you as a White Mage, you've taken that a step further. This perk grants access to the most powerful White Magic spells, such as Curaja, Arise and Holy. Additionally, you gain the innate power of the Phoenix Eidolon: your curative magics will have their power increased, and once per jump, if you are knocked unconscious, as long as you are not killed, your mana reserves are expended, and all allies in a fifty foot area are restored to full health and revived as long as they are not dead.

Black Mage Perks-

Bluff (100CP)

You know how to cast Black Magic, right? Of course you do! You have access to the basics of Black Magic of course, but with that comes the talent of being able to talk a big game. This perk allows you to bluff exceedingly well, convincing everyone (including yourself) of whatever you're trying to do. Thus you could convince yourself that you *are* the most gifted black mage to ever exist, and amplify the power of spells you know for a short time.

Armored Mage (200CP)

Several Black Mages focus on a mastery of their craft, and find that heavy armaments get in the way, shunning them for lighter robes and cloaks. Not you. Finding that it's far easier to channel magical might when you need not worry about damage, you've learned to cast while in full armor, and do so well. Armor doesn't get in the way of your precise gestures, and you move just as well in it as you do outside of it.

Black Wizard (300CP)

There are the natural destructive forces that all Black Mages learn, and then there are those that even the most powerful struggle to learn. This perk grants access to the most powerful Black Magic spells, such as Meteor, Flare and Death. Additionally, you gain the innate power of the Hades Eidolon. Your offensive magics will inflict a plethora of status effects (relevant to the spell used) as well. Also, your spells will pierce through any effect that would reflect the spell back at you, as well as ignoring half of any magic protections.

Dark Knight Perks-

Weapon Training (100CP)

A knight wields many weapons, from sword and shield, to axe and lance. Melee weapons in general are second-nature to you. Even ones that are unwieldy or poorly balanced feel natural in your hands, and it takes less than a minute for you to become familiar with its use.

Vitality and Vigor (200CP)

You're built tough, and tougher than most. Brimming with natural physical fitness, you're able to move about in that heavy armor with no problem, wield oversized swords and shields nearly as big as yourself, and take a direct hit from a dragon with little more than a bruise. World-ending magics and behemoth-like entities will still rattle your brain in your skull, but you'll likely still survive.

Darkness (300CP)

A wielder of darkness and other negative power. While they still can be good, the power wielded is useful only for slaughter. This allows you to feed your life force directly into your weapon, before unleashing it in a wave of dark energy. The dark-elemental energy will strike all opponents in a large radius for roughly the damage of a full swing of your blade, but will also ignore any armor and physical resistance they may have. Innate resistance to soul or darkness attacks will still protect them, however. Additionally, any other dark (or similar) elemental attacks used will also pierce through physical protections as Darkness does.

Dragoon Perks-

Jump (100CP)

The hallmark of the Dragoon. An homage to the high-flying dragons, this particular ability is rooted in one's ability to defy gravity for a time. By going airborne, you can avoid nearly all attacks that would be targeting you and your allies, and control the jump enough to fall upon your foe with the power of gravity, dealing tremendous damage in the process.

Lancet (200CP)

Empowered by the dragons you've come to emulate, you've also managed to take things a step further. Lancet is a unique strike that allows you to damage a foe's physical body as well as their mental psyche, and bolster your own, effectively 'draining' health and mana from your target.

Dragonspeak (300CP)

Emulation only has so many applications, and thus you've learned how to directly communicate with dragons and draconic entities, as well as naturally being favorable toward them. This allows you to bargain and work with these creatures, gaining insights and rewards. Additionally, this bond slightly increases your aptitude for elemental combat, whether through black magic or another source, allowing more power for no cost.

Caller Perks-

Pact Magic (100CP)

Many think that the Callers of Mist have an innate connection with the beasts of Feymarch, but it is a respect that is earned, not given. You can speak with Monsters, and may be able to convince them to join your cause, allowing you to summon them to your aid, even if they are miles (or planes) apart from you.

Dabbling Caster (200CP)

You are no white or black mage, but the power of the Caller is still rooted in magic. With this, you're able to use magical abilities based on the Eidolons that you made a pact with. For example, a pact with Ifrit will allow use of Fire, while a pact with Asura will give you access to Cure. Not as expansive as a dedicated caster, but will still give you the ability to cast even without needing to fully summon the Eidolon.

Summoning Specialist (300CP)

While those of Mist (and the outsiders who still manage to figure it out) mostly practice Pact Magic, you've taken it one step further. When you summon something (a monster or otherwise) it is summoned at the upper limits of its full potential for the length of the summon, to a maximum of 24 hours.

Ninja Perks-

Thieving Ninja (100CP)

The path of the ninja starts in moving unseen, cunning, and other skullduggerous pursuits, and as such, thievery is second nature to you. With this perk, you can move silently when intending to do so, misdirect your target, and as long as the target isn't aware of your presence, lift things from their person without them knowing.

Weapon Improvisation (200CP)

White Mages practice Archery, and Knights handle the melee weapons. But in your capable hands, nearly anything is a weapon. You can hurl a broadsword with deadly accuracy, or wield a lead pipe as if it were a katana. When putting weapons to a use that isn't their intended, you get far greater results than using something which had that intended purpose.

Ninjutsu (300CP)

While you lack the raw power of a Black Mage's destructive magic, you make up for it with a unique skillset. Creating mirages of yourself, unleashing the elements, and more are at your disposal. Unlike magic, these take veritably no time to cast, allowing your already incredible speed and agility to be put to better use through rapid assault. Also, you'll find that through use of these somatic movements, all magic has less drain on your mana (or similar) reserves, allowing for the casting of even more without need for rest.

Engineer Perks-

Stamina (100CP)

You have a hard time leaving machines and components alone, and due to this, you've often gone long hours into the night and often into the next day in your tinkering, not realizing that the time has past. Your stamina and ability to stay awake is nearly superhuman, able to keep working for days at a time, even when you should be bedridden, as long as you're working on something that you enjoy.

Experienced Eye (200CP)

Spending so much time on experiments which tend to explode in your face (or the faces of your assistants) has given you a keen eye when it comes to potential. You just *get* how things work without needing to study it for long at all. Whether machine, or organic, you understand what it does, and how to dismantle it with ease.

Mechanical Genius (300CP)

Your ability to understand machinery is on a different level entirely. Working with a metal you've never touched to brace a machine? Cakewalk. New attachments on a precariously balanced airship? Might take a day, less with an assistant. You know machines, and exactly how to calibrate them to your exact specifications inherently without needing to actually run the numbers. It just works.

Monk Perks-

Brace (100CP)

Martial arts focuses around one's body turned into both weapon and armor. Thickening skin, bone and internal organs through training leads you to this particular talent. Whenever you are prepared for an attack, you can use your training to strengthen your defenses against it. When prepared, the incoming power of the attack is reduced to a fourth, even before any other defensive abilities you have come into play.

Bare-Handed (200CP)

While the other classes utilize swords and staves, you don't bother with them. You don't need a weapon- you *are* a weapon. Your fists and feet are dangerous in their own right, and your physical strength behind the blows only makes them that much more effective. Not only that, but you can also strike twice as fast as those wielding weapons, often getting in two strikes to their one against a foe with speed equal to your own.

Store (300CP)

The upper ends of a monk's power begins with the focus of one's internal power and using that to destructive ends. With this perk, you can amplify the destructive force of your body. When used, your movements do not appear to have any more power than usual, but you can draw out up to double the force. Useful for shows of strength, punching through incredible defense, and moreso, unlike other monks who practice this discipline, this becomes second-nature to you, with even a second (or less) of preparation.

Bard Perks-

Avoid Danger (100CP)

While you might not be any less resilient to damage than the mages, nonetheless you are quite skilled at making yourself not seem a target. In battles, physical, political, etc., you can clearly avoid drawing attention to yourself, allowing you to continue to support (or operate from the shadows) as long as you need to, revealing yourself only when you choose to.

Alchemy (200CP)

A lack of magic makes you no less useful, and you've learned how to make use of the various potions and other items on a grand scale. You can mix together multiple items, compounding their effects. It doesn't create something new, but instead additively combines the source materials into something with as much potency, to the upper limit of five times the strongest of your source materials.

Bardsong (300CP)

The power of music and dance truly encapsulates the skill of a Bard. You've learned to harmonize your voice and movements to your allies or enemies. Beyond the ability to evoke intended emotions in a crowd, you are able to restore health and increase defenses of your allies, or confuse your foes, lull them to slumber, and more. While other bards must be content with the localized power of their voice, your talent continues to grow. The greater your renown grows, the more powerful these effects become, able to sway full cities or perhaps chant a hymn that layers defensive protections against an invading army.

Advanced Classes

A number of specific combinations can also form a different class. These come with a single perk benefit. These cannot be taken without at least one of the two classes that make up the Advanced Class. Having both discounts the CP cost. Advanced Classes do not count toward your limit of 2 Classes.

Paladin (Dark Knight+White Mage) - 200 CP

The stark opposite of the Dark Knight is the Paladin. You stand for the power of the light, as well as the defense of the weak, no matter the odds against you. As a Paladin, your defense and vitality increase roughly twice as fast as they would otherwise, and you gain the ability of **Cover**. If an ally would be killed by an attack, no matter how impossible it is for you to be there, you are able to interpose yourself between, taking the blow yourself.

Sage (Black Mage+White Mage) - 200 CP

Either from a lifetime of study or perhaps raw natural talent, you've developed strong affinity for both sides of magic. As a Sage, you find that your magical strength and spirit increase roughly twice as fast as they would otherwise, and you gain the ability of **Dualcast**. This ability allows you to cast two spells simultaneously, and while it is no less draining, you are able to rain terrible destruction, perform feats of incredible healing, or both.

Summoner (Caller+Black Mage) - 200 CP

If the Caller's ability manifests itself in being able to draw Eidolons from the Feymarch to assist them for a moment, the Summoner takes that one step further. As a Summoner, you'll find that your magical power increases roughly twice as fast as it would otherwise, and you gain the ability of **True Summon**. This allows you to summon an Eidolon for an extended period of time, aiding you in any form. You may only True Summon one Eidolon at a time, but may Summon others normally while it is active. If your True Summon is defeated in combat, it will simply return to the Feymarch, needing a full day to recover before it can be called upon again. In future jumps, this can also call companions that you've not brought with you for up to an hour.

Shinobi (Ninja+Monk) - 200 CP

The marriage of the ninja's natural speed and ninjutsu with the monk's ability to push their physical bodies to the limit. As a Shinobi, you'll find that your physical and magical strength, and your speed and agility increase roughly fifty percent faster than they would otherwise, and you gain the ability of **Magic Store**. This allows you to, similarly to the Store ability of the Monk, harness your inner spirit before unleashing Ninjutsu (or other magic) at several times the strength it would be otherwise.

Items

Survival Pack - 50 CP (Free Royal)

An endless number of basic potions, ethers, antidotes and so forth, everything an adventurer needs to stay healthy.

Dry Ether Pack - 50 CP

A pack of dry ethers, able of restoring one's magic, mana, etc to max. There's 20 in the pack, and they return at a rate of one per month, to a max of 20.

Elixir Pack - 100 CP

Ten elixirs, capable of restoring its imbiber to full life and power, as well as a megalixir, an aerosol form that can do this same massive recovery to a group. Elixirs return at one per month after use, to a max of 10, and Megalixir is returned once per year.

Soma Drop - 50 CP

A small cup with iridescent liquid. Increases your magic pool by a small amount once drank, allowing you to cast more magic without tiring. You find a new one every month.

Golden Apple - 50 CP

An apple with a golden sheen. Increases your health and vitality by a small amount when eaten. You find a new one every month.

Grimoire - 50 CP (1 Free Prodigy)

A book written by the Callers of Mist, this will call forth a random Eidolon to assist you in battle. If you have the Pact Magic perk, you may instead permanently form a bond with one Eidolon, allowing you to summon it in the future.

Emergency Exit - 50 CP (Free Professional)

For when an exploration doesn't go as planned. When used, you're taken to the entrance of whatever location you're in, and isn't consumed on use.

Gysahl Whistle - 50 CP (Free Drop-In)

An ocarina shaped like a chunky chocobo. When played, a large chocobo appears, acting as a liaison between you and your warehouse, able to store and retrieve items, even without normal access.

Precious Hourglass - 50 CP (Free Prodigy)

An hourglass seemingly made of an amalgamation of bronze, silver and gold. It comes with 12 charges. Each charge can Stop a single target for a minute. You can use 3x the number of charges for this to affect up to no more than 30 targets. Recovers one charge per month.

Augment - 200 CP

A smal object that holds a great deal of potential. An augment allows you to store a single perk within it. You still have access to it, but can allow your Companions (or others if you choose) to receive the perk permanently. Companions can use this in the same way to gift perks to you. An individual may give or receive 1 Perk in a 5-year period.

Adamantite - 50 CP (1 Free Soldier)

A large chunk of adamantite. If you can work metal (or find someone who can) you can surely make some powerful weaponry from this.

Whisperweed - 50CP (1 set Free Royal)

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.

Carnelian Signet - 50 CP (1 Free Drop-In)

Summons a MomBomb, which separates into dozens of smaller Bombs. Useful for destroying a large area. If used, a new one will appear one year after it's been used.

Monster Parts - 50 CP (Free Soldier)

A collection of arms, tails, horns, etc. Each is brimming with magical energy, allowing you to use them to cast spells in lieu of knowing magic. They use the power of the monster, rather than your own.

Portable Cottage - 50 CP
(1 Free Professional)

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.

Legendary Equipment - 100 CP
(Free for Advanced Class)

The various legendary weapons and armors sit on the moon awaiting one to claim them, but you can choose one of them now. Arms and Armor formed of Adamantite qualify for this perk. If you have an Advanced Class, you may choose a single one for free. You may also import an existing weapon or armor, gaining the effects melded with the existing.

Hovercraft - 100 CP (Discount for Royal)

A hovercraft, capable of swift movement as well as being able to move over shallow waters, it can surely aid you in exploring the Blue Planet.

Monster Larvae - 50 CP

Larvae of a monster, which very well might be an Eidolon. It evolves one year into the Jump, and can be a juvenile monster or Eidolon of your choice. Note without Dragonspeak or Pact Magic (or similar), some creatures may be difficult to tame.

Caliburn - 50 CP
(Free if you have a Legendary Weapon)

Also known as Excalipoor, Excailbur, and so forth, this weapon resembles the legendary Excalibur… but is far too dull and light to be of any combat use.

Onion Gear - 300 CP
(Discount for no Advanced Class)

An odd set of gear that seems to remit a resonant aura to whomever dons it. The weapon and armor grow in strength to your own, and the more powerful you become, so too does this equipment.

Crystal - 100 CP

A shard of one of the world's Crystals, it has a powerful energy. Casting magic through this shard amplifies its effects, while also minimizing the amount of drain it would otherwise cost you.

Tank - 100 CP (Discount for Engineer)

The dwarven answer to the airship, the tank contains incredible offensive and defensive power, but is relatively slow.

Airship - 200 CP (Discount for Royal)

An airship, one of the premier ways around the Blue Planet, is now yours. Comes with a loading device and a hovercraft connected at the start.

Lunar Whale - 300 CP

"Birthed from womb of Dragon's Maw, and borne unto the stars." The Lunar Whale is a large airship, several times larger than the standard Airship. In addition to having more room, this ship is also capable of limited space flight, and able to be used to reach the moon of any planet you're currently on, and back again, as needed. Its size makes it no faster than a normal airship, however.

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 50CP for the first three, or you may import up to 8 for 200 CP. These all gain an Origin as well, and all associated freebies and discounts, but may take only one Class. Companions start with 600 CP.

Additionally, you can choose from some of the following options for companions:

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 IV. Beings like Zeromus will only follow those of a less-than-heroic mindset, and Golbez would need to sate his need for revenge. Characters with less agency to remain, such as Namingway or the Elemental fiends can be convinced with less effort. Following the conclusion of the Jump, they are willing to join you in further adventures, provided you can give them sufficient reason.

Descendent - 200 CP (Discounted for Professional)

This is a special sort of companion that has roots within the world itself. By the end of the Jump, in some way or another, you will have a descendent. They may be born before the end, or perhaps already in existence when you Jump in, but their history will be intrinsically tied to the world. All the same, at the end, they will come with you. This Companion has 1000 CP, and like you, may take two Classes.

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)

If you so choose, rather than be there in addition to the others, you may choose to replace one of the existing canon characters. Your Origin and class(es) will replace the canon, weaved into the existing plot with no one the wiser. Cecil the White Mage? Porom the Shinobi? All are viable.

Loved One's Death (+100 CP)

There are times when not even the most potent of magics can bring someone back. A parent, a daughter, or maybe the one who raised you as their child. Nonetheless, there will be a death within your first few years that will make the rest of the jump difficult for you. If this is a Companion, they will be revived at the Jump's end.

Annoying Sibling (+100 CP)

While not necessarily antagonistic, nonetheless you've got an annoying sibling that just really can't let you do your own thing. They'll incorrectly believe what they're doing is right for you, when really all it does is constantly impede your efforts in a small, but annoying way.

Rival in Love (+100 CP)

Early on in your jump, you'll find yourself attracted to one of the denizens of this world, or perhaps you already have one in mind? Regardless, another, similar in power to yourself, will have similar feelings. They'll be mostly harmless, but occasionally, no less than twice per Jump, will make things very difficult for you.

Hated aka You Spoony Bard (+200 CP)

Outside of your own kingdom, people just tend not to like you. Whether you did something to wrong them in the past, or perhaps just your countenance. All the same, all travel outside of your own kingdom will be difficult. You'll be swindled, turned into a pig, a toad, or worse, but never killed- that would be too good for you.

Sand Fever (+200 CP)

The Sand Fever of Kaipo will strike one of your companions, forcing you to have to take a lengthy detour to find the cure. The antlion that holds it will be a difficult fight for you, no matter what powers you may hold. Once you can recover the Sand Pearl, however, you will be able to help them recover.

Monster Wall (+200 CP)

No matter where you seem to go, every area has an incredibly powerful monster guarding the exit that you cannot sneak around- it must be defeated should you wish to proceed. Much like the Antlion, the creature is always powerful, no matter what you do to prepare.

Mind Control (+300 CP)

Just about every ally will be mind controlled at some point or another. The worst part is, when they are put against you, they are often just as strong as, or even more powerful than you are. You may know their strengths and weaknesses, but being able to successfully fight against them will be difficult. If this is taken with 'Rival in Love,' one the mind-controlled will be your rival, and they will turn the dial up to eleven. Kidnapping, blackmail and more will be in their toolbox in order to make the one you both care for theirs, not yours.

Scattered (+300 CP)

There is power in numbers, but several times during this jump, you and your companions will become separated from one another, and it will be years before you are reunited, even if you're able to communicate. This always seems to come at the most inopportune times. Only available if you've taken at least one companion.

Justice *is* the only Right (+400 CP)

In separating out your negative emotion, you had hoped to gain enlightenment and to deal with past trauma. Instead, you've created a monster. Countering you at every turn, your dark side is a veritable threat to you and your allies. There is nothing you can do until the final year to finally put this dark side in its place, and until you do, it will interfere in every way possible, often the one doing the Mind Control (if Mind Control was taken) or at the least, manipulating it all from the shadows.

How did that spell go again..? (+600 CP)

You've grown old, Jumper, and forgotten that which made you dangerous. All of your other perks, items and benefits from previous jumps are locked, unable to be accessed for the duration of this jump. You may only use what you've purchased in this jump until you've succeeded.

Scenarios

There are certain scenarios that one can meet within The Blue Planet, and in doing so, gain long-lasting rewards that extend beyond the norm for you. Some require the vast abilities of combat, and yet others will require a great deal of time, patience, and luck. None-the-less, these allow you to put your skills to the test, as the requirement to access these scenarios is found in the Drawback 'How did that spell go again..?' as all of your perks, items, and so forth from other Jumps are locked should you wish to attempt a Scenario. Failing a scenario has no negative consequences, of course, you simply will not gain the reward promised by the end.

Scenario 1 - The EG "Challenge"

This particular scenario is for the faint of heart. Truly, as it will aid in your ability to complete this particular location with minimal difficulty. You will find that all enemies are far weaker than they would be otherwise, including Zeromus, in this particular iteration of the world. Victory will come easily, and likely quickly, leaving you with ample time to enjoy The Blue Planet.

For completing The EG Challenge, you gain the following:
-When you complete something that you expect to take considerable effort, but instead takes very little, you will not experience the disappointment from the lack of a challenge.

May not be taken with Scenarios 3, 4 or 5. May be taken without 'How did that spell go again..?' Drawback

Scenario 2 - Namingway to Weddingway

Namingway is a Hummingway- a strange sort of lapine creature who has the unique ability to name things, but beyond that, seemingly warp reality when it comes to such a thing, and in choosing a new name, will have the entire world subtly understand that this is the new name, without any problem. At least, until you've come along. Namingway will find that he cannot adjust your name in the slightest, and this leads to a loss of identity for the poor creature.

This then results in Namingway beginning to try to pick up all manner of new professions over the course of many years, and it is up to you to assist him in these endeavors as he attempts to find his new place in the world now that you have shattered it. He will wander aimlessly from town to town as he attempts to do this, rarely appearing in the direction you'd wish him to, leading to several long investigations in order to find him just to hear that he needs something specific in order to pursue his latest dream, and it's up to you in order to assist him in these endeavors.

Of course, before long, Namingway will find someone and fall in love, as all wanderers do, but there is trouble in paradise as after finding a few suitable gifts for him, Namingway will find that his object of affection has cheated upon him! Saddened, he will then recluse further into the world, becoming even more difficult to find in order to break him from this stupor, but eventually, he will find true love. Should you assist Namingway from start to finish on this long path, you will gain the following-

1) An Augment Item at no CP cost to you, able to transfer perks once every 4 years instead of 5.
2) A Hummingway that Weddingway has renamed to Namingway as a Companion. The new Namingway gains the ability to rename things, and no one in a world will question this.
3) A sense of trust. Unless someone has any reason to doubt or be angry with you, everyone in all jumps going forward simply find you to seem 'trustworthy' without being able to place why.

Scenario 3 - Master Summoner

As one who speaks to and controls Eidolons, there are many secrets surrounding this power as a whole, and you've set your mind to uncovering them. Of course, the most effective way for you to be able to do this is to simply master all of the Eidolons that exist. Certainly, the power of the Chocobo, Shiva, Ifrit and Ramuh will come to you should you go into the Feymarch, but the goblin, the cockatrice, the bomb too are needed for your collection. This is not even to say the strongest, such as the King and Queen of the Feymarch, and even beyond them, the lord of all Eidolons who lives upon the Red Moon, Bahamut.

The search will be long and exhausting to find creatures that are willing to work with you, to agree to be summoned. Each one will need to be convinced in their own way. Most of them, but not all of them, will be willing to join you if you can best them in combat. Others will require additional effort, from fetching items, to dealing with another eidolon that's bothering them, to simply getting to know them.

It will be an excruciatingly long process, and you'll find that once you think that the collection is complete… you'll find out that there are more powerful versions of each of these Eidolons on the Red Moon, and they'll be needed for you as well. But once you earn the trust and the alliance of these Lunar Eidolons, the truth of Summoning will be revealed to you, and you will gain the following-

1) A pact with the Shadow Dragon, a beast of Darkness who can, with its Black Fangs, pierce through the soul of its victim, reducing those without protection on their souls to a catatonic state with a single bite.
2) A Grimoire item that finds its pages filled once per year with a compatible creature for you to Summon, relevant to whatever new area you have Jumped to.

This cannot be taken with 'The EG "Challenge"' Scenario.
You must have the 'How did that spell go again..?' Drawback
You or a Companion must have the Summoner Advanced Class to take this Scenario.

Scenario 4 - The Lunar Trials

Upon the surface of the Red Moon is a pathway that leads deep within its depths. Here, Lunarians had created a place for them to test themselves, and to focus on their weaknesses in order to eliminate them. Upon removing the pertinent threat of Zeromus, these trials are made available to you. They will test your patience, battle skill, and logic, but should you prevail, you will be able to claim a powerful trinket that will enhance the abilities of your Class. Furthermore, your Companions can complete their own trials as well, earning similar rewards. If you have more than one Class, you can get each reward. The rewards for each Class is as follows-

White Mage - White Ring, a pristine ivory ring that stores magical healing energy. As curative or supportive spells are cast, the ring stores a small portion of the energy, which does not interfere with the efficacy of your healing. Freely, the healing energy can be released, aiding all allies with this power.

Black Mage - Black Ring, a flawless ring seemingly carved from something akin to obsidian that, much like its counterpart, stores magical energy. As offensive or destructive magic spells are cast, the ring stores a small portion of the energy, which does not interfere with the efficacy of your spells. This energy can later be released, unleashing a torrent of destruction upon your foes.

Dark Knight - Deathbringer, a single-edged blade that carries with it an incredible amount of power. While it lacks some of the raw, destructive power that other weapons have, the malaise of death surrounds it. Anything living that is cut by the blade has a small chance to simply be slain on the spot. It can be difficult to break through a defense, but if you can, even the mightiest can be slain in a single stroke.

Dragoon - Dragoon Gloves, a pair of gauntlets that resonate with wind power. When worn, utilizing your Jump ability, you find that the winds lift you higher, and bring you down faster, allowing you to deal even more tremendous damage, taking less than half the time that it used to.

Caller - Mist Ring, a smoky-looking ring that adds a new property to your summoned monsters. When they are summoned, they will apply an effect to aid you in addition to their normal use. Leviathan may wrap you in a shroud of water to lessen fire damage, or Chocobo may call a white chocobo as well, restoring your mana.

Ninja - Shadow Gloves, a set of gloves worn by a group of mysterious ninja. When worn, your abilities of misdirection are improved dramatically, and if using these talents for assassination rather than for theft, the gloves guide you to the most effective spot to strike, even on foes who have anatomy you are unfamiliar with.

Engineer - Flare Hammer, a large, two-handed hammer imbued with the power of a detonating star. While usable in combat, able to pierce through nearly all defenses, it also imbues structures, machines, etc with its own energy, increasing the properties of anything forged with it twofold, regardless of the creator's own skill level.

Monk - Discipline Armband, which doubles the power of your Store technique, increasing the raw force of your movement by four times instead of the usual two. If you lack the Store technique, then you get access to it at one-and-a-half times its strength, increasing your power by three times.

Bard - Harmony Ring, a ring seemingly made of brass, with a number of small holes actually useable as an instrument in its own right. All the same, it empowers your voice, doubling the efficacy of all of your Bardsong abilities, as well as making your voice incredibly pleasing to listen to. Even general conversation will likely improve another's mood, just by listening to you speak, and you'll find it easier to make friends and allies.

This cannot be taken with 'The EG "Challenge"' Scenario.
You must have the 'How did that spell go again..?' Drawback

Scenario 5 - Beyond Zeromus

You've either joined Cecil and the others on their quest to save this Blue Planet, or perhaps you've done so in his stead, and you have found yourself toe-to-toe with the Lunarian who had sought the decimation of the human race, and have survived. But there are more powerful beasts that linger on the Blue Planet, and if you wish to truly show this world your power, then you will need to seek these creatures out and finish them off.

This scenario is unique in that each part you clear will give you something. Be warned, that this is an extremely dangerous scenario, and careful consideration should be done to ensure that your victory is achieved.

The beasts that are beyond Zeromus are as follows:

Geryon

An amalgamation of the Four Fiends, Geryon is an amalgamation of the archfiends, holding all of their strengths, and none of their weaknesses. Elemental attacks of any kind will be absorbed, forcing you to rely on non-elemental magic and physical attacks. He will turn all to stone, reduce accuracy to nothing, and the battering of flames and flood will push you to your limit. Should you manage to defeat this monster, you will receive:

-An Augment item loaded with a special Perk called Omnicasting. Omnicasting will allow you to take a spell that targets a single person, and be able to change that into an area of effect effortlessly, and with zero reduction in overall spell efficacy. Once Omnicasting has been given, this becomes a standard Augment item.

Brachioraidos

A dragon of such terrifying power that it was sealed deep in the Red Moon. Its flames are hot enough to turn man to ash in a single breath, and its Megaflare is said to surpass even Bahamut's. Should you manage to defeat this monster, you will receive:

The Hero's Shield, which is an exceedingly powerful magical shield which can be directed to guard a specific individual. When it is activated, it simply floats, interposing itself between all attacks at a speed that looks to be instant, making it extremely difficult to damage its designated protectee. It doesn't function as well against area-of-effect attacks, but will still defend the most dangerous parts as best it can.

Proto-Babil

A prototype of the Giant of Babil that has the power to wipe out all life upon the Blue Planet. This particular monster never made it out of the Red Moon, and should you wish to deal with this world-ending foe, you will need to meet it there. You will need to ensure that you are ready, as this opponent was built by Zeromus for the sole purpose of exterminating life. Its power far surpasses Zeromus' own, and you will find this incredibly difficult. Should you manage to defeat this monster, you will receive:

1) A Megalixir that regenerates after use after a single year, rather than 10

2) Babil's Core. A self-sustaining power source, capable of working with any sort of machinery, and providing enough power for whatever it is connected with to function at full capacity.

Zeromus EG

Zemus' hatred had taken on a new form in Zeromus, and you'd thought it was defeated. However, this has coalesced deep within the core of the Red Moon, steadily growing more powerful. Perhaps this is the origin of the hatred that infected Zemus, or it has concurrently existed all along with his own. All the same, for all the power

Zeromus had, it doesn't hold a candle to this more powerful form.

Should you manage to defeat this monster, you will receive:

1) Access to the 'Big Bang' spell. It simulates the power that created the universe itself, and unleashes terrifying explosive power, non-elemental similar to Flare, but more powerful and in a large Area of Effect. Additionally, this causes lasting damage on those affected, continuing to harm them until healed by magic, or receive long-term medical care..

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This cannot be taken with 'The EG "Challenge"' Scenario.

You must have the 'How did that spell go again..?' Drawback

The End

Go Home:

The Blue Planet was too much for you? Then return back to your home, Jumper, and take with you all that you've gained thus far.

Stay Here:

The stories and legends never end here, Jumper. Why not call this land your home, and establish a kingdom of your own when you've the time?

Move On:

The adventure cannot end, and so you seek a new challenge. See what awaits you in the future, and move on with the powers that have led you to this story's conclusion.