Xenoblade Chronicles Jump

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Version 1.2 (Now it's less trashgarbage than before!)

Long ago, the world was nothing more than an endless sea cloaked in a boundless sky, reaching as far as could possibly be imagined. Then two great titans came into existence; The Bionis and the Mechonis. The titans were locked in a timeless battle, until at last, only their lifeless corpses remained.

Eons have passed. Now, the vast land stretching across the remains of the Bionis is under attack from a relentless force known as the Mechon. Only one weapon is able to reliably slay this mechanical menace - The Legendary Sword of the Bionis, the Monado.

Your journey will begin four years before the battle of Sword Valley, which means that you'll remain here for five years after the game's main story is concluded.

Origins

All living beings are dependent on Ether, the building block of all life in this universe. Without it, life cannot exist.

Homs (Free) Age: 1d8 + 17

The Homs are the most populous and spread out race across all of Bionis. Their numerous colonies spread far and wide across the titan's body, and their technological prowess has allowed them to carve out a place for themselves in the world.

On the surface, Homs are identical to humans; they require food and water to survive, as well as having a similar life expectancy. However, due to their nature as progeny of Bionis, they aren't *quite* the same, having a dependency on Ether in order to survive.

Nopon (Free) 2d8 + 17

The Nopon are a race of small, furry beings with large wing-like ears and egg-shaped bodies, along with unusual speech patterns. They hail from the warm jungle of Makna Forest, located on the Bionis' back. Despite their adorable appearance and laid-back mannerisms, the Nopon are also a very shrewd mercantilistic people, highly skilled in the developing and trading of wares.

Thanks to their easy-going lifestyles, and secluded location, the Nopon have so far managed to avoid coming into conflict with the Mechons.

High Entia (Free) 4d8 + 40

As far as anyone in the lower reaches of the Bionis knows, the High Entia are extinct, leaving behind ruins scattered throughout the world as proof of their existence. However, unbeknownst to them, these ancient people continues to live and prosper in their homeland at the top of the Bionis.

The High Entia are a humanoid race, similar to Homs—And by extension, humans—in many ways. Their main visual difference is the wings on the side of their heads, giving them an almost angelic appearance, as well as the ability of flight. Furthermore, they possess a very long lifespan, with the elderly reaching three to four centuries of age.

The society of the High Entia is very technologically adavanced, able to create teleportation devices, floating cities, and many more wonders.

In addition to all this, the High Entia are also able to naturally manipulate Ether without the need of a catalyst.

Machina (Free) 10d8 + 100

As the progeny of the Mechonis, The Machina are a race of humanoid beings with machine-like features. Their technological prowess is peerless, surpassing even the High Entia, with the ability to create beam weaponry, large flying vehicles, and even the potential to modify organic bodies. The Machina can also

live for several thousands of years, and require no food to survive, only some water and Ether every now and again.

Many millennia ago, their race was a thriving and prosperous one, living all throughout the Mechonis, much like the Homs do now in the Bionis.

But that time has passed. Nowadays, the Machina are few in number, and can be found only in their Hidden Village on the Mechonis' fallen left arm. Practically no one outside of the Hidden Village knows of the Machina's existence. As such, it would probably be wise not to reveal your true origins to the denizens of Bionis.

Starting locations. Roll 1d8 to decide. High Entia may choose to start in Alcamoth, and Machina may choose to start in the Hidden Village freely, since it would be pretty awkward for a presumably extinct race or someone hailing from the enemy's world to suddenly just turn up in a Homs Colony. As always, you can also just choose to pay 100 cp to select your starting location.

1- Colony 9: A Homs settlement located on the Bionis' right calf, it is the home to the main characters, Shulk, Reyn, Fiora, and Dunban. It will be attacked by the Mechon on your fifth year here.

2- Colony 8: A destroyed Homs settlement located on the Bionis' left hand. It was once the home to Mumkhar, and was ravaged by the mechon a long time ago. Now, only its ruins remain... Why the hell are you even sticking around here?

3- Colony 7: A Homs settlement located on the Bionis' left shoulder. Not much is known about this place, since it is isolated from the rest of the world.

4- Colony 6: A Homs settlement located on the Bionis' right hip, it is the home to Sharla. This Colony has a vast Ether Mine situated beneath it. It will be attacked and almost completely wiped out by the Mechon on your fifth year here.

5- Frontier Village: The main settlement of the Nopon, it is located inside the largest tree in Makna Forest, which is on the Bionis' back. This is the home of Riki, who will become a Heropon in five year's time in order to pay off an incredibly large debt.

6- Imperial Capital Alcamoth: The capital city of the High Entia, it is located in Eryth Sea, a large body of water on the Bionis' head. This city boasts very advanced technology created by the high entia. It is the home to Melia.

7- Hidden Village: The only known settlement of the Machina, located on Mechonis' Fallen Arm, which was sliced off during its war against Bionis.

8- Free pick: Looks like you got lucky. You may choose to arrive in any location of your choosing, even ones that are not listed here.

Perks: General/Undiscounted

Heart-to-Heart (Free): Every once in a while, when at a significant location or an scenic vista, you and one of your companions may have a heart-to-heart conversation with each other, which will allow you to learn more about each other. Heart-to-Hearts also happen between your companions, improving their social links with each other.

OST (100): You get a soundtrack to accompany you at all times. It plays music already in Xenoblade, along with some original themes for you and your friends. It even develops more hot-blooded music as your adventures go on! This soundtrack can either be heard by others or you alone, and turned on and off if you so desire.

Affinity Chart (200) With this mental chart, you can gauge how well your companions get along, both with you and each other. You can also see the relationships between other people you know, and even entire communities.

You Will Know Our Names (200): Import your 8 companions or gain 8 new ones. They each recieve 300 cp, and will follow you on your adventure.

Chain Attack (200 cp): Let's go, everyone! When the tension is running high, and you and your friends are fired up, you may choose to initiate a Chain Attack, coordinating you and your allies' movements to deal massive damage against your foes! If you and your friends manage this attack well enough, using attacks that compliment each other, you may extend your combo even further, allowing you to utterly obliterate your unlucky targets!

After all, there's no wall that can't be broken down by the power of team work!

Anomalous (300 cp): Due to your nature as an inter-dimensional traveler, you exist partially outside the boundaries of time and space. This allows you to have some limited precognition of the future, become aware of time loops, and generally be safe from most forms of time-altering non-sense, not including time-stops.

Heir of Humanity (600 cp): You... You truly are not of this world. Unlike the creatures that inhabit the Bionis and Mechonis, you do not depend of Ether to survive. This in turn gives you the potential to wield the Swords of the Bionis or the Mechonis without suffering the consequences as the others who've tried before you. And perhaps, through an indomitable willpower and strong resolve in your heart, you may be able to impose your existence unto this world in the form of a Monado.

Perks: Homs

IT'S JUMPER TIME! (100 cp, free Homs): You know how important controlling people's attention can be in combat. The right distraction at the right moment can decide the entire flow of battle. Now you can unleash any attack in your repetoire with unusual flair... and loudness. This makes it nearly impossible for your opponents to tear their attention away from you, allowing your allies a chance to strike.

Inner Peace (200 cp, discount Homs): Alright, bear with me on this one. This skill increases your agility, reaction time, and overall movement speed.

When you're naked. Well, you can keep on underwear for the bare minimum of decency, but everything else's got to go. So on the one hand, people're gonna look at you funny for fighting in your undies. But on the other hand, you'll be so fast that it'd take breaking the sound barrier for someone to even hope to touch you. Just, uh, try not to pitch any tents if you do this, alright?

Warrior's Ambition (400 cp, free Homs): Even against overwhelming odds, you will stand tall! With this perk, you are able to face against the mightiest of foes without ever faltering in your courage. Your incandescent fighting spirit will never fade in battle, and in fact will increase proportionally based on whatever threats you face. Whether its an endless horde of enemies or a single mighty opponent, you ever-burning heart will surely give you the edge to fight back against those who stand against you!

Heir of Bionis (600 cp, Homs only): Young soul, cursed by Zanza, you are the one who shall destroy the Mechonis... With this, each and every one of your abilities is increased beyond compare, giving you the potential to become an unmatched warrior, a brilliant scientist, a great leader of men, all is within your grasp.

Furthermore, you gain the knowledge of how to replicate the creations of Bionis, from the wild beasts roaming the lands, to the fearsome beings lurking within its depths.

Finally, by the curse of your progenitor, you gain the potential to wield the blade of the Bionis without it slowly destroying your body.

Perks: Nopon

Lucky Me! (100 cp, discount Nopon): You have the most curious skill of just... wandering into stuff on the ground. Whether it be money, weapons, or just miscellaneous junk, you have a tendency of find anything just finding it right there, ripe for the taking.

Dream of Money! (200 cp, discount Nopon): It's pretty commonly known that Nopons are a merchantile people. They can be seen peddling their wares far and wide, all throughout Bionis. You, however, take this to the next level. You love getting paid. You adore the idea of money making its way into your pocket. So much so, in fact, that you will move heaven and earth to make it happen.

Whenever you are actively attempting to get cash—Such as doing mercenary work, or trying to make a huge sale—something deep awakens within you, filling your heart with a burning desire to get that dough. You'll become faster, stronger, smarter, have insurmountable willpower—! Whatever it takes to help you achieve your beloved goal of getting paid.

EXP for All! (400 cp, discount Nopon): You are a skilled thief. Not just the sort of thief who goes around stealing people's wallets, but something more. Something greater. You're the sort of thief who is able to steal the metaphysical itself!

With this perk, you gain the ability to steal someone's experience and either make it your own or share it with your friends. Not sure what this means? Essentially, you're practically ripping off others' moves and making them your own. Of course, you won't be able to replicate something 1:1 if you're physically unable to do so, but you'll still be able to improve your own abilities just by robbing your enemies blind from their own.

Heropon (600 cp, Nopon only): You... You are a Nopon without peer. Indeed, young Nopon... You truly are something far superior. You are a Heropon!

Faster than the eye can see! Strong enough to move boulders! Courageous against terror! Undaunted in the face of adversity! Few, if any, can match your prowess and heroism. So mighty you are that Ether itself bends to your will with but a thought, boosting your ability with it significantly.

In the face of a Heropon, impossibility itself may very well *shatter*.

Perks: Homs

Serenity (100 cp, discount High Entia): Most High Entia are innately attuned towards Ether. It's only their nature. You, however, are even more so than normal. You are capable of weaving and manipulating Ether with great skill, making it move in fine specific ways, and applying it in a myriad ways for utility.

Unyielding Heart (200 cp, discount High Entia): Most users of Ether need to have a clear mind in order to cast. They must be focused free in distraction, lest they lose their concentration and fail to control the Ether. This is not the case for you. When the flames of your fighting spirit burn brightly in your heart, you no longer need to worry about such petty things a "casting times" or "focus." You're able to weave the Ether into spells with a simple thought as quickly as they come to your mind.

Let those who stand before you be destroyed by the passion of your unyielding heart!

The Wonders that Would Be (400 cp, discount High Entia): The High Entia are a very technologically advanced people. One need only look into their city of Alcamoth to behold the wonders of their creations. Tall, floating buildings, machines that allow teleportation, stairs that move upwards on their own... All these fascinating creations, and more, are the works of the High Entia. And now, you shall be able to create them as well, and share them with the world.

Impure Blood (600 cp, High Entia only): You come from a bloodline that has intermingled Homs, to the point where the Telethia gene in your DNA has been almost completely diluted. However, almost completely is not completely. When near an extraordinarily high prescence of Ether, you will unlock some of the innate Telethia abilities within you without actually turning into a Beast of the Bionis.

This allows you to use Soul Read, an ability which allows you to perfectly read an opponent's mind like an open book, which can predict every single one of your opponent's moves. You will also have a great mastery over ether, to the point where you may command it to a level almost reaching that of the Monado itself.

Furthermore, if you come into contact with an even higher supply of Ether, you will be able to temporarily assume the form of a Telethia while keeping your own Will, which will boost your abilities over Ether even further, as well as increase your physical prowess. However, beware that this transformation carries a high risk of losing yourself to your ancestral nature, forgetting everything and becoming the slave of Bionis. As you were always meant to be.

Perks: Homs

Longevity (100 cp, Machina discount, Machina Only): Due to their nature as mechanical beings, the children of Mechonis are extremely long-lived. Some have lived for thousands of years, old enough to even remember the apocalyptic battle between the Bionis and the Mechonis. Now you too shall share the long life span of these mechanical people.

Self Maintenance (300 cp, Machina discount): The bodies of the Machina are highly adaptable, able to easily accept many metallic parts onto their mechanical bodies. By adding new mechanical limbs, wings, weapons, or practically any form of electronic equipment, they can enhance themselves, and now so can you. Whether it's hoverboots, rocket fists, or even portable wi-fi in your brain, there's endless possbilities to what you can create and add to yourself.

Zeal (400 cp, Machina discount): Even when battered and broken, even when stripped of your limbs and left for dead, you'll never surrender. As long as you still draw breath, the fight will not end! When your body is pushed to its limit, your willpower will pull through, repairing the broken pieces , and bringing you back onto your two feet. No matter what happens, as long as the will still burns, your body will keep repairing itself, and you will keep on coming.

Heir of Mechonis (600 cp, Machina only): Chosen of Lady Meyneth, you are the one who shall defeat the Bionis... With this, you become closer in form to your progenitor and improve your mechanical body, giving you the ability to fly, move at incredible speeds, remotely control machines with nothing but your mind, and much more.

Furthermore, you attain the knowledge of how to replicate the creations of the Mechonis, such as the Mechons and their impenetrable armor, the beam weapons of the Machina, and even the mysterious faced Mechons themselves.

Finally, by the blessing of your progenitor, you gain the potential to wield the blade of the Mechonis without consequence, should you be able to acquire it.

Items:

Faced Mechon Unit (500 cp, discount Machina)- You get your very own Faced Mechon unit! This mecha can fly, transform, thanks to a special red substance running through its surface, it's unharmable by all physical damage, including the Monado itself. That is, unless the Monado somehow becomes able to cut through that, too...

Standard Armor (One free set for Homs, Nopons, and High Entia, 100 cp) - A standard set of body armor, custom-sized to you. You can pick between light, medium, and heavy typed. Light will focus on defending against ether, while heavy will focus on defending against physical attacks. Medium, obviously, balances two the two. Comes with slots for gems. You can decide how it looks, but remember, those weight classes aren't just for show.

Machina Armor (Free Machina, 300 cp) - If you're a Machina, you'll want a full set of Mechonis Armor, a set of custom-built body parts made for combat. You may choose to specialize your armor for ether, defense, speed, or attack. Like the above, it will have slots for gems, and you can decide, within reason, how it looks.

Standard weaponry (One purchase free for all, 100 cp): A factory standard conventional weapon from the world of Bionis. Whether it be a sword, a gun, a gunblade, or so forth, you may have it. However, be aware that while this weapon will function perfectly well against biological oponents, it will do

practically nothing against a Mechon's highly durable armor.

Anti-Mechon weaponry (200 cp): Made from the remains of Mechon armor, these weapons can actually penetrate through the armor of the mechanical monsters and damage them.

Machina Weaponry (300 cp): These weapons created by the Machina in the Hidden Village function by projecting beams of energy, allowing them to easily slice through most materials.

Replica Monado (400 cp): This weapon is, as it says, a replica of the almighty Monado itself. While nowhere near as powerful as the true item, the Replica still allows one to pierce through the armor of the Mechons and have limited control over the flow of Ether, all without having their body slowly be destroyed.

Ether Catalyst (200 cp free High Entia, Heropon): This catalyst, which can take the form of either a staff or some esoteric weapon, allows its wielder to manipulate the flow of Ether. This, in turn, allows them to perform feats similar to magic—Summoning fireballs, increasing the strength of one's allies, healing, and so forth. Even if brought to a world without Ether, this catalyst will still continue to function.

Gem crafting forge (300 cp): Armor and weapons in this world have slots, within which one can place Gems, items which provide passive buffs, such as increasing a person's abilities. Gems can make someone faster, stronger, more skilled with Ether, and so on. With this portable forge, you and a friend can attempt to use materials you have gathered in order to create a brand new Gem. The powers and abilities of this Gem are determined by which two people are attempting to craft, along with the strength of their bond.

Collectopedia (200 cp): This huge encyclopedia covers practically everything about this world. From its flora to its fauna, from its geography to its weather patterns.

...Or at least, it's supposed to. You see, the book is completely blank from cover to cover, and it's up to you to fill its pages.

Once you fill the entire section for a region, you will recieve a special reward.

Drawbacks:

Shimomura/Black Tar (0 cp): You know how there's a couple songs in the game that sound like they're straight up from Kingdom Hearts? They're all like that now. It's not a *bad* soundtrack, per se, but you'll certainly be missing out on the unique high-energy rock tracks that Xenoblade Chronicles had.

Alternatively, you may choose to keep the original soundtrack, albeit with rap lyrics added.

It's... a bit of an acquired taste.

Oy, ya git! (100 cp): Notice how everyone has an accent from somewhere in the British isles? Well, you get one too. And a crappy one, at that. For the entire duration of your stay, you will feel compelled to speak in a Cockney accent. Other's reactions to this will range from indifference, to laughter, to indignation, dependening on the individual. Through a strong will and careful thinking before opening your mouth, you may speak in a manner that's actually, bloody intelligible but ev'ry once 'n a whoile, yer gonna find yerself talkin' loike an- Oh, goddammit!

Parallel Journeys (200 cp, cannot be taken with Second Son) Your adventure begins very far away from Colony 9, either on a Colony on distant part of Bionis, or even on the Mechonis itself. This means that you and your friends' journey will run parallel to Shulk until at least the events on Prison Island. Since you do not have the Monado on your side, you will be defenseless against the Mechon unless you can find some other way to fight against them.

What took you so long? (300-500 cp) Yeah, those 8 companions of yours? Turns out that most of them are scattered throughout the world, and you won't meet all of them for a long time. You may start with 1 or 2 at your side, but for an additional 100 cp, you may begin your adventure alone, and for another 100 cp, at a total of 500 cp, they won't remember you or your past adventures at all. They will still join you if you can convince them to, either through diplomacy, fulfilling a task for them, beating the crap out of each other 'till you become friends, or some other method. If taken with Second Son, they will forget everything regardless, and you'll be limited to only gaining a max of 400 cp from this.

One Who Stands In Our Way (300 cp) You get an enemy who constantly hounds you at every step of your journey. This opponent will show up time and again at the most inopportune of moments, attempt

to kill your friends, and generally just be as annoying as a hemorrhoid in the ass. No matter what you do, you won't be able to permanently rid yourself of this enemy until a pivotal moment in your journey, when you and them will face each other in single combat. Only then will you be able to end their life—At the risk of losing your own.

Second Son (500 cp, cannot be taken with Parallel Journeys) You were part of the expedition team which found the Monado in Valak Mountain thirteen years ago. Both you and another boyt, named Shulk, survived the encounter, but lost your memories, both of this world and of previous ones. You'll start at the age of eighteen, one week before the Battle of Sword Valley, and you'll accompany Shulk in his journey throughout the Bionis. However, beware that you and your abilities have caught the attention of something much greater than you can imagine...

Parting, And...

So you've managed to survive yours stay in the world of Xenoblade. Well done, Jumper. As always, it's time for you to make your choice:

Reminiscence- This is your last journey. You travelled across a strange world, encountered many friends, and faced many foes. Now you choose to head back home. You will, of course, keep all of the items, perks, and companions that you've earned along the way.

Epilogue- The worlds the of Bionis and the Mechonis have grown on you, haven't they? Despite the different state that this universe has been left in, many adventures lie in wait, and you choose to stay and experience them. By choosing to remain here, all your affairs on Earth will be set in order, and you will be reported as missing.

A whole different planet- You've come so far, and seen so much, so why stop now? Why stop ever? You'll look back upon this world, and the memories you've created here fondly, but you choose to continue in your journey. This world, as well as Earth, will remain frozen in time 'till the end of your Chain.

Note: The Monado is indeed able to completely rewrite the universe, but this is only because it has absolute control over Ether, and thus everything in existence. In a world where Ether does not exist, the Monado is still able to function and will still be powerful, but won't be able to use all those crazy

god-tier powers.

Also, the Bionis and Mechonis are each the size of the Japanese archipelago. Sword valley itself is nearly as big as the main island of Honshu. Just an useful thing to know.

You don't actually *have* to destroy the Mechonis or Bionis if you choose Heir of Bionis or Mechonis.

The Telethia, referred to as "Dinosbeasts" by the Nopon, are an ancient race of beasts that roam the Bionis. No one really knows much about them, and most just assume them to be simple, if very dangerous, monsters. In truth, the Telethia are the progenitors of the High Entia, created millennia ago by the Bionis in order to combat the Mechonis, and then purge all life on both worlds.

All pure-blooded High Entia run the risk of completely losing their minds and reverting into a Telethia if exposed to high concentration of Ether.

Machina technology isn't necessarily a linear increase over High Entia technology. Rather, they are specialized for different tasks. Machina technology seems to be based entirely on mechanical parts, while High Entia devices appear to be more magi-tech focused.