

Version 1.02
By Smuthunter

Fifty years ago the continent of Zemuria was shaken to its roots by the discovery of Orbal energy, a source of easily-accessible magical power that reshaped the face of the world. Orbal energy sparked the Orbal Revolution, a period in which scientific advancements accelerated at blistering speeds, and what had once been a collection of pre-industrial kingdoms quickly found themselves pushed into the modern age by the advent of marvels like trains, airships, guns and radio.

But along with these inventions have come social, political, and economic upheaval. The age-old social structures of feudalism and monarchy are being undermined by new ideas, and the dukes and kings of yesteryear are scrambling to keep up as commoners find new ways to attain power and influence far beyond the limitations of the old social classes. It's an amazing time to be alive in Zemuria, but for many people it's also a terrifying and uncertain one.

Now the year is 1204 AR, two years after the events of *The Legend of Heroes: Trails in the Sky*. In the heart of the mighty empire of Erebonia a new class of students is beginning their first year at the prestigious Thors Military Academy, unaware that in less than a year's time they'll be called upon to save their homeland from disaster. But you may also have a role to play in these events. Take this **+1000 CP** to get yourself started. You'll be staying here for ten years.

Location

Roll 1d8 or pay 50 CP to choose your starting location. If you plan to choose the Student or Teacher origins you'll start in Trista automatically but roll on this table anyways to decide where your hometown is.

1. Trista - A small but lively campus town just outside the capital, Trista sprang up around Thors Military Academy and its various shops and cafes cater to the needs of the students, who live in one of three dormitories scattered around town. It's also home to a small radio station.

2. Celdic - A rural market town situated about an hour's train ride to the east of Trista, Celdic is populated mostly by farmers but thanks to being situated on top of a convergence of trade routes it's also home to the Grand Bazaar, one of the biggest shopping venues in Erebonia. Also of interest to tourists is the Lunaria Nature Park, a forest preserve a short distance north of town.

3. Bareahard - A wealthy city directly to the south of Celdic and ruled over by the Albarea family, Bareahard is one of the strongholds of Erebonia's noble faction. While best known among commoners for its artists and craftsmen, it's also a place of shady backroom deals and political intrigue. Take care whose toes you step on if you set foot in this city.

4. Nord Highlands - Not technically a part of the empire, the highlands lie far to the northeast of Erebonia and are home to tribes of nomads who have been friends of Erebonia since the days of Emperor Dreichels. The military maintains an outpost at Zender Gate to the southwest, keeping watch on activity in the Calvard Republic far to the east.

5. Heimdallr - Capital of the empire and home to the royal family, Heimdallr sits roughly in the middle of Erebonia and is a keystone of the nation's commerce and culture. Called the Vermilion Capital for the color of its architecture, it's the largest city in Western Zemuria. In addition to the Imperial Family, the Railway Military Police make their headquarters here.

6. Legram - A sleepy province to the south of Bareahard, Legram sits on the shores of Lake Ebel in the shadow of Castle Lohengrin. The castle is commonly said to be haunted and the countryside is often coated in a thick fog, giving the entire province a mysterious air. The people here are descended from an order of knights known as the Eisenritter and a local school headed by Viscount Arseid teaches the way of the sword to any with the willingness to learn.

7. Roer - The industrial heart of Erebonia and headquarters of the Reinford Corporation. Roer lies to the northeast, between Heimdallr and Zender Gate, and a nearby mining complex is a major source of Erebonia's industrial power. A modern metropolis fueled by several immense orbal power generators, this city is home to the headquarters of the Reinford Company and the Roer Institute of Technology, and the entire city sits on the cutting edge of the Orbal Revolution.

8. Free choice

Age
Choose anywhere between 15 and 30. Thors students must be between 15 and 18.

Gender
Male or female, free choice.

Origin
Choose one of the following options:

Drop-In
You're not from around here, are you? Foreigners don't gain any new skill sets from their backgrounds but they do bring strange values and skill sets to Erebonia, and with a little effort you can carve out a place for yourself here.

Student
You're a student attending classes at Thors Military Academy. You're young and untested but you have a lot of potential waiting to be tapped. Much of your strength lies in your bonds with your fellow students, and it might be wise to spend some time making friends before things get too serious. You can choose whether to be a part of Class VII or be part of another class or year.

Teacher
You're one of the professors at Thors Military Academy and are charged with guiding the next generation. You have the skills and knowledge befitting one entrusted with so much responsibility but you've also got a few tricks hidden up your sleeves...

Conspirator
You have a grudge against someone or something in Erebonia, be it the class system or a particular person in power. Luckily for you you're not alone, there's a vast conspiracy of people just like you, all of them plotting to plunge Erebonia into civil war for one reason or another.

Discount Rules
100 CP perks and items associated with your origin are free for that origin. Everything else associated with your origin gets a 50% discount.

Perks

General

The Glint of Cold Steel (Free/100/300 CP)
Erebonia might be modernizing but it's not peaceful by any means, and the skill to wield a weapon is still required in many places. This perk covers your overall combat skill relative to other characters in the setting. First, choose a melee, ranged, or magical weapon (such as an orbal staff) and a fighting style to go with it. You gain a basic copy of this weapon, of good but not amazing quality, as well as the skill to use and repair it. Jumpers who choose to specialize in magical weapons can choose a particular type of orbal arts to specialize in as their combat style, such as healing or fire magic.

For 100 CP your skill with this weapon is equivalent to the members of Class VII on their first day of classes, IE good enough to use reliably in a real fight without flinching or hesitating but nowhere near the level of a master of your style. You have the basic strength, speed, and stamina boosts necessary to function as the protagonist of a JRPG and can accomplish feats similar to the Craft skills used by various characters at a level appropriate to your skill level. With time and experience you can also learn to wield S-Crafts, powerful Limit Break-esque attacks that can change the course of a battle in an instant.

For 300 CP you can instead be an experienced fighter on the level of Instructor Sara with substantially greater starting power and skill in your chosen style. Student origin characters can only take the 100 CP version of this perk, but they receive it for free.

Elemental Affinity (100 CP)
You have a strong aspect towards a single element of quartz, these elements being fire, water, wind, earth, time, space, and mirage. You can use orbal arts and crafts that incorporate these elements with either less effort or more power than is typical for a person of your skill and experience. This perk's effects also apply to the **Hexen Sorcerer** perk or other forms of magic you may acquire in future jumps.

Drop-In

Social Mobility (100 CP)
Erebonia has been a land defined by social status for as long as anyone can remember, and differences in class are not easily overcome for most. But for some reason you seem to be an exception to that rule: you have an easy time convincing people to overlook any prejudices they may have towards you, such as your social class or race or gender. Even the most stuck-up noble won't immediately disregard your opinions simply because you're a commoner.

The Call of Adventure (200 CP)
You have an instinct for sniffing out trouble and seem to be drawn like a magnet towards places where conflict is brewing. Whether it's a young man about to be arrested on false pretenses or a terrorist in the middle of planting a bomb, you'll consistently find yourself just happening to be in the right place at the right time to encounter situations requiring your expertise. At least until you decide to turn the perk off, which you can at any time if you want some peace and quiet.

Wrench in the Gears (400 CP)
There's quite a number of people with big plans for Erebonia, and a fair few with even bigger plans for Zemuria as a whole. Not a single one of them is ready for someone like you to come along. For one reason or another you're a complete out-of-context problem and find it very easy to mess up the plans of people around you as long as you have some intention of doing so. This includes plans that your enemies make specifically to take you out of the picture, but it does require you to have some inkling that a plan exists.

Hexen Sorcerer (600 CP)
The Hexen Clan is one of Erebonia's most closely-guarded secrets, an order of witches wielding pagan magic unlike anything known to researchers of orbal energy. You may not actually be part of the clan (heck, you might not even be female!) but you have a natural affinity for their magical arts and can perceive and wield mana in the environment. This alone is sufficient for you to pick up a number of simple but useful spells through trial and error, but with a teacher - such as Emma Millstein or Vita Clotilde - you can eventually master mythic arts and wield spells that no orbment can reproduce.

Student

Mister Reliable (100 CP)
Maybe it's because you seem like a trustworthy guy or maybe it's because you're a sucker who can't say no to a pretty face, but for some reason people want to come to you with their problems. And curiously enough these problems always seem to come with some kind of reward attached for solving them, whether it's money or a useful item or something less tangible like valuable information or a lead on a problem you're trying to solve.

Combat Links (200 CP)
The true strength that sets Class Seven apart from their peers isn't just in their diversity or individual talents but in their ability to come together and support each other as a team. But where even the Sevens require some extra help from their ARCUS units to fully realize this power, for you this ability comes naturally.

This perk allows you to form combat links with individuals you have a close relationship with. Linked pairs can sense and predict each others' movements in precise detail even on the most chaotic battlefields, allowing them to easily set up devastating combo attacks or cover each others' weaknesses. Further, the strength of the link grows with the strength of the partners' bond. At the highest possible level, a bond between lovers or very close friends, the detail the link provides borders on precognition.

Field Studies (400 CP)
Textbooks and pop quizzes are all well and good, but the best way to master a new field is by jumping in and getting your hands dirty. This perk augments the learning process by allowing you to treat time spent performing any activity as time spent being taught by a master of a related field, allowing you to gain both practice and theory simply by practicing. A class assignment to slay a monster will do more than help you sharpen your fighting skills, through simple intuition and observation you might also memorize the monster's strengths and weaknesses, preferred habitat, and other less obvious things a professional monster hunter might teach you about it. Having an actual teacher present alongside this perk multiplies your rate of growth.

Class Rep (600 CP)
You aren't necessarily the most brilliant student or the most talented fighter but you've got something that's arguably just as valuable: you're the rock that everyone can depend on and the link that binds the whole team together. In any social group you become a part of you can quickly gain a thorough understanding of the members of that group, what makes them tick, and what needs to be done to help them get over any hang-ups they may have. Those you help this way will rapidly become close friends with you, or even something more romantic if you're interested in them that way. Further, if you have also purchased **Combat Links** then this perk enhances that one, allowing you to form links with many individuals at once.

Teacher

Sensei Supreme (100 CP)
You can't be much of a teacher without some knowledge to impart to your students, can you? This perk gives you a solid mastery of three fields of study such as military history, geography, or orbal arts as well as the knowledge of how to teach these subjects most effectively. In future jumps you can update your knowledge base in these fields simply by doing some cursory research on the internet or in a library or whatever the nearest equivalent is.

Friends in Low Places (200 CP)
Your students might think you're just an eccentric goofball with a drinking problem but you've got a long history behind you and a lot of old friends you can call on for help. This perk allows you to invoke your origin's background to get minor favors from other people on the pretense that you have some previously-unstated backstory with them. That tavern owner owes you a couple of free beers for a job you did for him years ago, and that shady information broker still remembers how you saved his life last month and will give you some info for free. The benefits you can draw from this perk draw a line at anything requiring substantial risk or investment, so don't push what you ask for.

In future jumps this perk's benefits become context-sensitive according to whatever your origin in that jump is. Origins that involve a lot of adventuring or travelling around as part of the backstory will get about the same amount of use out of it but some origins will get more or less, with drop-ins getting no benefits until they've spent some time establishing a history for themselves.

Crouching Teacher Hidden Badass (400 CP)
Nobody ever expects the older generations to amount to anything until the headmaster pulls out a buster sword and cleaves a tank in half. By using this perk you can use the element of surprise to claim a fiat-backed easy victory over foes that might have otherwise given you a challenge so long as you aren't totally outclassed by them. However using this perk will cause legends of your exploits to spread and reduce this perk's effectiveness for the remainder of the jump. In a ten year jump you can expect to get four or five uses at best from this perk. Characters who are personally familiar with your true strength or have researched you thoroughly are immune to this perk's effects.

Arise, O Youth! (600 CP)
You didn't get hired to teach at Erebonia's premier combat school for your good looks and charming personality, you've got a job to do and you're going to kick ass at it. Your ability as a mentor is among the best in the world, and any lessons you choose to impart to your students will always be taken to heart. Under your guidance skills will be trained, character flaws will be ironed out, friendships will be made, and your students can be forged into whatever you wish them to be so long as they are willing to learn from you. The influence a teacher can have on her students is an immense responsibility. Use it wisely. Or, you know, don't.

Conspirator

Flames of Hatred (100 CP)
You're motivated by your desire to destroy someone or something. Or maybe you just have an ambition that defines your whole life. Either way you'll stop at nothing in order to achieve your goals, even if you have to turn whole countries upside down or betray your closest friends in the process. This determination makes you all but immune to both mind control and less direct forms of influence like those of the **Arise, O Youth!** perk, but only if those effects might dissuade you from fulfilling your goal.

Hiding in Plain Sight (200 CP)
Only a fool would waste a chance at their revenge by jumping in half-cocked with no plan. You must be patient and bide your time, and in the meantime stay hidden until the time is right. Lucky for you you're a natural at hiding right where your enemies least expect it. You have an impenetrable poker face and can tell the most outrageous lies imaginable or even roleplay a whole different personality for years on end without giving anything away.

Secondary Objectives (400 CP)
You will meet opposition on your path to your revenge, but defeating that opposition is not always in your best interest. Sometimes the better course is to cut your losses and let your enemies think they've beaten you even as you abscond with a valuable prize. This perk will make such endeavors that much easier: by deliberately throwing a fight you could have won, you can guarantee the success of one of your other short-term objectives. Retreat without your "primary" objective and you'll lay hands on your true objective. Fake your death and your enemies won't bother to search for your corpse.

Mastermind (600 CP)
The board is set and the pieces are moving, but you can see three moves ahead and the game is as good as won already. The odds of success of any plans you make are dramatically improved the more intelligence you have on your enemies. With no intel this perk has no effect but with even a small amount of intelligence gathering you can accurately fill in the gaps in your knowledge and gain basic information about your enemy's capabilities and likely plans via simple intuition. What's more, the deeper your knowledge goes, the more layers you can intuit. Knowing one of your foe's greatest strengths is the same as knowing all of them.

However this perk only applies to your current knowledge. If your enemy develops a new power or abruptly changes tactics after this perk's use you can still be caught off-guard, and the dreaded "unknown unknowns" can still ruin even your most finely-crafted strategies.

Items

Discount rules are the same for items as for perks. If you have something similar to a listed item you can choose to import it and grant it any benefits conferred by your new purchase as if you'd fused them together.

General

ARCUS Unit (Varies)
Despite resembling an old-fashioned flip phone, the All-Round Communication and Unison System is a cutting-edge advancement in the field of tactical battle orbments. By mounting magical crystals called Quartz into the device's open slots, a skilled user can draw orbal energy out of the crystals and shape it into orbal arts (magic, in other words). And yes, it does double as a cell phone, but the technology is still in its infancy. ARCUS units can only communicate with other ARCUS units and there are many of the same kind of range and signal limitations that you get with real cell phones. In future jumps you can use it just like any other cell phone.

In addition, this item provides the same effect as the **Combat Links** perk but only with other ARCUS-users (IE the members of Class VII, some teachers at Thors, and a small handful of others).This item is free for Students and Teachers but other origins need to pay 100 CP to acquire one.

Orbment (Free)
This is what Bracers and other people who can't get their hands on an ARCUS use instead. An old-model battle orbment looks like a pocket watch instead of a cell phone (although it lacks a watch face, so good luck telling time with it) but otherwise functions just the same as far as using Quartz goes. It does lack the communications and combat linking features though.

Master Quartz (Free/200 CP)
While ordinary quartz can be bought in stores or synthesized from a modest quantity of septium ore, Master Quartz are a little more difficult to come by. These powerful gemstones slot into an orbment or ARCUS unit and provide some passive benefit (such as Aeries granting a small amount of health regeneration every time an art is cast, or Megalith making it more difficult for monsters to sense your presence) as well as a small assortment of spells associated with their element. Every character possessing an orbment or ARCUS Unit gains one Master Quartz for free but additional quartz can be purchased for 200 CP each. A complete list of all Master Quartz and their effects is available on the Kiseki Wiki.

Drop-In

Orbal Lamp (100 CP)
A common sight along roads all across Zemuria, orbal lamps are effective monster deterrents and help keep the roads clear of hostile wildlife. This one is unnaturally effective even by those standards: when planted on the ground and activated with a charge of orbal energy it generates a field roughly fifty feet in diameter which monsters will refuse to enter if they're given any choice in the matter. It loses this effect while on the move, but it makes camping in the wilderness a whole lot safer.

Bracer License (200 CP)
This license marks you as a Bracer, the local term for a licensed adventurer. The Bracers maintain a guild with branches all across Zemuria and are widely known as allies of the common people. While the Guild hasn't had a lot of clout with the government in Erebonia recently thanks to certain shifts in government policy, you'll find that certain figures in power may have use for your skills. So long as you carry this license you'll rarely have a hard time finding paying work as an adventurer, whether it's fetch quests, monster hunting, escorting merchants or what have you. In future jumps this license can grant you membership to a local adventurer's guild or the nearest equivalent.

Zemurian Ore (400 CP)
This is quite a find, Jumper. Zemurian ore is the rarest substance on the continent, having a high purity and hardness that makes it immensely difficult to work with. But if you can find someone with the skills to work it, or have the skills to do so yourself, you can make some awesomely powerful weapons with it. Buying this item only gives you enough ore to forge a handful of weapons or similarly-sized objects per jump, but if you plumb the deep places of Erebonia's lore you might be able to discover the secret to making more of it...

Guild Hall (600 CP)
A local branch of the Bracer Guild is now yours to command. This guild hall attracts aspiring Bracers who, once they've been properly vetted and licensed, will go to work doing odd jobs for local townspeople, doing everything from chasing down stolen property and getting cats out of trees to guarding merchants on long trips abroad. This generates a tidy sum of income but more importantly it also raises the standard of living in the local area substantially and earns you a lot of good will from your clients.

In both this jump and future jumps you can choose the location of your guild hall as well as a type of job for its Bracers to specialize in, such as monster extermination or private investigation. Any guild members you attract are not companions and don't follow you between jumps, but can otherwise be trusted not to get themselves killed while on the job barring unusual circumstances (like calling on them for help with your own business).

Student

Acceptance Letter (100 CP)
This letter signifies proof of your acceptance into Thors Military Academy. In future jumps this will give you membership with any educational institution you may wish, allowing you to make use of otherwise private facilities and school resources.

Strega Sneakers (200 CP)
A favorite of Trails heroes the world over, these infamously-comfy shoes are top-quality sneakers that make even the longest hikes over the roughest ground utterly painless. While you can buy these shoes in any major city, this CP-backed variety can also shapeshift into any kind of footwear you might want. Travel in style no matter the occasion!

Orbal Motorbike (400 CP)
A prototype design from the Reinford Company, this one-seater motorcycle comes with a free paint job and optional sidecar, runs on a bottomless supply of orbal energy, and has a top speed of 80 MPH. It can also run on any similar form of magical energy and will be stored in your Warehouse post-jump. Good for long drives in the countryside.

Divine Knight (600 CP)
Holy hell, where'd you find this thing? A divine knight is the local equivalent of a giant robot, a massive armored knight made with ancient magic and technology and capable of singlehandedly reshaping the face of a war in the hands of a skilled pilot. These knights normally bond with a user only after they have overcome some sort of major trial and can only be used by that bonded pilot, or "Awakener", but you get this one and get all the benefits of being its Awakener just by paying the CP cost. If you use the Self-Insert toggle to take Rean's place in the story this unit will default to being Valimar, otherwise it will be a previously-unknown unit with similar capabilities.

Teacher

Training Drone (100 CP)
This simple robot is a combat dummy used for training exercises. It's tough as nails and easy to rebuild if destroyed by overly-enthusiastic students, and can be programmed to fight at a variety of difficulty levels. While not much use in a real fight, it's a convenient substitute for random encounters when you need to test your students.

Canteen of Booze (200 CP)
Dealing with teenagers all day isn't the easiest thing in the world, and between all the hormones and clashing egos and so on sometimes you just need a little stress relief at odd times. This surreptitious canteen is always full of whatever your favorite refreshment is, and taking a hit from it has a calming stress-relieving effect not unlike a shot of nicotine. Careful though, this can be habit-forming!

Lionheart Medal of Heroism (400 CP)
Being treated like a comic relief character can be fun sometimes, but sometimes you really need people to take you seriously, and you've got just the thing for that. The Lionheart Medal of Heroism is the highest accolade granted by the government, and wearing this medal openly instantly informs people that you're a Big Deal who did something to *earn* that medal without necessarily giving away your secrets.

Thors Military Academy: Second Branch (600 CP)
This school won't open up for a few more years but why wait that long? Thors Second is a branch school of which you are now the headmaster. While technically required to be a military academy the curriculum, grading scale, and student demographics are ultimately up to you. Students who attend this school benefit from the effects of any teaching perks you choose to apply to them even if you aren't teaching them personally.

Conspirator

Mask (100 CP)
Nothing says mysterious like a guy who never takes off his mask. This metallic helmet comes in a design of your choosing and perfectly conceals your facial features and voice from any attempt at identification. You could look your best friend right in the eye wearing this thing and he'd never know it was you.

Sniper Rifle (200 CP)
Allies are all well and good but when you need something done right you should probably do it yourself. This sniper rifle is made for concealed carry, able to be broken down into its individual components and stored in a mundane-seeming carrying case that conceals the nature of its contents from anything short of a thorough inspection. What's more, while it can be used like a normal sniper rifle as often as needed, once per jump this weapon can perform a guaranteed killing shot on any single target capable of being killed by an armor-piercing bullet so long as the shooter has line of sight and is within 1 mile of the target.

Archaism (400 CP)
Archaisms are magitech robots, originally created by an ancient civilization using lost technology, though this particular model was reverse-engineered from those originals by Ouroboros's scientists. This one is one of the large humanoid robots often seen as bosses or powerful common enemies in the first two games. While it's useful in combat, its greatest strength is that it can be summoned to your location from a distance, allowing it to serve as a distraction or surprise support in a dicey situation.

Airship (600 CP)
The ultimate ace in the hole! Airships are rarely-seen in Erebonia, being the province of the small kingdom of Liberl to the south, but a few are starting to trickle northwards thanks to the influence of certain noteworthy individuals. Your airship is just a small gunship akin to the one used by the Imperial Liberation Front; it's not great for waging war, but it's *perfect* for stealthy infiltrations and quick getaways.

Companions

Familiar Face (50 CP each; Up to 8 purchases allowed)
You can import an existing Companion into the Jump in a new role. They may select an Origin if they lack one, gaining free perks, items, and discounts as appropriate. They begin with a budget of 600 CP but cannot take any drawbacks. They also may not take further Companions themselves.

Study Buddies (50 CP each)
Choose any canon character who appears in Trails of Cold Steel 1 or 2. As long as you can convince that person to accompany you on your travels you can take them as a companion. You can purchase this option multiple times.

Roll Call! (300 CP)
What's that? Just one companion isn't good enough for you? Fine, take the whole class with you instead. All of Class VII or up to twelve characters of your choosing can be taken as companions so long as you can convince them to come with you.

Drawbacks

Self-Insert (+0 CP, requires Student origin)
Instead of dropping in as your own character you can elect to take the place of Rean Schwarzer. You'll begin your jump at the same time as everyone else but you'll have all of Rean's history - for better or for worse - as your package of origin memories. That said, you needn't be exactly like Rean: you can choose to drop your mind into his body like a classic self-insert or nudge him aside and insert your whole character into his role in the story.

Trails in the Sky (+0 CP)
You arrive roughly 2 years before the start of events in Trails of Cold Steel. The main characters of Trails in the Sky, Estelle Bright and Joshua Astray will soon be starting their careers as full fledged members of the Bracer Guild. This option allows you to use this jump as a substitute for Trails in the Sky until a proper jump for it gets written up. If you use this option you can choose to have your starting Location default to be somewhere in Liberl. Since the Sky trilogy lacks the school setting, Student origin characters will instead have the background of Bracer trainees while Teachers will be veteran Bracers.

An Alternate Beginning (+100 CP)
Your stay in this world has been extended by an additional decade. Instead of arriving 2 years earlier you are instead arriving in the world during the year S.1194 i.e. 10 years before the events of Cold Steel occur. The continent is still feeling the immediate after-effects of the Hundred Days War and tensions between Liberl and Erebonia are still high. In 3 years time the Divine Blade Cassius Bright will return to his home with a hurt boy with black hair and amber eyes, Joshua Astray.

Edgy Teenagers (+100 CP)
Look, I know puberty is rough and all but you're taking things a little too seriously. You've got some kind of major hang-up that will cause some major impediment to your competence in some way, like not being able to get along with specific classmates over ideological differences or having major self-esteem issues or PTSD for your inevitable tragic backstory. Whatever choice you make, it must be a serious inconvenience to you in order to earn these points, choosing something that you're never reasonably going to encounter or can easily deal with will invalidate the points.

Oops? (+100 CP)
You have the bad luck to wind up in compromising situations with people of the opposite sex by accident, such as diving to catch someone in a fall and landing with your face between their breasts. These situations will never end well for you and will always paint you in a bad light.

Berserker (+200 CP)
Will you please cool your jets?! You're prone to periodic episodes of berserk anger that ruins your ability to fight effectively. Even if you're normally made stronger by being angry, this rage is the kind that makes you throw all of your tactics out the window and forget to use your powers.

Underachiever (+200 CP, Student only)
You seem to consistently struggle with your grades, Jumper. Are you sure you didn't drop out of high school the first time you tried it? You're going to have to put your nose to the grindstone to pass your classes no matter how many intelligence and learning perks you may have picked up, and if you fail out of class it's chain over for you.

The Spirits are Restless (+200 CP)
The higher elements are becoming active all around Erebonia but only your enemies seem to benefit from them. This has a major impact on many of the enemies you'll face around Erebonia; monsters will generally be much stronger, with some wielding strange magic of the time/space/mirage variety and others adding the benefits of potent status effects to their attacks, and powerful otherworldly creatures will appear far outside the zones you would normally encounter them.

Attack of the Cryptids (+200 CP, Requires The Spirits are Restless)
Cryptids are obscenely powerful bonus bosses normally only present in Erebonia during the events of Trails of Cold Steel 2, but by taking this drawback you've unleashed them a year early. There are ten of these creatures in total wandering around Erebonia, and while most of them are out in the wilderness some will pop up near civilization and no mere orbal lamps will be able to stop them from causing big problems for everything nearby. Having unleashed these creatures, you must kill all of them before your ten years are up or you will fail your chain.

Always One Step Ahead (+300 CP)
You are incapable of changing the outcome of the first game. The conspiracy is too well-informed, well-organized, and well-trained. Your moves will be countered, your trump cards disabled, and your detective work will turn up no leads. Even directly confronting the masterminds will not end well for you, one way or another. You can't stop what's coming, only bunker down and try to prepare for the inevitable.

Heretic (+600 CP)
The Gralsritter of the Septian Church have branded you as a heretic. All heretics must be eliminated. Grandmaster Carnelia will use her complete authority to hunt you. Initially you may be facing off with a mere Squire or two but should you prove resilient you will soon find yourself being relentlessly pursued by the Gralsritter Knights. Eventually, provided that you have survived that long, you will come into direct conflict with a Dominion of the Gralsritter. The Dominions are the twelve elite knights that lead the Gralsritter. Should you defeat a Dominion they will eventually come back as a stronger and deadlier foe than before. No matter what you do or try you will be unable kill, seal, or imprison them during this jump.

End of the Line

So you've survived ten years in this world. What now Jumper?

Go Home

Does anyone *ever* choose this option?

Stay

Ok sure, I could see this happening. Take an extra +1000 CP, call it a gift from the spirits.

Move On

Like you're really going to choose anything else.

Notes

As the third and fourth games are either not translated or not even released yet, you can opt to ignore the events of Cold Steel 3 and pretend that the plot ends after the events of Cold Steel 2, at least until the last two games are available. After that you have no excuse.

Skill with orbal arts translates easily into skill with other magic systems in future jumps.

Changelog

1.0 - Original version.
1.01 - Rewrote Mastermind, adjusted price and effect of Spare ARCUS Unit, added Heretic drawback.
1.02 - Removed Spare ARCUS Unit, changed Orbal Motorbike's cost to 400 CP, added Strega Sneakers for 200 CP. Added general item Master Quartz. Tweaked The Glint of Cold Steel to include a free weapon and weapon repair skills, changed Great Teacher Jumper's name to Arise O Youth!