ARIA (JUMP VERSION 0.11)

"Pre-boarding is now commencing for flight 4756, destination, Aqua."

The space dock is a bit crowded – there are plenty of tourists besides yourself departing for Aqua, and this is one of those commercial shuttles you happen to be boarding, not a private cruiser. But the number of people about doesn't stop the old from pinpointing you out of the crowd and taking you aside.

Perhaps this is the first time you've met this old man, perhaps you've met him before. He's in a bit of a rush evidently, as he keeps introductions brief – he's here strictly to attend to your administrative needs before he gets on his way. After all, he has a vacation of his own to get to as well.

Administrative needs – first things first, he hands you a manila folder, inside of which contains a travel brochure as well as a map. As he assures you, during your flight, take a gander through them, as they'll help you prepare for the decade ahead of you. Well, it should be a decade, he reckons, but time flows strangely in space. Sometimes things aren't quite as long as they seem.

"It's a bit early to say this when you're not even there yet, but welcome to Aqua, though you might know it by a different name – Mars."

The year is 2301, and Mars has undergone over a century and a half's worth of terraforming – rendering it into the pristine paradise you'll see in the brochure. It quite literally has become a water planet, the efforts of a successful terraforming operation. Most tourists see Aqua as a vacation resort – but there are long term residents on the planet as well, namely residing in the replica of Venice that serves as the first point of contact for anything arriving surface side.

The travel brochure will tell you plenty about Aqua, but the old man is more than happy to explain some other important details in the brief time you'll spend with him before departure. For starters, you'll be spending 10 Earth years on Aqua, equivalent to 5 Martian years. He did tell you time was a bit strange after all.

He warns you that Aqua is a planet which has never had any instances of conflict or crime to really speak of – and they're rather keen on keeping it that way, so your cooperation is appreciated. If your intentions are ill, perhaps this isn't the best place to be, but of course, that's up to your discretion.

To help you fit in, the old man has garnered some aid from Administration. It's nothing more than the usual favours that *she* would be willing to give, but enough for you to settle in during your time here.

+1000 CP

What will you do for your ten years? Well, that's up to you to decide, but there are plenty of ways for you to fit in with the local community – and they're very open and accepting, perhaps more so than any other community we've seen yet. If you're not so sure where to start, well, the old man will introduce you to a pink haired girl by the name of Akari Mizunashi. This young lady also happens to be immigrating to Aqua and she's studied up on the culture extensively.

Akari would love to help you get acquainted, but first, shouldn't you introduce yourself?

[Making Your Acquaintance]

Is Akari looking at you wide-eyed? Well, your appearance may certainly be a bit…out of this world. Mars may have been terraformed, but aliens aren't very common in this region of space. If you'd like, the old man will offer to shift you and your companions to a more…suitable human form. Perhaps a bit mundane, but certainly it'll make fitting in all that much easier.

You and all of your companions may take up a human form of your liking.

Age for your form can be determined by 10+1d8 or 20+1d8, or you may retain your current age, gender, and physical appearance. The different age rolls have no impact, save for how your physical form will appear if you did not retain your form.

With those personal details out of the way, there is the matter of your occupation. It certainly doesn't mean you'll have to work, but an occupation is an excellent way to fit in with the local community. You can certainly change your occupation while you're here, but for the purposes of any customization you wish to obtain, only your first chosen occupation is taken into account.

Akari will point out the list of occupations on the brochure. Thankfully, you'll have plenty of time to decide before departure.

Occupation	Your Role in the Grand Scheme
Tourist	Being a tourist for ten years – or five if you consider it from the Aqua perspective, might seem rather easygoing, but frankly other than Aqua, there haven't been many other places to sightsee. With Earth, or Manhome as the folks on Aqua call it, now heavily

	polluted, it's not too nice of a place to return to either. In any case, even if you're a tourist now, maybe you can find a new occupation to settle down in once you arrive at Aqua? *This option is effectively the drop in option that doesn't shift your physical form.*
Undine	Undines are the professional tour guides of Aqua – who train from their early teens as "Pairs". As part of their training, they become experts at gondolas, and Undines also adopt another skill, such as singing, public speaking, and so forth. While the Undine community can become rather competitive between the different tour companies, they are most notable for having a very particular hierarchy. "Pairs" promote to "Singles", signifying their capacity to take on tourists with supervision – before promoting to "Primas", at which point they need no supervision. Generally by age 18, an Undine has reached the point of becoming a Prima. You might note that every Undine seems to be female…but you might be a particular exception to this case.
Salamander	While the Undine serve as both public transport and tour guide, the Salamander serves a distinctly different purpose, one a bit more crucial to Aqua's atmospheres. Operating from floating control towers above the main city of Neo Venezia, the Salamanders serve the role of climate control. Though most of your work will be done from the control towers, the main city is accessible at any time through a cable tram trolley.
Gnome	The Salamanders work in the sky, the Gnomes work underground, and both serve crucial functions. The Gnomes regulate the gravity fields on Aqua, necessary to maintain both the atmosphere as well as controlling the levels to ensure that gravity similar to the levels on Earth is maintained. Most Gnomes tend to be physically diminutive due to their work environment – but you may be a peculiar

	exception.
Sylph	The Sylph serves as central communications for most of the populated areas on Aqua – though it seems they've chosen a rather archaic method of delivering physical mail. Perhaps this is just a local aesthetic – though it certainly does bring a bit of flavour to the cities.
Cat	You're…a cat? Cats seem to be extremely numerous on Aqua, to the point where cities can be filled with them – enough to make other animals seem sparse in comparison. But really, you're a cat. As you might expect, this changes your physical appearance quite dramatically.

Don't tell me you were expecting us to send you anywhere but Aqua? That is what you came for, right?

Before you even proceed to consider that however – there are still other preparations for you to make. Perhaps you have some skills to learn or some other travelling companions to address? If you're looking for any souvenirs, there are some available as well.

Spending money really shouldn't be an issue, it's supposed to be a vacation traveller – though I suppose some folks find shopping to be relaxing…never was that sort of person myself. If you do find yourself short of cash, there are some…oddities that might help you out.

There's that apprentice space time researcher doing his research wandering around here in the space dock as well…though honestly I don't think you should help him. I already tried convincing him that this was supposed to be a vacation for us, but he seems to insist on investing some "anomaly" he's found. It's up to you if you want to help him he's probably willing to compensate you.

Seriously though…I wish he'd just take a vacation already. He's probably still hung up over what happened in Tyria.

{PERKS}

Well if you needed to make personal preparations, maybe some of the options below might interest you? It's nothing too extravagant…really; preparations for a vacation need not be too excessive, right? Discounts are specific to backgrounds, with the first perk free.

TOURIST

Whether it's travelling to a brand new planet or travelling to the next island over, you'll still want to make sure that all of the basic preparations have been met right? It might feel like basic preparations – but having a solid foundation is important to make sure you aren't caught in a nasty situation.

Tourist Lost 100

Lost and without a clue of where to go – that's probably something every tourist from Earth has experienced before, and with all of Aqua's old passageways and unmarked alleys it's more than likely to happen to you as well. Coming to Aqua for the first time, don't worry too much if you happen to get lost. For one thing regardless of where you go from now on, if you find yourself lost, just ask around for help – you'll always find at least one person willing to show you a way out.

Travel Prepared 200

Travelling light is one thing, but you should always remember to pack the essentials along with you. The tough part lies in knowing what those essentials are…but no worries – with this you'll develop an instinct as to what items you might need before you embark on your journey – a sixth sense as it were.

Cultural Ignorance 400

As a tourist, no one can blame you if you fail to grasp some of the less apparent cultural nuances of the place and people that you encounter – and while this might usually have grave consequences for an ordinary person, you'll find that the people you encounter seem to be a great deal more accepting of your ignorance than what you might have expected.

Actions you take that might normally offend a person will be overlooked, and as long as your actions aren't harming anyone, even if you can't blend in after a long period of acclimatization, no one will notice any difference. Perhaps it is ignorance, or perhaps it is talent, but any cultural nuances will be immediately comprehendible when you encounter them – such as accents, behaviours and mannerisms.

Sightseeing Fanatic 600

Sights to see, places to experience, but sometimes, you might miss out on opportunities because you were at the right place at the wrong time. With enough travelling, with enough experience, you'll come to realize – and even perceive – these events, even if they haven't come to happen yet. Though you won't be able to see what has already come to pass, if you concentrate hard enough you may be able to glimpse a little ways into the future, enough perhaps, to see a beautiful sunset you would have otherwise missed.

UNDINE

As the first, and often the only point of contact for any tourist arriving on Aqua, the Undines have held a long tradition of maintaining the image of Aqua for all who visit. Though the pace of Aqua moves much slower than that of Earth, you should be wary that a slower pace doesn't mean an easier life – Undines, like all other occupations, demands a measure of dedication and above that, a measure of patience and acceptance.

Approachable 100

It doesn't seem to matter if you're in your company uniform or if you're just wearing everyday clothes, you can approach anyone and strike up a conversation. Pleasant weather, the shirt they're wearing, even casual conversation seems engaging for you and your counterpart.

You have a slightly better recall of facts about the places you've been to, or where you currently are - you know, as an Undine you need to know a bit about Aqua!

Row Row Row Your Boat 200

Are you...rowing backwards? Oh, now you're rowing sideways. Haha, you can stop showing off now. We get it; you've finally mastered the art of gondola rowing. Congratulations, with the gondola handling part down, now you're one step closer to becoming a Prima. But the attitude is equally as important you know! If you work at it hard enough, maybe one day you'll be able to do the same things with other crafts?

Tranquil Waters 400

In the process of terraforming Mars, substantial work was put into controlling the tidal patterns, but with the difference in the moons, a substantial amount of compensation had to be done in order to regulate the tides. You're not going to calm the seas by stepping into a boat, but you've practiced so often under a wide variety of conditions that you can row in any weather condition. Maintaining

control of ships and crafts is much simpler regardless of what weather phenomenon you're pushing forward into. Naturally this works best when you're dealing with water.

The Spirit of Aqua 600

There are quite a number of inexplicable things which happen in Aqua, and as Undines leading tourists to explore every nook and cranny, you'll find more of these places than anybody else – well you probably can't beat out the Cats, but that's just to be expected. But seeing these things have not only made you more inquisitive to the world around you - you've also come to expect new and bizarre things every day. You have a way of approaching every situation calmly, and your words seem to convey your intended mood without likelihood for misinterpretation. With this, you should be ready to become a Prima!

SALAMANDER

The Undine uphold a lifestyle and a tradition, but the Salamander uphold one of the necessities to maintain the tranquility ever-present on Aqua. Not unlike the Undines, Salamanders are taught from a young age, a process of slow acclimatization for the task which will become a lifelong vigil for them.

A View of the Sky 100

As I'm sure you're aware by now, Salamanders do most of their work in the sky above Aqua, controlling the weather from the control stations tethered above Neo-Venezia proper. A fear of the heights? Of course not! You've spent practically all your life up here! Handling challenging heights and maintaining balance in tricky pinches is a piece of cake for you.

Climatology 200

Well, when you only do a single thing all day, it's only expected that you eventually become a subject matter expert right? When it comes to the science behind controlling and modifying weather - yeah that's your niche alright. Anything related to the weather is something you can pick up and incorporate into other things with only a fair bit of effort.

Weather Forecast: Pleasant 400

When you can spend a year in Aqua, you'll see that the weather controllers have really done their job, and they've done their job well. The weather never seems to take any violent turn and even minor storms never seems to linger for too long – it goes to the point that you have to wonder if seasonal rain storms and snow flurries are staged on purpose for atmosphere.

Spend enough time as a weather controller, and you'll also understand the necessary skills to ensure that the weather around you stays relatively pleasant. It won't help you have complete control over weather already existing without the use of technological aides, but you can weaken the effects of storms and other such weather with greater ease.

The Moods of Aqua 600

The weather being pleasant hardly means that the weather is static – make no mistake, Aqua isn't static at all, just vibrant in a way that nothing ever really happens. You'll notice quickly that the weather doesn't seem to have any effect on you – though it might still irritate you mentally – but your presence alone seems to weaken the effect of weather in your general vicinity. Weather isn't the only thing that's affected – the same goes for seasons as well.

The Winters don't feel so cold, the Summers only feel hot when you have a cup of ice tea nearby. And where there were no seasons, your presence seems to slowly shift the weather somewhat to form seasons.

GNOME

Unseen, unheard, the Gnomes work at what some might consider a thankless task – but the results of which are felt by everyone on Aqua. Like the Salamanders, the Gnomes play a crucial part in maintaining the foundations of Aqua, ensuring that the planet remains hospitable as it is. The Salamanders may naturally become familiar with manipulation of weather, but the Gnomes become very well versed in the handling of gravity and tectonics.

Firm Earth Around You 100

Those Salamanders might be content working up there in the sky, but you'll always find the underground more comforting. That's where the important work gets done after all - if it wasn't for the Gnomes working to hold gravity together none of this would be possible! From all your time working underground, you've grown rather accustomed to dark places, and lacking the presence of light or illumination doesn't really faze you or hamper you in the least.

Astrophysics 200

Have you been accused of bringing down meteors yet? Haha, that's just a joke - but as part of your training, you've also studied extensively into the workings behind astral bodies. Are we going to rehash over your lessons? Nah, you probably won't need them in your time in Aqua anyways. Might help you a little if you ever decide to leave, I suppose. Astrophysics tend to be quite in demand in other parts of the solar system I hear – Manhome…sorry, Earth, is especially eager to get more terraforming projects deployed.

Weight of Gravity 400

Gravity? You mean your actual job? Work hard enough at it, and with time, you might be able to understand its workings. Will you be able to project your own gravity field? No, no, that's silly~ Why would you ever need to do that? You will however, be able to maintain your own gravity relative to a chosen object. Whether you can respond quickly enough to your environment is still up to you however, so training your reaction time is something you'll have to do on your own time. No, reaction times aren't really anything Gnomes are known for, sorry friend.

The Veil of Aqua 600

On the surface, it might be easy to presume that all of Aqua moves in a lazy pace, and that this phenomenon is just a part of nature. Underneath the surface, you've become part of the system that maintains the tranquility in the world above. It's easy to forget about your existence, and you'll find that people seem to consider your appearance "diminutive" and "unimposing" regardless of your actual appearance.

Should you ever find the need to avoid attention or blend in with your environments, simply concentrate and you'll fade out from the focus of attention by all those close by. It's possible for those with superior senses to still track you down – but they'll have to have a definite reason to prioritize you in any case. Your unimposing presence will fool even machines.

SYLPH

At a glance, the Sylph don't seem too crucial to the workings of Aqua, but on a planet where interaction lacks the advanced framework and accessibility found on Earth, the Sylph play a very important part in maintaining the presence of a community. If the Salamanders and Gnomes support the foundation, and the Undines present a front image, then the role of the Sylph is probably to act as the mesh tying all of them together.

Daily Pleasantries 100

Other professions might say you have the most boring job on Aqua - but it sure doesn't seem that way to you. Sure, delivering mail can get monotonous for some, but there's more to it than just handing off a parcel - there's a human element involved as well. You're unfazed by the routine monotony of certain tasks - because you can see a different purpose behind it. Regardless of what task you perform, you'll still gain a bit of experience from performing it – you have to love what you do after all!

Mail Delivery! 200

Years of experience in delivering packages? Well, that's not much to boast about - but to date you have never failed to complete a delivery on time, and you've ever had your fair share of hunting down lost packages for other Sylph as well. With it comes to paid tasks, you're never late - and you come across "lost" items more often than most. It almost seems like the tasks you take on bend the rules slightly to accommodate you – but it's not a very noticeable effect.

Speedy Flier 400

While old fashioned delivery by foot is still in use in Neo Venezia, for the most part mail delivery has been largely facilitated by the use of air bikes. In a circumstance that would normally require one to wear substantial amounts of protective gear, you've grown so accustomed to the practice of going without when you ride that you've developed a sort of natural resistance. Your body resists the effects of high speeds and flight to a small degree. With time and practice you'll probably be able to develop this further.

The Grace of Aqua 600

From the air, it seems like you could see all of Aqua in one go. Not from a fixed place like the Salamanders, or some digital view like the Gnomes, but honestly taking in all of Aqua's sights while moving from place to place.

Practice your flying long enough, and it becomes second nature enough that you'll find yourself with more than enough time to take in all of the sights even as you're flying. Regardless of what craft you're handling, you'll be able to weave and dive with inhuman ability – as if there's a truly wind spirit that has possessed the vehicle. With practice, it'll almost feel as though your chosen craft can fly itself.

Well...you've also seen enough of the world that you're not likely to get lost, but sometimes...getting lost is a magical experience in itself too! This uncanny sense of direction will linger so long as you require it.

CAT

Taken for granted or not, cats have existed on Mars since time immemorial. The cats of Mars are certainly…different from the breeds that you might find on Earth – for one thing some people believe that they are magical. Whether this is true….well there's only one way to find out, right?

Mascot Charm 100

You're not just some street alley cat, you're the mascot of a Company, and that means everybody will know your presence, even if they have no clue what you're

thinking or what you're doing. People take to you rather easily, or maybe it's just that in Aqua, everybody takes to new people and experiences rather quickly and in a very accepting fashion.

Landing on Your Feet 200

Isn't it marvellous how cats always seem to land on their feet? Well, President Aria aside, but that fat kitty never seems to falter after a fall anyhow. You, as befitting a cat, will always land on your feet regardless of the situation. This will carry over, even if you happen to not be in a feline form, but falling from excessive heights may still hurt slightly, even if it isn't as much as before.

Blessing of Cait Sith 400

Cait Sith? Who is Cait Sith you ask? Aren't you a cat? Oh...I hope you're not one of those immigrant Manhome Cats. Cait Sith is the King of the Cat Kingdom here on Aqua. With his blessing, you'll find that all of the cats on Aqua (and presumably elsewhere too!) are rather amicable with you, and keen to help you out. Wait...that's just like the people of Aqua isn't it? With time, you might find that felines of other locales will also take to you quickly as well – though it'll work best if you are in a feline form, for familiarity's sake.

Cat Spaces 600

All over Aqua, there are hidden nooks and crannies where a bit of the magic in the world gathers and spills forward. It's a magic that's hard to quantify, a magic that's hard to explain – but in a world where the "Cat Kingdom" can exist outside of man's prying eyes, some things can only be explained by magic.

As a Cat, you'll be able to hone in on these places. In these spaces, you'll find that you seem to be safely isolated from the outside world – and the majority of potential intruders will not even see an opening to come inside. Regardless of where you go there will always be places where you'll find tranquil serenity...if only for a fleeting moment.

You can't expect magic to last forever you know. The longer you linger in these places, the quicker they'll fall apart, and you'll have to find another one.

OCCUPATIONS/ORGANIZATIONS 300 CP

A large variety of occupations and organizations exist on Aqua, even though the community's population is significantly smaller compared to that of Earth. Not everybody stays in a single occupation forever naturally – and with these options, you'll be able to pick a different profession, which comes along with the necessary preparations. You may make the swap to that profession at any time naturally. Note that some organizations are inherently tied to certain professions.

*Just as a note, each occupation/organization comes along with the [Mentors and Pupils] locked perk when you choose it as an option. You can only pick a **single** occupation or organization, so choose carefully.*

Shop Owner

Aqua isn't all about the Undine you know, and having merchants around is important to keep things running smoothly, especially on a planet like Aqua, where the majority of society has chosen a more…traditional lifestyle in contrast to those who reside on Manhome. As a shop owner, you'll have your own shop of course for the duration of your stay here, which will be regularly stocked with a variety of goods.

If you choose a specialized craft – like bread making, wine fermenting, glass blowing, or so forth, you'll also develop a strong proficiency in this field – something that you can teach to others. Naturally as a shop owner, your abilities to interact with others and develop relationships with them improves – can't really be successful without that now, can you?

Theatre Singer

As with its namesake, Neo Venetia has a strong operatic history, and while it's not like you'll find theatres on every calle and fondamenta, it's not hard to find a theatre nearby while you're visiting the city. Of course, if you're working as a theatre singer, then you'll be sure to know where the local theatres are.

Vocal training is something that Undines already go through, so naturally you'll have an advantage moving from an Undine to this profession – but on taking this profession, you'll develop a strong singing ability, with the capacity to manipulate your voice to hold different tones as you see fit.

Alternatively, there's a special organization called the Chloro Club. Well, organization isn't really the right word to call them; they're more of a travelling troupe of musicians. If you choose to join them, you'll gain a substantial amount of experience in handling specific instruments as well as composing music.

Traghetto Crew

While gondolas are a common sight in Neo Venetia, they still happen to be a specialty service – the vast majority of tourists and residents go about the city on the larger traghettos. Due to its size as well as its capacity, handling a traghetto requires a good measure of teamwork between both rowers handling it.

If you possess a partner who is either another proficient Traghetto rower or an Undine, your capacity to coordinate and synchronize with them increases

dramatically. Even if you don't, just from practice handling this bulky craft alone you'll develop a strong ability for handling crafts of a larger nature – perhaps something applicable elsewhere?

Gondola Association (Discount for Undine)

The Gondola Association of Aqua is the governing authority for all Undines operating in the city. Everything including logistic details, monthly reports, and passenger census is handled by members of the association, many of which were former Undines themselves. As an official member of the Association, you'll find that a large amount of administrative paperwork is associated with the job, but at least you'll gain a fair bit of experience in managing large groups of people.

Undines that join the association are exempt from their regular duties, but there are a good number who return to active duty from time to time. As one who works with all of the Undines, you'll find that over time, your ability to get others to open up and help them overcome their personal dilemmas improves.

After all, working in the service industry, even Undines need an outlet right?

Climate Control Society (Discount for Salamander)

A group of experienced Salamanders who, sticking to Aqua tradition, have maintained a large repository of knowledge for up and coming Salamanders to learn from – the Climate Control Society cultivates new talent and expertise as they continue to perfect the art of weather manipulation vital to Aqua's sustenance.

No one knows better just how important it is to continuing making progress on the science of climate control. Should the Salamanders ever become too lax, all the efforts of their ancestors may well go to waste. As a member of the society, your skills in developing new weather control techniques down to the fine details of precipitation control and enhancement. Naturally, being a scientifically focused field as it is, the society has a wealth of information on anything climate related, and not strictly information from Aqua either.

Aqua Seismology Society (Discount for Gnome)

The Gnomes follow the tradition of handing down knowledge from old to young as well, and like the Salamanders they are very well aware of how crucial their task is in maintaining the workings of Aqua. The importance of maintaining gravity as well as ensuring that the tidal movements occur regularly is not lost on them, and for most apprentice Gnomes the importance of this is etched into their teachings from a young age.

As part of the society, you'll be brought to understand the inner workings of a planet such as Mars, including what was necessary as part of the terraforming process. The knowledge you'll gain here might help you bring life to new planets if you can grasp the concepts to apply them to other circumstances. Knowing astrophysics might help you with studying a planet at its exterior, but the Society is most involved when the planet itself is alive and moving.

Navigation Guide Society (Sylph)

There's no better person than a Sylph to compile the Navigation Guide, given that the travel brochure generally requires intimate knowledge of all of Aqua, not merely Neo Venetia. In another world, you might be considered an expert scout, but here the efforts of your work will be used in helping tourists get to know Aqua a little better than they did before.

Those who work as part of the Navigation Guide Society are well seasoned travellers, and even if you take your skills to another planet, you'll find that discovering landmarks and vistas comes as second nature. Naturally your ability to survive alone improves as well – can't expect to return home every day when you're out exploring after all.

LOCKED PERKS

A Salamander doesn't do a Gnome's job, just as a Sylph doesn't perform an Undine's job. You'll find that some talents are specific to the profession you choose – these aren't discounted, and they're specifically open only to the profession indicated.

Language Barriers? 150 [Tourist]

One of the challenges of being a tourist isn't so much not knowing the native language, since typically the locals will be keen to accommodate you, but the fact that to really communicate with a person, it's best to use their mother tongue.

Some of us aren't interested, some of us aren't talented, but you've been blessed with the gift to quickly pick up languages and to an extent, even accents over repeated exposure. This goes for written language as well, so you might be happy to note if you're a reader that your range of available literature will increase significantly. Of course, you actually have to hear the target language in use to start learning it.

A Measure of Immersion 150 [Tourist]

An immigrant can find it hard to penetrate into social circles, so for tourists this can sometimes be next to impossible. But for you, it's not so much difficult as it's a matter of motivation. If you so wish it, you'll always stumble upon moments where

you can connect with the locals on a more personal level. At the very least you'll leave after having made a few more close friends.

Aqua Therapy 150 [Undine]

At a glance, the Undine are tour guides, but for many people from Manhome, the way in which they render their services makes them much more than simple guides. Perhaps it is a matter of the personal approach that Undines take, or perhaps it's the soothing consistency of Aqua's tides, but just by being around you, people will find themselves slowly growing a little more optimistic, a little more appreciative of what they have. You're not going to be inspiring heroes no, but helping people get back on their feet and find their spark in life can be a good thing in its own right.

Avid Reader 150 [Undine]

Not every customer that approaches is going to be willing to open up. People are different by the individual after all, and not everyone can be read like a book, not everyone is willing to share. But that doesn't mean you have to pry either if there's something you want to know. You can pick up the little details in body language and behavioural ticks, allowing you to discern details that the other person might not necessarily share. What you're to do with that is up to your discretion.

Feeling the Atmosphere 150 [Salamander]

For a Salamander, knowing the atmosphere isn't just a matter of understanding what kind of weather you can expect for the next week or so. The atmosphere can tell an individual many things – the people nearby, the mood of a place, and even the intentions of others before anything happens. Having become attuned to reading the weather, you'll find that as your insight into this field develops, your other senses will develop as well.

The Necessity of Rain 150 [Salamander]

Water is a basic necessity to the planet of Aqua – if the name of the planet wasn't enough of a hint already. But while many residents and tourists would hope that the water stays in the ocean – you're well aware that rain is a necessity from time to time as well. Can't have sunshine without the rain, just like life, you can't have happiness without a little bit of sorrow – just to keep things fresh. If you need the rain to come, all it takes is a small bit of preparation, and it'll persist for as long as you require it to, though it'll never last longer than several days on end.

Listening to the Earth 150 [Gnome]

Other people might not realize the implications of the earth beneath them moving, but as a Gnome, you're very aware of the earth's tremors and shakes. Your training as a Gnome has tuned your senses – to the point where if you close your eyes, you can picture everything about you just by sensing movement along the ground. Considering much of your work goes on underground…it'll be a helpful talent to have.

Solid Foundations 150 [Gnome]

On a planet covered in water, ensuring that there are stable foundations to build on is critical to ensuring that anything built remains intact. While your work doesn't have as much to do with architecture, your expertise does afford you a bit of understanding in what's needed to form stable landmasses and building upon them. If they really wanted to, the Gnome could probably have set up a monorail system in Neo Venetia by now – but it would certainly destroy the atmosphere!

The Word around Town 150 [Sylph]

Above all of the other professions, the Sylph travel about the entirety of Neo Venetia and Aqua more than anyone else, as their service extends past the main island of Neo Venetia to include all of its perimeter residential islands as well. Even though you'll be on the move for most of the time, you'll be travelling about town enough to catch wind of many, many conversations.

Over time it seems that you'll have developed an ear for these sorts of things, and just by wandering around places where people frequent you'll pick up on pieces of information that you otherwise wouldn't come across. Some of it might be useless, but every now and then you'll come across key information.

Not Just the Mail 150 [Sylph]

While all Sylph are mailmen in the city of Neo Venetia, as a Sylph you'll find that from time to time people will have specific requests for you. Perhaps that kind Undine will need a milk delivery for her cat, or perhaps the Salamander doesn't have time to pick up a package from the docks. With time you'll develop a sort of instinct in determining what it is that people need even without them asking you, and a faint idea of how to obtain it.

Catcall 150 [Cat]

You'd be surprised just how many humans you can lure in by calling from an unseen location. For many people, it seems that their curiosity simply gets the

better of them, and even if it requires entering a completely foreign passage they'll still dive in regardless to investigate the source.

You can throw your voice and expect to draw in strangers, selectively choosing your targets so that only certain individuals are drawn to a location. With practice, you can separate groups of people with well-timed calls.

Dark Alleyways, Shadowy Corridors 150 [Cat]

As humans develop and expand, often all that they leave behind are abandoned buildings and forgotten paths. But what the humans cast aside, the feline kingdom will take in. You're completely at home in the places that few would dare to venture, and even in places where you might be "lost", your instincts will guide you to where you need to go. Should you ever need to disappear from sight for a while, just follow one of those suspicious passages that show up in the corner of your eye…

Mentors & Pupils [Special]

Unlike Manhome, Aqua follows a more traditional approach as to preparing the next generation. Training and teaching the next generation is the duty of the previous generation before they move on, the same applies whether it is for Undines, Salamanders, Gnomes, or the Sylph. As a perk you gain upon taking a profession or joining an organization, this allows you to instil a basic level of understanding in that profession in anyone you take up as a student. It also makes it easier to explain difficult subjects in simple, understandable ways – after all, most professions take on pupils at a young age.

{COMPANIONS}

If you're going to take a vacation, shouldn't you take your companions along with you? As stated before, any companions who arrive into Aqua with you may also adopt a more fitting form, on the house.

FRIENDS OF MINE 0/50 CP

For free! That's right; Aqua is always ready to welcome more visitors! You can import up to 8 companions for free, each of which gets a free background and their basic perk. If you have more companions than that who want to come along however, you're going to have to pay a customs tax. Finding lodging for that many people can be a bit of a hassle.

Any additional companions you have work in a rather peculiar fashion, for each 50 CP, an additional 4 companions can be introduced into your entourage, without any upper limit. Past 16 companions though, you should probably start looking ahead for real estate…because even lodging on the residential islands isn't unlimited!

Admittedly, with it being so complex, I hope that you won't see this as an obligation to bring your companions along, sometimes vacations should be a time spent in solitude – and I understand that.

ASSEGNARE 2:1 CP

Maybe your companions need more resources to prepare than you do? For up to 16 companion slots, you can allot CP to them on a 2 to 1 fashion, in increments of 100 CP, which results in them gaining 50 CP each time. Though they can't obtain further companions, they can purchase perks and items as they please.

Do note that some items possess "special" uses on top of their normal purposes – but those special uses only exist if you bought the item personally.

IL GATTO 200 CP (DISCOUNT FOR CAT)

Cats might not always be the most faithful companion, but they're smart, and they tend to find their way out of tricky situations much quicker than a human put in the same situation would. Certainly if you want a cat, or even several cats as companions, that's hardly an issue at all – for each time you purchase this you'll gain an extra cat companion, whether they share the same companion slot or not is for you to decide. You might be wary that cats of Aqua aren't necessarily what you'd expect as far as shapes and sizes go.

Regardless of your choice however, your companion gains 300 CP to spend on skills and items – up to a limit of 1500 CP, if you happen to merge them into the same

slot. Note that they'll be restricted to the background as a cat. Only makes sense, right?

LE UNDINE CON DUE GUANTI 200 CP (DISCOUNT FOR UNDINE)

Still an apprentice Undine, she, like Akari who you've already met, is quite green and is about as unfamiliar with Aqua as you are – so at least you have something in common. She might be eager to learn, but you'll quickly realize that she's a bit clumsy, a bit eccentric…and a bit innocent as well. When everything seems to be new to her, you'll find that it's very easy to lead her down a path of your choosing – even if you aren't strictly her mentor.

Though she's restricted to being an Undine, she has 500 CP to spend – you'll find that beyond the preparations you make for her now, she's eager to learn whatever you have to teach her, and she'll adapt quickly as well. Perhaps it's the spirit of youth that makes her a bit more willing to try new and strange things than others.

L'INGEGNERE CIVILE 200 CP (DISCOUNT FOR GNOME)

A civil engineering student who is travelling to Aqua for a distance study opportunity, they'll be staying on Aqua for the next several years, though they have a feeling that if they like the place enough, they'll probably return. Though they're certainly a bit more resistant to change compared to the Undine, they'll be pretty eager for the opportunity to visit a new planet and experience the culture – even if they've heard that it's rather backwater compared to Earth.

Their chosen career path makes them best suited to be a Gnome, and that's their default profession, though you could persuade them to change if you so wish. They have 500 CP to spend, but unlike the Undine, you'll find that they're a bit less willing to learn from you unless it's related to some of their interests. Their gender is up for you to decide.

L'ASTROLOGO 200 CP (DISCOUNT FOR SALAMANDER)

An astronomy student who has come to Aqua as part of their vacation, as part of their school schedule they'll have to return to Earth on a regular basis – and you're welcome to join them as well. The fact that they can afford all of these trips is probably a good indicator of how well off they are.

Over their time here on Aqua they'll become rather proficient as a Salamander – enough that when they do graduate they may well return to serve as a Salamander. It's much easier to see the stars in the night sky of Aqua anyways. They have 500 CP to spend, but unlike the civil engineering student, convincing them away from the background of a Salamander will be much more difficult. Their gender is up for you to decide.

IL MENTORE 200 CP (DISCOUNT FOR SYLPH)

An older individual, returning to Aqua after a short vacation on Earth, though he's still a practicing Sylph, nowadays most of his duties are handled by the newcomers. That being said he has a substantial amount of knowledge of Aqua's history as well as the workings of each profession – comes with having lived on Aqua for so long without a doubt. He also has a place for you to stay if you need it, which might be rather helpful.

As a Sylph, he has 500 CP to spend, and you'll find that with him around, everyone seems to see you as more of a local – even if you aren't from Aqua at all. Finding any necessities you need also seems to be a bit easier than normal.

L'APPUNTAMENTO 1/200 CP

As a city that has had decades to develop its own culture and cultivate its own heroes, there are quite a number of noticeable individuals living in Neo Venetia nowadays. If you want to meet and become companions with them, I can arrange for that relatively easily. All it would involve is a small charge, nothing significant. If you want them to become your companion with absolute certainty however, the cost will be slightly greater. Personally I'm not sure why anyone in particular would want to leave…but I suppose there are those folks who have a bit of wanderlust in them.

{ITEMS}

Well, I did say that there was going to be souvenirs…if you're interested in keeping something as a memento of your time here, well that's not a problem if you're willing to pay for it. If there are any discounts, they'll be indicated specifically.

MEAL TICKET 50 CP

It might be a tourist resort, but that doesn't mean things on Aqua are entirely free. With a meal ticket, at least you'll be guaranteed to a serving of food for three meals every day. You can purchase this multiple times to guarantee more than a single serving per meal – it's not as likely to work once you leave Aqua, but it might still work from time to time.

RESEARCHER'S LOG: PASSATO 50 CP

This collection of documents is an incomplete set of the original terraforming records that were used in the process of creating Aqua. Though they should probably be in a repository somewhere, it's likely that this set of documents is merely a copy of the original. Though they detail a significant amount of information regarding the geography and native flora/fauna of Aqua, they don't go into much detail regarding the actual terraforming process.

The more you take this option, the more detailed this collection becomes, up to a maximum of six times – at which it becomes the complete annals detailing life on Mars, as well as the ideals for creating new life on Mars. If you were to find a researcher…perhaps they could find a better use for the information from this.

PERSONAL DIARY: PRESENTE 50 CP

Another set of records that detail the process of the terraforming as it proceeded ahead, written by an author who left their name absent from the document. However, it goes into very specific detail regarding the nature of living in space and many of the necessities required for basic survival so far away from the rest of society.

Having spent the rest of their lives on Mars evidently, this set of records, though incomplete like the others, could be a good primer for anyone looking to depart from society on an extensive trip – or perhaps those who just want to understand more into the mindset of men.

Each time you take this option gains you more fragments of the diary, and by reading it, your own understanding towards the psychology of other sapient beings increases a little bit. Psychology isn't an extinct profession in 2301…there might be a scientist who can find a use for these documents as well.

ENGINEER'S NOTES: AVVENIRE 50 CP

A last set of documents that was kept in the archives – this copy was seems to have been fragmented into components, though as you compile more of it together it will become evidently that this details the specifics of the actual terraforming process, including the equipment and calculations involved in the process of creating Aqua. It does go to note that while the knowledge

stored within this could help a new engineer tackle a different terraforming project, each planet presents its own challenges, and this information is better taken as a sample of notes rather than a hard guideline.

Each time you take this option your own abilities at controlling the logistic and engineering elements of terraforming improves slightly, though with ten purchases you'll find that the documents will be complete – further purchases won't help you much…unless you had a different use for them.

UNIFORM (FREE FOR EVERYONE) 100 CP

Everybody with a profession on Aqua has a unique uniform, which allows others to recognize them for what they contribute to the community. The Undine uniforms are rather distinctive, though naturally if you're not female, they'll have to be tailored to fit. The Salamander uniforms appear more like scholarly robes – though the Gnome uniforms are more of work suits. The Sylph uniforms were made to be aerodynamic – but they do help keep you warm when you're zipping through the sky.

As for the tourist…well, you'll get a new set of clothes for you to wear while you're here! We do have clothing options for the feline folk – though you're not likely to find that they'll fit well if you change back to a human form again.

ROLLEI 35 SPECIAL MODEL (FREE FOR TOURIST) 100 CP

An old model camera that has been retrofitted to match modern technology – modern for the 24th century mind you – this handy camera has a massive amount of digital memory built in to it, allowing for you to take pictures at will without worrying about running out of room. The battery that powers it will recharge over time as well when not in use, so this is a pretty handy thing for any tourist to have.

GONDOLA (FREE FOR UNDINE) 100 CP

Every Undine is granted their own gondola - after all, that's the best way to get about Neo Venezia and Aqua. You'll probably want to keep your gondola in good shape so that guests don't think lowly of you, but it is rather comfortable to begin with, and your passengers have plenty of viewing room on all sides.

TRAM TICKET (FREE FOR SALAMANDER) 100 CP

The only way by which Salamanders go to and from the control stations to Neo Venezia is by sky tram - and this ticket gives you free access to ride it at any time the tram is running. You could also use it to ride other things, like trains or buses...but those hardly have as great of a view as the sky tram. People won't take it away from you when you use it, but if you abuse it too much, people stop recognizing its authority.

SHINY ROCK (FREE FOR GNOME) 100 CP

This shiny gemstone glitters underneath the light. The nature of how it refracts light…well, perhaps if you gathered enough you could make a mirror out of it? There isn't really much use

for it, but no matter where you throw this stone, it always seems to come back to you. Nobody else seems to recognize any value in this stone though. Maybe if you had a way to duplicate them, you could make pretty prismatic arrays or something fancy?

AIR BIKE (FREE FOR SYLPH) 100 CP

The Sylph uses these Air Bikes to get around, and well, if you're going to be running errands, they are the quickest thing to be zipping around in. Running on a self-sustaining energy source, they permit low altitude flight for an extended period of time, though the speed isn't necessarily the greatest. After all, you need time to take in the sights!

CAT'S BELL (FREE FOR CAT) 100 CP

You'd think that this bell was given to you so that others could keep track of you, but in actuality it seems that while wearing this bell, you'll be very aware of anyone and anything nearby, especially if they move close to you. It won't necessarily help others find you if you wander off, especially since bells are rather common on Aqua, but it will help you ensure you'll never get surprised by wandering into something.

GELATO 100 CP

Ah! All you can eat Gelato. Well, there's not much to say about this, better to taste it for yourself, but with the five different bins that it comes in, the flavors seem to change every day when it refills.

LONG DISTANCE COMMUNICATOR 100 CP

A small personal computer used commonly by those from Manhome as well as Aqua, though there is a small delay factor; it can facilitate communication even across the gap of space between planets. Naturally this acts more like an electronic mail service rather than instant communication, but the broadcast strength is phenomenal. Each purchase nets you two units.

BUSHEL OF ROSES 100 CP

On Aqua, following the tradition of the Festa del Bocolo, men give women a rose each, a sign of admiration or perhaps adoration. Though the legend behind this tradition has grown hazy since its adaptation from Manhome, these roses are still considered a highly favoured gift from men to women. A new bushel grows every week, found in a water pitcher inside your abode, or perhaps your storage area. Take care not to let them wilt before you give them to your cherished companions. People who receive this seem to become a little happier regardless of the circumstance.

NIGHTSHINE WINDCHIME 100 CP

Though normally this is only sold in Aqua during its long summer season, this specific Windchime is more of a replica, designed for all seasonal use as a lantern. It might not glow as brilliantly as a normal Nightshine Windchime, which is dependent on the light of the noctilucent bead inside, but it also doesn't die away when the bead's glow fades. It's excellent for use as a

night light - but looking at it makes you wonder, that perhaps, some things were better when they weren't made to last...

A BLANK DEED 100 CP

While there are plenty of hostels you can find lodging in, none of it is quite the same as having your own home wouldn't you agree? This deed comes with a small flat already built in, along with the necessities for you and a small group of companions. You can bring it along with you when you leave naturally. You can purchase multiple deeds as you wish.

FOUR PETAL ROSE CLOVER SEEDS 200 CP

It's a special batch of clover seeds engineered in commemoration of a special Undine's inauguration. Unlike a normal four leafed clover, these clovers have bright crimson leaflets, and grow vigorously under even harsh conditions. Under normal conditions, they spread quickly, and their flowers have strange medicinal properties - temporarily curing people of vocal tics and lisps, as well as counteracting against some common afflictions like poison.

A PICTURE OF THE SEA 200 CP

It might just be a painted picture of the ocean, but staring at this picture has an odd effect of calming you down. Well, it happens to calm everybody down when they look at it. Is it just you, or does the painting shimmer and shift as you stare at it more? It's like...a slow, calm sea rolling underneath the summer sun. The sound of waves slowly fills your mind if you stare at this for too long...but it feels...soothing inside your head.

CAIT SITH'S STAMP 200 CP

How did this stamp end up here? It's a stamp with the mark of a cat's paw on it - and you can the feeling that when you grab onto it, there must be a cat somewhere...watching you. If you stamp on an inanimate object with this and leave an imprint, the object will temporarily disappear for an hour. It is...quite bizarre however, as the stamp seems to lose its effect if you stamp too many things at once. Even tricks should be played in moderation!

CARNIVAL MASK 200 CP

A fun Venetian carnival mask, and probably a relic from Manhome - it's ornate and delicately fashioned, but a peculiar magic keeps it durable. It seems...back in Manhome, these were used in festivals, where people would dress up and shroud themselves in different personas with these masks to represent them. Certainly, when you're wearing it, your voice seems to change, and people don't immediately recognize you. Maybe the Cait Sith saw this as a good way to play pranks!

A NOSTALGIC PIANO 200 CP

An aged piano originally sent over from Manhome, though no one was present to collect it. Donated to one of the local museums, it has changed hands and locations several times already, but should you wish, it can permanently remain in your care. It's not really anything particularly special, but it does possess a rather special capability to "remember" and "play back" songs that

have been played in its vicinity. There's nothing to stop you from playing it manually of course. As with all things that have been on Aqua for too long, there's something strangely relaxing about this piano when it is played – an effect noticeable by all around it.

WATERFRONT PROPERTY 200 CP (REQUIRES A BLANK DEED)

The blank deed that you possessed has been attached to a very particular plot of property - particular, in the sense that it can only be placed on a body of water. It looks, at first glance, like a dilapidated house on struts sitting on top of the water - but with time and effort, you can repair it to a functional state. (And thankfully it remembers your efforts even if you retract it into the deed and place it elsewhere). Taking this option changes the blank deed irrevocably.

Though it certainly seems ordinary enough, you feel like nothing can break the tranquil atmosphere of this house - and from time to time, companions, even those frozen in time, can show up to reside in this house. Granted, if they are naturally frozen in time, they can't leave the premises.

As mysterious as this house is - it was never meant as a solid sanctuary, but at best a temporary retreat. It would be best not to attempt to hide in this during world shifting storms. The little speck of magic that sustains it can only be stretched so far.

GELATERIA 200 CP (REQUIRES A BLANK DEED/DISCOUNT IF GELATO WAS BOUGHT OR IF YOU'RE A SHOPKEEPER)

That blank deed in your hand transforms into a deed of a gelato store, though gelato isn't the only thing it serves, as it doubles up as a café as well. Though the staff members that run this shop seems to change from time to time – if you so wish, your companions which are in stasis can replace them, but this is something you'll have to decide upon before entering a world – and something which remains permanent so long as you're within that realm.

It's still functional as an abode of course – the second floor has been modified to serve as a liveable loft, still complete with necessities for day to day life. Any profits that the shop earns will be transferred to you upon the end of each month.

TEATRO LA FENICE 200 CP (REQUIRES A BLANK DEED/DISCOUNT IF CARNIVAL MASK OR A NOSTALGIC PIANO WAS BOUGHT, OR IF YOU'RE A THEATRE SINGER.)

The blank deed in your hand transforms into a deed for a theatre, though to begin with it'll be a bit run down, and without really any major actors or instrument players to speak of. If you're going to make anything of this you're going to have to put some effort into building it up again – perhaps some of your companions might consider working here for a while?

You'll be thankful to note that it does remember changes made to it, and even if the actors change over time, the theatre's memory makes it such that it's easier to train a new generation of actors for the next big performance. Like the other deed components, you can decide how and where you place the building associated with your deed.

TEMPORAL LETTER SEAL 200 CP

This old and worn out stamp looks like it's gone through its fair share of owners. When letters are sealed with this, it leaves a "signature", which seems to ensure that the letter lasts through time and space. The letters may just be words, but 'somebody' will respond to your letters. They respond sometimes with playful banter, sometimes with useless comments, sometimes with kind suggestions, but you never quite know what you're going to get.

You're not sure who keeps sending these replies back, to be honest, as they only sign their first initial with "A."

{MODIFIERS}

I personally believe you shouldn't need any more resources to work with, but if you do – well, I can't say that there aren't any additional resources available. Two different options – they might not be mutually exclusive, but if there's anything to keep in mind, it's the fact that drawbacks will continue to plague you throughout your stay. The results from the other option might not be all too ideal either, but at least there's a bit more freedom available with that.

THE MAJOR ARCANA – CARE FOR A GAME?

Before my colleague left for an early vacation he left me this deck of cards – frankly, I should have been the one to leave first…but seniority apparently doesn't count for anything nowadays. In any case – the deck appears to be enchanted – it's an eerily accurate prediction of the future…your future in this world to be precise.

You can pick a specific card for yourself – but this won't help you gain any CP. If you want CP, you're going to have to follow the luck of the draw. Each card you draw is worth **50 CP**, up to a maximum of **300 CP**. You might be relieved to note that this is separate from any CP you gain via drawbacks or helping Threnos out.

Your companions may take these instead of you – but they'll gain the CP instead of you. The maximum is a sum counted up between you and your companions.

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana **1U**~ The Magician	Sometime during your stay here in Aqua, you'll probably come to hear of the "Hidden Cat Kingdom", a kingdom which apparently exists in a parallel space to the human world. Normally it's probably something you could merely chalk up as folklore – except it's very real, and you're very aware of it…since you'll periodically find yourself accidentally traversing to the other side. Be careful of dark alleys and mysterious shops, because you never know when you'll suddenly trip over to the Cat Kingdom…
2	~Arcana **2U**~ The High Priestess	The Undines certainly aren't a helpless bunch…but…there are some individuals among them who seem to need a bit more help than others. You'll regularly come across the same Undine who seems to struggle at everything she does. Whether you help her or not is up to you…but if you do…you might realize that this tomboyish Undine has secrets of *her* own.
3	~Arcana **9U**~ The Hermit	Though much of Aqua's residents live in close proximity to Neo Venetia, there are folks who have decided to retire on islands further away. This island however, appears to be strangely uninhabited. The fact that it only shows up during days with heavy fog along with the rumours that people go missing in that body of water from time to time might make you reconsider

		investigating, and the sea *is* pretty deep around those parts… There's no telling what you'll find but the locals will assure you it shouldn't be anything terrible. They know best, right?
4	~Arcana **10U~** The Wheel of Fortune	Lucky one day, unlucky another. Perhaps it's just Aqua's way of reminding you that we all need a bit of bad luck to make those moments of good luck all the sweeter, but it's probably a bit too consistent for your tastes. Your luck will indeed rotate on a routine basis, so after a while, you should know when you need to be careful most. Maybe by the end of your stay here you'll happily conclude that a normal life without excessive influence from luck is good enough?
5	~Arcana **11U**~ Justice	You probably should keep a good eye on your belongings. Well, you and your companions anyways – because the cats that you're attracting to you are just decoys for the one that's trying to snatch something from you. Typically it tends to be food, but if you let it get away with too much, you might just embolden it to try for more precious things. On the other hand, you probably don't want to discipline it too harshly if you catch it…it is just a cat after all.
6	~Arcana **13U**~ Death	The scary part about ghosts generally isn't facing them – it lies in not realizing that they're ghosts until after your encounter is over. Over your time here, you'll encounter plenty of people who seem to be alive in every way, but after you turn your back…you'll realize that they've been long dead. Some of these spirits might be harmless, some might be entertaining…but there are those who might still bear lingering grudges…
7	~Arcana **15R**~ The Devil	Just because it's a vacation doesn't mean everything is going to be wonderful or pleasant. Not for you in any case. It's not so much a lingering memory as it is a lingering nightmare, but something has latched on to you like a nagging regret. Something that you might be able to ignore…but that doesn't mean it'll go away. Maybe you should consider some therapy while you're here? It's not guaranteed to help…but at least it's worth a try?
8	~Arcana **18R**~ The Moon	Prowling about in the dark must be nice…but it would probably be better if you weren't prowling about in your sleep – and if you didn't always wake up in the weirdest places. You could probably stave this off by not sleeping at all – but if you stay up at night, you'll probably come to realize that you're not the only somnambulist in town. Maybe it's best to stay indoors at night…
9	~Arcana **19U**~ The Sun	The weather is great; the sun is out, it's the perfect time to go exploring right? You've come down with a very strange case of wanderlust – in that you feel like journeying across the entirety of Aqua. Generally it's not advised unless you're very well prepared to survive on your own, but there are uninhabited islands where one could forage to survive…so it's certainly not impossible. Still, why do you get the feeling that your wanderlust

		won't be sated until you've explored Aqua's every nook and cranny?
10	~Arcana **0R**~ The Fool	It's nice that you've found a best friend immediately after arriving on Aqua. It's unfortunate that your best friend, President Aria, is also a terribly silly cat, who tends to get himself into trouble on a regular basis, and whose antics often cause small catastrophes to occur. You don't have to help prevent these messes…but well, he does think of you as his best friend…If you're not going to help him, don't linger around too often, he's an expert at getting away from the scene – and often that means you become the prime suspect.

DRAWBACKS

Do you seriously want drawbacks here?! I mean…this was supposed to be a vacation wasn't it? There's a limit as to how much I can help you…so any drawbacks you take past the 300 CP cap will stack without much benefit. Drawbacks, the Major Arcana and Scenarios are entirely separate.

In the Gently Passing Time +100 CP

Nothing really ever seems to happen, and your mind and body also seem to adjust to the pace. Your reflexes and thought speed fall dramatically as your mind adapts to the pace around you - and you never seem to be able to motivate yourself to move quickly. Well…what's the need after all?

Ara Ara~ +100 CP

You have a very peculiar vocal tic, which is very noticeable by everyone around you, and may well irritate your companions to no end. Strangely enough, it seems that many people here have vocal tics - to the point that as time passes, your companions may exhibit similar behaviour.

Prohibited! +100 CP

Why is she smacking you whenever you say a word?! One, or multiple companions, seem to be outraged (though it's probably mock outrage) when you make certain comments, and will playfully swat you. Hopefully you don't have any companions who don't know their own strength.

A-...wha? +100 CP

If there's anything you've noticed about Aqua, it's that everybody seems to have a name starting with A. Unfortunately, you also can't seem to remember who is who - and it would be rather awkward to ask them to wear nametags. Hopefully as you go about Aqua, you'll find other ways to remember people!

Easily Overwhelmed +200 CP

There's...too many sights to take in, and too many people willing to talk to you, that you're often left completely speechless and at a loss. The overwhelming sensation of peace seems to actually press against your uncomfortably, and you feel paralyzed whenever you're around anybody else - and there are quite a number of people on Aqua. Maybe you'll eventually conquer this fear?

Those Cats! +200 CP

Cait Sith decrees that all cats will play pranks on you! It seems that every cat on this planet is intent on making your life a comedy show - and you're the punch line. Don't worry, it's not that bad!

Sensory Deprivation +300 CP

None of your senses or your abilities functions. Are there people around you? Are there sights to see? If there were, you wouldn't know it. The external world acts as if you've turned comatose, and while you can "perceive" things around you as if there are shades moving about – you can't do anything about it.

Prepare to spend your next ten years here basically buried alive inside your own body. Your companions won't have any idea of the condition you're in...so be careful that they may be liable to bury you...quite literally.

{SCENARIO}

There are, two scenarios – but scenario 1 and 2 are exclusive from one another. You may pick one or the other, but the specific details of the differences will be described within the notes.

SCENARIO 1: TO THAT NEW BEGINNING... [+300 CP]

Touchdown went by hazily, and before you know it, you've somehow drifted off…

With but a glance, you know you're not where you're supposed to be. From the travel brochure you knew Aqua was a planet with an ocean covering the majority of its surface. From what you're seeing here – it looks like you've stepped onto Mars. Well…considering Aqua was Mars before the terraforming process completed – perhaps you've already reached a logical conclusion.

You're on Mars, and not Aqua. Either that or the travel brochure was lying. At least there's an atmosphere – if not, you might have never woken up. From the lights nearby…it seems that there's a settlement or colony of sorts nearby. Well…you can only hope that they're friendly. Without anyone else around and with your companions conspicuously absent, you might as well make your way towards the light.

Should you try it, you'll realize quickly enough that the connection you had to your warehouse, and for that matter, the vast majority of your abilities – has been cut off. Well, whoever is tugging at the cosmic strings…seems to have severed some cords this time. All you seem to be left with are three random abilities…with any luck, you won't need them. At least your physical form is still intact! Or wait…that might not be for the best…

The travel brochure did say Aqua was a peaceful, tranquil planet…right?

Touchdown: Planet Red

They'll notice you on their scans before you reach within a hundred meters of the camp. For certain, you were not an expected visitor - not here, not now - and the camp will be on high alert as you approach. The camp is grey and drab, with makeshift shelters which look like they have been hurriedly set up. There's a large microwave dish in the center of the camp, though a large pile of scattered parts suggests that there's something wrong with it.

The camp's residents are definitely wary of you - but they also look to be just a group of scientists - and don't seem to pose any substantial threat to you...even with your current condition taken into consideration. Some of them seem to have small handheld units, but they look more like tools rather than weapons. As you enter the camp, one

among their group will step out to confront you. He's a frail blonde man who looks like he should be confined to a bed - yet from the way the others are parting for him, it is apparent that this is the de facto leader of the group.

"Will Williamson. Head of this research cell...the last research cell actually. I don't suppose we'll be getting an introduction from you?" Perhaps it is because they are scientists, but while they are wary of you, they are still somewhat tolerant – regardless of your appearance.

You'll probably want to introduce yourself before anything – but Williamson and the rest of the small research cell are fine with you taking temporary accommodation at the camp. Not the best lodgings you've ever had – but certainly better than staying out exposed to the Martian atmosphere. For one thing, it's bloody cold on Mars.

In the next few days, you'll notice that the researchers seem to just be mulling about, and each of them seem to have their own problems – but one thing is clear: they were embarking on a quest to terraform Mars and that has fallen dead in its tracks.

Well – That and this wasn't the vacation you were looking for.

AQUA: Planet Blue

It'd be nice if you knew what you were actually supposed to do on this hunk of rock without a substantial amount of your skills, your companions, and your items, wouldn't it? Thankfully, eventually you're going to get a mail parcel delivered to you. Hopefully by then you're still in the camp.

By the tattered looks of the parcel, it seems that it should have arrived with you onto Mars – and yet it somehow got lost along the way. Guess you can't expect a planet to have stable mail service when most of the planet is still entirely uninhabited!

The parcel's contents are limited to just a letter and yet another one of the travel brochures, this time with a map. The brochure and the map you've already seen before – but the letter is something new.

"*To whoever may read this,*

Sorry, we screwed up – and you ended up dropped off nearly two centuries earlier than intended. Looks like if you want that vacation of yours? You're going to have to put a bit of work in for it.

Aqua hasn't been terraformed yet, as you've probably realized already. There should be a research camp nearby, with a team on site to oversee the process. You'll have the next thirty years to ensure that their goals are met.

You might have also realized that most of your fancy tricks and toys have been locked out. Again…our fault. We're looking to fix this as we go…but it'll probably take quite some time before we can re-establish the connection.

You'll probably want to check in with the time in the meanwhile. And well…as soon as their goals are met, we'll try to get you that vacation of yours.

Kind Regards,

J, and the folks from Administration."

Well. That explained some things. You could either wait a decade or two for all of your abilities to come back, or you can actually pick yourself up and figure out what this whole terraforming business is all about. Judging from the letter – you should probably be trying to terraform Mars…into what Aqua looks like.

So just making a planet wide ocean?

Should be a piece of cake right?

Planting Seeds

Speaking with the research team, it seems like there are some things which have already been tackled, and others which they can't wrap their minds around. Williamson explains the situation to you when you get a chance to sit down with him.

The year is 2152, and Earth is vastly overpopulated. With the relentless development of second world and third world countries, and following a crippling chain of natural disasters – the planet which humans call home is no longer as welcoming as it once was. The terraforming project of Mars was intended to serve as a relief valve for the growing population dilemma. Unfortunately, it hasn't quite turned out as expected.

The equipment used to manipulate the gravity and magnetic fields works fine. Except it takes literally all of the energy that the team's most advanced equipment can bring to bear. Unfortunately, this has left the team with nothing to warm up the planet with – and the equipment can only run for so long.

Unable to produce results, funding has been cut in favour of colony ships instead – leaving Williamson's team as the last man standing. Well…not anymore, since they have you to help them. Each of the scientists you talk to presents a different problem for you to tackle.

[Climatologist Dawn Kubrick]

She literally introduces herself as a "fickle, but determined woman". Not words you would normally hear a person describe themselves in…but you suppose that being

stuck on Mars for so long has an effect on one's psyche. Dawn's problem is relatively simple – without any capacity to melt the polar ice caps, even with an atmosphere they have no way of thickening it. If you had a way to melt the ice caps, or provide more energy to the terraforming equipment, perhaps you could solve that problem.

Dawn does warn you however, while waving her finger as if she was reprimanding you, that if you melt the ice caps excessively – it's very likely that you'll flood the planet.

[Botanist Albert Redfeld]

While you're thinking in your mind that flooding the planet is exactly what you're intending to do, the Botanist introduces himself and chimes in. From the self-assured tone in his voice, he's already worked out a solution to counter Dawn's warning. "You just need plenty of plants! Plants will solve everything!" There's an oddly…fanatical tone in his voice that makes you wonder if his advice is actually sound. On top of that, it looks like he's been growing some sort of weed. It towers behind him.

But his point does make sense – even if his motivations may feel a bit off. Without plants, you'll never be able to get a proper carbon fixation cycle off. It seems the only reason you could breathe outside was because you landed close to the camp. Or perhaps you can breathe carbon dioxide. Regardless as Mr. Redfeld insists:

"You need plants!"

[Astrobiologist Karl Zehgan]

The third scientist on the team remains silent until you turn to face him – then his eyes home in on you like precision lasers. "You're an alien aren't you?" That's it. No introduction, no pleasantries, just a blunt question straight to your face. He also happens to disregard whatever answer you give him – in his mind you're already an alien. This guy is *intense.* If you didn't realize it already, judging by all the carvings on the desk behind him. Well…carving statues isn't a bad hobby, right?

After deciding that you're an extraterrestrial sent to aid in his mission, he's willing to walk you through what he needs in order to complete his part, confident that your alien technology will complete the circle. See, even if the existing equipment will solve the atmospheric and magnetic concerns, and water along with plants can make things mildly habitable, there still needs to be animals to keep the plant life in check.

That's his theory anyways, and obviously you're here to prove that he's right. Right?

Thankfully, to meet these tasks, both the astrobiologist and the botanist have DNA samples for you to work with...except their machines don't have any energy either. If for any reason you have an original set of templates for flora and fauna on Aqua, you'll be able to feed those in…and perhaps kickstart things ahead of time.

Regardless, it seems like you're going to need to expend a lot of energy here…unless you have alternative measures in mind. Within a couple years, you'll probably see access to your warehouse again – perhaps you have something you could use from there?

Williamson will take you aside after you've met with all of the other scientists. He, like Karl, is rather certain that you're an alien, but at this point he's willing to take whatever help he can get. See, he's found something wondrous about Mars. From the first animal samples they tried, he already noticed a very peculiar tendency.

It seems that all life on Mars, regardless of their origins, seems to act in a bizarrely benign manner. Is it something with Mars…or is it something with the peculiar equipment being used to terraform Mars? Well, you suppose the brochure did say Aqua was a particularly peaceful and benign place. Any new species you introduce will peacefully adapt within this natural order…so depending on what species you happen to introduce…things might get rather bizarre.

Well then, you better get going – you've got a planet to terraform!

Chronal Shift – Harvest Season

Aqua – 2297. Well, that's what the newspaper says, and considering it's the first day of your vacation – you might as well enjoy it. The moment you complete the research team's task, the folks who sent you the letter will make good on their promise and place you in the correct timeline. Well…close, anyways.

The scenery may have slightly changed from what the initial brochure shows, especially if you mucked about during the initial terraforming process. And hey, with everything finally realigned properly, all of your abilities return in full. Your companions have also reappeared.

Did you notice? That is, the date on the newspaper? Yeah…you've arrived about 4 years ahead of time. Aesthetically there doesn't seem to be many changes – though the current Undines are of an entirely different generation, the same ones who will become known as the "Three Water Fairies". Oddly enough, they seem to have an idea of who you are.

Well if you have a chance to go to the local museum, you'll see the reason why. There's a statue of you – well, you and the original research team anyways. Seems like Karl left a memento behind, and for sure you bear more than just a "passing resemblance" to the statue.

Thankfully, if the adults notice the resemblance, they don't act on it beyond their normal demonstration of generosity. It just seems to be these three girls who actually acknowledge you in that fashion. At least you'll make friends here; perhaps they'd

even be willing to come with you if you cared for it. Though surely…Aqua is vastly different from the other places you've been too. Would they be able to adjust?

(*You may, optionally, make a companion –canon or not– from your time here, however, they have no abilities save their natural talents, and no CP.*)

Williamson and the team have left just one last present for you, a message that only you can see from the statue.

Hidden beneath the statue is a testament to your work and the fruit of your labours. It's a pure white jewel which shifts its color depending on the person who holds it. Even should you leave Aqua, you'll still be able to take a piece of it with you. The jewel's effect becomes apparent in other worlds, though only when you aren't threatened.

Should you shatter this jewel in another world, you and your companions will be temporarily sent back into the Aqua you made. Your offensive capacities are sealed when you're inside Aqua…but there's no reason for you to fight in this world anyways…right? But your sojourn lasts for only a week at most, and the jewel won't reform until you leave the world you are in.

Enjoy your next ten years on Aqua!

SCENARIO 2: ARIA: AVVENTO [+300 CP]

The old man had suggested that if you were to look around, you'd probably find his other associate close by. Normally, in a spaceport like this, you wouldn't expect finding a lone man to be particularly easy…but this man's luggage stands so far out of place that he's impossible to miss.

Surrounded by what practically seems to be a mobile laboratory, complete with what seems to be a teleportation device, you're pretty sure that not only are you dreaming – but that this is the old man's associate right here. In any case, he seems to notice you, even as more people walk by his equipment. They act as if he doesn't exist at all, even though they unconsciously avoid him and the equipment.

"Hey, traveller, my name's Threnos! I heard from the old man that you were around! I'd shake your hand, but…unfortunately…well I'm a bit disjointed from time. The old man's been nagging at me to take a vacation, but actually I'm kind of stuck here until the anomaly is resolved. So I guess I'll be here for quite a while haha!" His body does seem to be a bit…translucent.

He's probably going to ask for your help – frankly it doesn't seem like the old man is going to help him anyways. "No worries though. I mean, I'm sure I can figure this out eventually. The others will come help me when their vacation is over." He does sound a bit desperate…and really, it does seem sort of pitiful for him to be stuck here for a decade. Whether you'll extend an offer to help him is up to you.

In the event that you do however, Threnos' face brightens up right away. "You don't know how happy I am to hear you offer to help…but it won't be as simple as some normal job…if you want to reconsider, I won't blame you." If it's not going to be "as simple as a normal job" you might be best off to ask him what's involved, Threnos won't hesitate to explain, both his circumstances and what's necessary to earn him his vacation.

"Well you see, I had come here before the old man, Wak and that strawberry haired girl, and I had a fair bit of time, so I started investigating into the history of this place. To keep things brief, I found some really odd anomalies on Aqua…temporal anomalies, you know, what normally would be my cup of tea." You might remember the old man describing Threnos as a space time researcher.

"Yeah so…I tried probing it a little…and I might have accidentally destabilized the timeline somewhat. I mean, I reacted immediately of course. I put up an anchor on this side, so there won't be any damage, but unfortunately…my own body is a bit…stranded. Time shift phenomenon I think. Normally, my body should wander back on its own after some time – but unfortunately…well here we are on Earth, and I think my body is stranded on Mars. Er…Aqua. Well before it was Aqua."

You're probably not a time traveller – at this point it might look relatively hopeless to help Threnos out. But he's not done explaining quite yet. "There's one thing you could do if you were willing, but it's a bit of a risk for you. I had a pair of anchors you see. One is located in this time, the other in the distant past. If you jump back there and fix uhh…the anomaly, everything will return to its correct course. Of course, if you have any questions I'll be glad to answer them…but if it's a bit too daunting for you I understand as well. Your vacation won't be affected, I swear!"

He might be right; you might have some questions that he still has to answer.

- "How am I supposed to fix the anomaly?"

Threnos' expression seems to become a bit troubled at this point. "Well you see, my presence might have destabilized the whole terraforming process slightly. Honestly, I'm not sure exactly what I did, but if you were to ensure that the terraforming project goes ahead smoothly everything should fall into place without much of a problem.

- "How long am I going to be gone?"

The troubled expression on his face doesn't go away. "Well I wouldn't say any more than 5 to 10 years at the most. Once the anomaly resolves, the anchor I placed here should pull you back…to sometime within this decade…or the last. It's a bit tough to tell really since I had to toss that anchor out in a hurry. I'll work something out with the administration so as to not restrict you within the decade if that ends up being how long you spend helping me."

"It would make me feel bad if you had to burn your vacation helping me with mine."

- "What if I make more changes along the way?"

Evidently Threnos didn't think of that right away, as he takes a moment to ponder the question. "Well the anchor should keep the general world on this end intact for the most part. If the changes aren't substantial enough to remove the presence of Mars altogether it should be fine. Everything should smooth out to some degree…"

Somehow, his answer doesn't seem to have much confidence in it.

- "How is this going to be different beyond time travelling?"

It doesn't look like Threnos is really comfortable with any of your questions, but at least he doesn't have to think on this one as much. "Well for one thing, since you'll be temporarily temporally displaced like me, you won't have access to your warehouse and some of your powers might be weakened. I'd say that it's best to

stick with what you know yourself. There's no guarantee what state the team is in after the anomaly…but the anchor I left in the past should be when they were still alive."

He doesn't seem too confident in his last statement either…

The final choice remains in your hands – do you help Threnos or not?

Chronal Shift – Stagione d'inverno

Well, there's no mistaking that you're on Mars and not Aqua. For one thing when you and your companions step out of the shuttle, the planet is red – just like what you expected Mars to be. You were told before you left that Threnos had not needed a pressurized suit – but he gave one to you and your companions regardless, so you all might as well keep it. No sense in rejecting free gifts.

You're part of a small team, here to back up the main terraforming crew situated in the Amazonis Planitia. Considering the pilot told you that you're part of the last supply run for some time, it would seem that the terraforming crew isn't in a very good position.

The camp is situated at the edge of Lycus Sulci – not too far away from where the drop ship left you along with the supplies. It's not too long of a haul to the camp; look on the bright side, you don't have to climb Mount Olympus that's in the distance.

Threnos has laid out some groundwork for you already, so you can introduce yourselves to the terraforming team as the support team – and the supplies will definitely help you get in their good graces as well. They've been expecting the arrival of someone…though depending on how many companions you have along with you they might be taken back by the size of the support team.

It's a very small team in any case and from the tired, listless fashion in which they greet you – morale looks to be at an all-time low. The mention of supplies cheers them up for a slight moment, but the feeling of despondency quickly settles once again.

It might do you some good to get to know the members of the team, but before that, getting a clear understanding of the situation at hand will go a long ways to helping you prepare for what's to come.

The head of the research team is a man by the name of Will Williamson. A Caucasian man hailing from the United States – he was in charge of the logistic details and communications back to Earth, though the way he talks about it in the past tense makes it seem like that's no longer what he does.

Will does not hesitate to explain the team's key problem when you ask him, as the support team you deserve to know what you've gotten yourself into. He'll find it a bit strange if you're not aware of what you're here for, but he doesn't mind explaining that as well – perhaps he thinks you're just the delivery crew.

The year is 2152 – with overpopulation and pollution causing severe problems on Earth, an initiative was established to complete the terraforming of Mars into a liveable environment beginning ten years ago. This had been after a good century's worth of consideration, research and development into the possibility of terraforming Mars – so the team had arrived with high hopes.

They were initially 25 strong, now 7 remain.

The initial goal of kick-starting a magnetic field and manipulating the gravity was successful. By all accounts that was cause enough for celebration. But then setback after setback – leaving the team where they are now, barely capable of maintaining the existing equipment and still no further along with the terraforming process than they were two years ago.

A lack of results equates cutbacks, which has rendered the team into a skeleton crew. News that the initiative is to establish colony ships has been the primary cause for the team's current state of mind. It goes unspoken, but everyone knows that if they can't produce results, they'll soon be ordered to return to Earth. Your relief team, along with the supplies, effectively marks the beginning of the end.

No need to let them know that you might have…other objectives at hand – but if they give up now your own chances of success will likely sink. When a planet can't be successfully colonized…the next best thing is to strip mine it for resources and move on.

The situation at hand, as far as Will has explained, is as follows.

- The objective of securing gravity and inducing a weak magnetic field has been accomplished. To this end, weightlessness is no longer a primary concern, and a weak atmosphere has been established.
- The presence of water ice is there – but defrosting is utterly impossible with the current energy available all dedicated to maintaining the magnetic field.
- The temperature on Mars, despite possessing a weak atmosphere, is still too cold for thermal energy to be properly retained. To do this, the ice caps – along with the carbon dioxide trapped within, needs to be released.

The team all had notions of how to go about this – but the most pressing concern at the moment, besides their mental state, is the lack of energy available for use.

If you could achieve some sort of result…you might be able to persuade the heads back on Earth to reconsider allocating supplies – but that's one big "if".

In any case, you should get to know who you're working with. It doesn't take much for Will to gather everyone together – it's a small team, and there's not much for them to do at all. Before he forgets, Will hands you an electronic key card – for your identification as a member of the team.

Around the room, he'll introduce you to the other six members of the team – the last of the crew. The climatologist, Dawn Kubrick, originally in charge of tackling the dilemma of melting the ice caps, now left with nothing to do except reconsider the daily meal plans. The botanist, Albert Redfeld, who seems a little too eager to assert that plant life will solve the problem, all starting with seeding algae and bacteria across the planet – though…would you even consider these as plants?

The astrobiologist, Karl Zehgan, only shakes his head as Mr. Redfeld explains himself. Evidently, he doesn't share the same sentiment as the older gentleman. Though he finds your arrival a little bit too timely for his liking, he sees no harm in sharing with you his thoughts – if you're going to succeed where they failed, you're not just going to need to find a good source of energy…you're also going to need to establish a sense of balance within the team.

You get a feeling that these are the only people left for specific reasons…but Will introduces you to Saitou, the pilot for the team who has decided to stick around for no apparent reason. He seems to be the only one left who holds even a bit of mirth in him. He's also been maintaining the vehicles, so you might want to get to know him a bit more if you want to go about Mars on something quicker than walking pace.

Marie von Braun is the health officer – though she seems to be looking a bit down herself, perhaps an accurate reflection of the overall atmosphere. She is a bit relieved to see you here with supplies though, and audibly thanks you for coming. Perhaps she had given up hope already.

The last member of the team, Mathieu Damon, appears to have no set role, instead fitting in as a strange jack of all trades. Worse yet, he doesn't seem to know what he should really focus on himself. One day he'll act as a botanist, another day he'll be an astronomer, then he'll be an energy analyst. Clearly he has a wide variety of skills…but a lack of solid direction renders him ineffective. Well…to his credit, he does a good job at whatever he's supposed to be doing – just that there isn't much to do at all.

Checking the supplies that you brought along with you, (you did bring them right?) you'll find that the contents contain specialized resources for the team. At hand,

you have thirty resource units…once you get settled down properly you can determine how you'll divvy them up between the different researchers. It's pretty evident that everyone wants to get their hands on it…

It must have been Threnos' work, but the resources won't open unless you access them. Hopefully this wasn't the anomaly he was talking about. In any case, the rest of the team will be waiting on your decision.

A Distant Blue

Hopefully you had a chance to get some rest before you had to make any important decisions. Of the team, only three key individuals really need the resources – the climatologist, the botanist, and the astrobiologist. Each of them will present their case in an oddly calm and collected manner, before presenting an estimate of exactly the amount of resources they'll require. On Will's suggestion, you should probably listen to all of them and consider the situation carefully before you move into a decision.

At the end of the day, you'll have enough information to compile a small report on all of your options, as follows:

Dawn Kubrick – the Climatologist

- If you possess any engineer's notes, you can trade them in for 5 resource units each.

Climate Stabilization – at 5 Resources Dedicated

Dawn is convinced that you should dedicate every bit of resource possible to her efforts – but if you can only spare a small amount of resources, Dawn will work with whatever she can get. The equipment she has on hand can slowly manipulate the environment, reflected in the steady shift of temperature. At this level it's enough to make the surface temperature of Mars to a level you might consider "chilly".

With time, Dawn will be able to bring the temperature of Mars back to a relatively temperate level, suitable for human colonization. If you feel like taking this multiple times however, Dawn will be able to dedicate the resources towards a device capable of manipulating the local weather – good for those dust storms that still hit from time to time.

Melting the Ice Caps – at 10 Resources Dedicated

Dawn's primary objective, as she indicated before, lies with melting the ice caps. The female researcher is confident that this is the definite next

step that needs to occur, and the sooner you get this started the more effective it will be. She's likely right in some regards – melting the ice caps will make the most dramatic changes visible, but it also happens to take the longest. As a key objective, if you don't take this, you'll have to find a different way to proceed with the objective.

Raising the Oceans – at 15 Resources Dedicated

A process that won't start until the ice caps have been sufficiently melted – Dawn has…plans to return an ocean to Mars as she believes it possessed in the past, but she won't be content with a shallow sea. With enough resources dedicated to her, she'll be able to develop new technology to make as much water as she sees fit.

…She won't go out of control right? The others did say she could get extremely obsessive – though she herself would just simply say that she's "determined". Regardless of how far she goes – raising the sea will force some substantial changes – for one thing, it'll force the terraforming crew to move to higher ground as the water level rises. Perhaps eventually you'll find floating labs as well.

Albert Redfeld – the Botanist

- If you possess any researcher's log parts, you can trade them in for 5 resource units each.

Ecopoiesis Chambers – at 5 Resources Dedicated

You might suspect the Climatologist of being slightly manic, but with Albert there's no need for suspicion. He makes it very clear from the moment he meets you that he deserves the resources so that he can make his dream of an overgrown forest planet come true.

Well…your aims might not exactly align with his, but having plants is admittedly pretty important for human survival – and with just a small portion of resources he can begin cultivating plant batches capable of producing oxygen. It'll be small scale at first, but with the resources he can quickly expand…and start working on stranger plant breeds. If you take this option multiple times, be wary that with the Chambers up and running – Albert might ask you for your expertise on "special" plants to cultivate.

Some things probably should not be tailor fit for Mars…but if you want to add in foreign flora, that's up to you.

Methanogen Bacteria – at 10 Resources Dedicated

Some of the most resilient life forms known to man, these extremophiles serve a very unique purpose of generating methane – something that is seen as a waste by product on Earth, but would contribute greatly to the thickening of the atmosphere on Mars. Having bacteria supply a steady source of methane would take a bit of stress off the existing equipment…and also help to push the planet further towards a terraformed state as a thicker atmosphere helps lead Mars towards a global warming phenomenon.

Survival Instinct – at 15 Resources Dedicated

Albert needs a substantial amount of resources if he's going to see his dream come true – but the first thing that he needs besides a more hospitable planet is for his plants to thrive even under extreme conditions. The fact that you're willing to dedicate more resources to him means that you share the same goals as him, so you should be somewhat pleased to know that he won't squander what resources you allocate to him.

The machine that he creates with your resources if capable of enhancing any form of plant life such that under stable conditions they will thrive as normal, but in the event that extreme conditions take place, they will be able to protect themselves either by entering a form of stasis – not unlike how animals undergo hibernation. Like this, the number of his plants should never dwindle. He hopes you'll overlook the fact that his plants seem to grow…very fast regardless of species.

Karl Zehgan – the Astrobiologist

- If you possess any parts of a personal diary, you can trade them in for 5 resource units each.

Small Animals – at 5 Resources Dedicated

Karl doesn't really care if you give him resources or not – quite frankly if he is allocated nothing, he'll be happy to spend his time practicing his woodworking and creating sculptures – though his impression of you won't improve to say the least. Karl advocates balance – if you're going to help him, you should help the others, and only by making a joint approach will you proceed ahead. At least that's what he thinks.

So rather than request resources for a massive amount of animals, Karl would prefer instead to focus on a small group of core animals. If you can

spare some resources for him, that's enough for him to start work with the equipment he has, though he'll be limited to small sized animals, no bigger than your common domesticated dog.

If you have special DNA samples though…Karl doesn't mind experimenting with them – he has a bit of a manic side to him as well, as you'll soon discover. He'll focus on only one or two samples at most…so you'll have to allocate more resources if you want him to try out more things.

Cooperation Instincts – at 10 Resources Dedicated

There's no sense in completing the terraforming only to seed the planet with dangerous creatures, and Karl doesn't care to seed the world with monsters – not while keeping the purpose of the mission in mind. To think of it, if you were to release dangerous creatures into the world…you might very well end up cause the entire plan to fall apart. But Karl has countermeasures in case of that, as any good astrobiologist will.

It might seem morally dubious, but with enough resources he can ensure that whatever species are introduced will be naturally docile. It does dull their instincts slightly, but that's something they can grow out of it. Creatures treated through the process will be peaceful, regardless of their initial nature. It's fun to have animals about and all…but the fun ends when somebody dies.

Adaptability – at 15 Resources Dedicated

Speaking with Karl, you'll realize that he knows all too well what the other scientists intend to do – no doubt because they have no qualms over announcing their vision of the completed Mars to everyone else. Karl isn't too worried about their aims, all in all – but as a biologist, he'd still like to ensure that his charges will be fit to survive in the terraformed Mars regardless of what it will look like.

The machine he wants to develop is going to take a substantial amount of resources – but the flexibility which it'll afford for his creatures is undeniable. Regardless of whether Mars will become a jungle world or a water world, Karl's animals will be able to thrive – by making the necessary adaptations.

If the animals end up looking a bit…peculiar, well that's just a necessity to survive in the new world.

The use of resources will guarantee your success towards the objective – but there's no reason why you can't complete the terraforming objectives yourself…if you possess the capacity. Naturally, depending on your skills, some objectives may be inherently more difficult than others.

But even though the three scientists have an extensive list, it doesn't mean you won't get anything from dealing with the others. If you can spare Saitou 5 units of resources, he can get to work at fixing the broken down machinery lying about the camp, including a module used for long distance space flight for the shuttle. That might definitely come in handy…

Alternatively, if you can spare Marie 5 units of resources, she'll be able to repair most of the life support systems back to full functionality again. At the very least it'll make the base camp a much more hospitable place – and help to make the atmosphere here not as dreary. No one was really keen to tell you this; least of all Marie…but not everyone that left the team returned to Earth in a space suit, and some of them will never leave Mars again.

There's something off about this woman…but she acts like a turtle that has retreated back into her shell. Your job is to complete the terraforming first and foremost…do you really have time to figure a woman out?

Lastly, if you can designate Mathieu, or Mat as he calls himself, to a specific task, his expertise can serve as a small measure of resources – perhaps equivalent to 5 units if you had to quantify his talents? As for Will? Well he's still busy tending to the existing equipment, so if you could help him or Saitou by allocating them some resources, perhaps he can steadily build up the strength of the field by improving the existing equipment. Still…5 units of resources might be a hefty sum.

Despite what Threnos indicated earlier, there'll be nothing to suggest that an anomaly existed in the first place. None of the crew members remember anything significant happening before you arrived, and your notice of arrival had been delivered via transmission.

If there's supposed to be something amiss…you have no clue where to begin searching for it. But Threnos did say the return trip should be automatic, so focusing on ensuring that the terraforming succeeds should be enough to get you back home.

If you dedicated the resources allocated to you in order to achieve one of the key objectives with haste, you'll find that the folks back on Earth will take notice. Though they don't have many resources to dedicate to the project anymore, there are groups on Earth who still believe that the terraforming of Mars can succeed. Depending on who you helped, you might find some extra aid from Earth…or elsewhere.

If you helped any of the scientists, their respective associations will send out small teams with more resources to help out. Not really enough to make an immediate impact, but it's a good start to re-establishing aid from Earth.

Alternatively, if you had helped out Saitou, an organization named "Planetes" that he's familiar with will offer to lend a hand. They're responsible for much of the traffic and cargo delivery in space – and on top of hauling a significant amount of valuable goods; they also tend to haul large CFC waste containers and nitrogen leftover from the harvesting of Titan for disposal. Their offer is exactly that – they'll hand you these materials…whether you know what to do with them will be up to you.

Lastly, if you decided to help out Marie, you might be glad to know that her psychological state will turn for the better – it was probably pretty hard to tell that she was considering joining her fiancée in the Martian soil, wasn't it? Her medical associates back on Earth will be more than happy to send help – both for her, as well as the others in the team. The isolation factor can really get to a person…especially when civilization is over fifty million kilometres away…

At the end of the day, regardless of whether you accepted outside help, you should probably get used to your new environments, at least for the time until your resources allocated start to yield further results. It'll become easier to garner support once the first signs of success show up, proving that Earth hasn't completely forsaken the plan – they're merely wary of another failure.

With the passing of each week you'll slowly see more results, but more importantly, you and your companions will start to see your full capacity return. Perhaps that's a sign of Threnos' anomaly resolving itself. You can use your capabilities to speed up the process of course – though if you stay for long enough, within the decade all of your tools and abilities will be at your disposal. The other members of the team won't leave – they're here until the end, but as Aqua's foundations slowly materialize, more people from Earth will arrive to help.

Guess there's no better time to hop aboard the bandwagon than when success seems to be just on the horizon. It's a pity that your participation in the project will be cut short – abruptly so. As the first substantial signs of success show up and the initial objectives are met – you and your companions will feel a distinctive pull on your bodies. It's a warning sign of what's to come, and if you have farewells or last preparations to make, you should do it soon.

With the terraforming complete, your objective has been met, so don't be too surprised when you're whisked out of this time and space – to return to your own.

At least you got some terraforming experience under your belt, right?

Chronal Shift – Cantabile e Cabaletta

Hopefully you're not too disoriented from your return trip. In any case, you're not at the airport – or rather, you're not at the same airport. The climate, the

environment, the people, all of it is different – but likely to be different in ways that you recognize. At least the ocean is the same as in the brochure. Without mistake, you're on Aqua – presumably having Threnos' anomaly fixed up.

The planet does seem to be the same for the most part…except for any strange animals and plants you may have introduced. One thing you might find peculiar is that regardless of the species…well everything seems to be amazingly benign. You have an odd feeling that the crew may have been involved with this…

Somebody evidently notices you surveying your environment as a familiar voice calls out to you. "Don't worry about it! It's your vacation and mine too, now that you've gone and fixed everything up!" Threnos – well, you might have been expecting him, likely just not in person.

"I had to thank you personally of course. That and to explain a few things before you get confused further." He hands you a newspaper – one of the first things you might notice is that the current year is 2295. Threnos just shrugs helplessly. "I warned you beforehand didn't I? I had no time to figure out where the anchor would be. Don't worry – in any case, all the paradoxes have been smoothed out…I think the others are enjoying their vacation already actually. As for you, I worked things out with up top – you'll have ten Aqua years, so that's actually twenty years' time. Of course, you're free to leave at any time you want. Just give us a signal." He hands you a bell. When the time comes to leave, ringing this will let them know to prepare for your departure.

It's probably not something you want to pursue further – thinking about it too much will probably just end up giving you a headache. But that wasn't all Threnos had come to say. "I think you probably made quite an impression on the team, showing up and leaving when you did. I couldn't smooth everything out after all…you'll understand when you go to visit the museum. Anyways, ciao my friend, until we meet again. Don't bother looking for us; we're not on active duty from this moment on."

All it takes is a moment, and even if you didn't blink – Threnos has disappeared. Any companions that you were supposed to gain upon your arrival to Aqua will show up – but you'll have to be wary that they may be a little younger than what you might have expected. In any case, you should probably go find that museum which Threnos had mentioned…

It's not so hard to find the museum in any case – all of the locals seem to know which one you're talking about, they seem to look at you a bit funny at first glance as well. Walking into the old museum, the first thing you see will explain all of the looks you've been getting. You're looking at a memorial carving of you and your companions, at least the ones who were present on the mission anyways.

…

Where exactly Karl found the time to make something like this is beyond you – but he was an avid sculptor…and likely he had plenty of time once the project was deemed a success and the transformation began in earnest. There's a plaque at the base of the memorial, with a message written in dedication.

"To those who made it possible, but left before the fruits of labour could be harvested. In remembrance to benefactors: 18.25, 131.55." It seems odd that the plaque would have these numbers inscribed on it – the museum guide doesn't seem to understand them either, so evidently they aren't some sort of strange memorial numbering method.

But if you had a map, you might find something realize something interesting. Matching up a map of Aqua and the Mars of old, many things have changed – and you're nowhere close to the old terraforming research lab. The map that the museum possesses of old Mars might have something that catches your eye – the coordinate system here is marked in the old cardinal method.

The old lab would have been 23.13N 152.30W…and if you were to interpret those numbers as coordinates in the north west system…Olympus Mons would essentially be where it would be pointing to. Maybe it's time for you to take a trip down memory lane and see if your old colleagues had left some surprises for you.

Though Neo Venetia is rather far away from the old Amazonis quadrangle, finding a form of transportation that will get you there isn't too difficult – you really have to thank the folks in Aqua for being so accommodating. Just don't try to walk – even if a man managed to trek from Acidalia to Schiaparelli in the past, this isn't the Mars of old – you saw to that, remember?

With a craft that is sufficiently fast, it should only take you at most half a month to reach the old laboratory – which is now naturally flooded underwater. What draws your interest isn't the flooded lab that are underwater – but the floating island that rests at the coordinates…nearly an exact match.

Getting up to the top isn't too difficult – the mooring cable is in an excellent state despite the passing of time. The island has been overgrown with plants, water seems to be pouring off the sides from runoffs, and you can hear the sound of animals moving about. Getting closer to the main complex won't be an issue; nothing seems to be getting in your way. The electronic door however…might prove to be a challenge.

That is – unless you have that old key card that Will handed you. If this place was left behind by the team…as you might have suspected already, the key card works without a hitch. For the first time in decades, the first terraforming laboratory of

Aqua opens its doors again. An AI activates upon your entrance, a strange sight, considering this appears to be the only AI existing on Aqua. The people of Neo Venetia probably didn't even know this place existed.

As the AI explains, this island and all of its facilities are the team's legacy for you. Aqua's terraforming technology has moved far beyond what the lab possesses – but at the same time there are things here which are irreplaceable. A water manufacturing facility and climate control center, if you allocated resources to Dawn. A genetic sequencer for either flora or fauna depending on whether you allocated resources to Albert or Karl – you might notice that if you gave them any samples, they're already keyed in.

Looks like the scientists had plenty of time to mess around after you left…though you probably saw some of those results while you were back in Neo Venetia. Saitou and Marie had their own contributions if you helped them out – though at this point a spaceship and a "state of the art" medical bay probably don't count for that much. That being said…the fact that the island can move once you release the mooring cable was probably due to Saitou's intervention.

You might recognize the AI after staring at him a little. Actually you might have recognized him from the moment you saw him – it's pretty hard to miss Mathieu Daemon, even if he's a hologram. As it turns out – the creator that he was modelled after really was a man of many talents… With Will's help and the help of another mysterious stranger, they've arranged for everything to be left for your return. And now here you are in the flesh.

All's well that ends well, right?

Regarding the island – you don't need to bring it along with you, but it's there if you want it. As already stated, it changes depending on who you helped, and not all the functions may be present depending on who you didn't help. You can decide for yourself exactly how the island follows you as you continue your travels.

But for now…you might as well return to Neo Venetia.

After all, it's your rightfully earned vacation, so you should enjoy it while it lasts!

{THE CLOSING OF A DECADE – DEPARTURE TIME}

10 Martian years gone by in the blink of an eye, and now you're all packed up ready to leave. Well…before we see you off to your destination, we should probably figure out where your destination is first shouldn't we?

DEPARTING: DESTINATION EARTH

Have you gotten homesick already in all your time here? Well, if you feel like going back, departures to your home are that way, we'll take care of loading your belongings with you, and arranging for your companions to follow suit.

DEPARTURE…DELAYED?

Not leaving after all? Well, I'm sure Aqua will continue to appreciate your presence, now and in the future.

DEPARTING: DESTINATION UNKNOWN

It's time to leave isn't it? Well, hopefully you'll remember your time here fondly, as you move on to your next destination!

NOTES

If you still have no clue what ARIA is, the Wikipedia page does a good job of outlining the rough sketches of the story. ARIA, written by Kozue Amano, is a story depicting the life of Akari Mizunashi, a young woman who aspires to become an Undine.

The story is very slice of life and generally rather optimistic, and while it hints at some rather troubling details (The fate of Earth for example, and the sinking of Venice), it instead focuses heavily on the more "pleasant" aspects of life.

Why is this different from Slice of Life? ARIA is a very niche fragment of the slice of life category. It uses many of the same "forms" that Slice of Life relies upon, but the environment and the world are very concrete and very distinct. The story never drifts very far from Neo Venezia, and enough work is put into the setting to distinguish it from "Town A" that a normal Slice of Life utilizes.

Regarding the F Format Scenarios

Scenario 1 is a legacy scenario, a leftover relic that was kept as to not disturb any pre-existing conceptions already established. Essentially it's kept so that people who had it in their existing builds don't need to scrap it.

The purpose of scenario 2 was not a matter of streamlining or a matter of modernization like the rest of the jump to comply with the F Format Standard – but rather a reflection of the fact that the original scenario was very sparse as far as choice was concerned. While it touches upon the initial history of Aqua, much of it is handheld, without any real element of choice involved. For what is supposed to be a "CYOA" this makes it lackluster.

Scenario 2 is, therefore, a compromise to this. It sacrifices a level of the simplicity that embodies ARIA for the freedom provided by choice. As scenarios have, from beginning to end, been something wholly optional, I feel this is an acceptable sacrifice. The two "storylines" are essentially the same, though 2 is noticeably expanded upon.

The difference in reward reflects the difference in effort required – and while personally I feel scenario 1 is antiquated, in respect of builds already made I chose to leave it in place. Many of the details between the two scenarios might seem a bit more of aesthetic changes – but the significance of the end reward is different to reflect the differences in choices and so forth.