

Final Fantasy 12 – Jump Compliant Version 0.993

Gemini Edition. Scream at Dirge if changes are needed or there are questions.

Long ago, the land of Ivalice was wrought, and with it came with the Crystals. The Crystals were a testament to power, a mark of nobility, and a symbol of control. For ages, the Crystals have been the invisible reins with which the Undying steered all of Ivalice.

The Undying, a primordial race which seeks yet to control the fate of all who live in Ivalice. They guide all of Ivalice on a path of their preference – to forge a future of their liking. Their methods are subtle, their presence is unfelt, but their mark on history is distinct.

Traveler, it has been ages since the Dynast King forged the Galtean alliance. The days when King Raithwall ruled with his three shards of Nethicite are long gone. But though that brilliant period of history has passed, there are strange times to come ahead.

You will have three years' time until a certain Doctor Bunansa discovers the long lost Giruvegan. His discoveries there will be the first step in a long series of events, many of which will occur hidden away from the masses' eyes. In the long period to come, the Archadian Empire will benefit from Doctor Bunansa's research and amass its forces – preparing for the conquest of all Ivalice.

Left unchecked, Archadia will expand in bloody fashion. It will not be until the 9th year of your stay here that another force will rise against them, led by a Princess of a fallen nation. In between that, two kingdoms will fall, and many lives will be lost. Don't let yourself be amongst them. Your survival is paramount, so take this with you.

+1000 CP

Personal Details

First, some details to declare. Your age...as follows,

Age 1d8 + 10, unless specified otherwise by racial differences.

Your gender, we will allow you to choose.

Gender Chosen At Will

Then to determine where your physical presence will manifest itself...

Locations

You may roll an eight sided die to determine your starting location, or you may choose a location by paying 50 CP. Note that some races have an option as well.

1 – Rabanastre

The royal city of Rabanastre, capital of the Kingdom of Dalmasca. The Dalmascan royal family has ruled here for hundreds of years, and the city itself has only grown, largely due to its fortunate geographical placement at the meeting point of three continents. The city is connected to the Giza Plain in the south, and deserts to the West and East with trading routes on all sides.

2 – Jahara

The home of the Garif, where they have set up a rustic village. The Garif shun technology in favour of traditional practices, and their village in Jahara is kept in a state to reflect that. The Garif themselves live in huts of leather and grass and generally stick to tending livestock and hunting. They do however, conduct some trade with Dalmasca to the North.

3 – Mt.Bur-Omisace

The Holy Mountain, where the Gran Kiltias, head of the Kiltia sect resides. The mountain has been inhabited from since King Raithwall's time, and temples have been established all the way up to its peak. Many scholars come to Mt.Bur-Omisace in search of enlightenment, but if a war were to break out, it is likely that refugees will flock here to seek safety under the Kiltia sect.

4 – Bhujerba

A skycity floating over the Naldoan Sea, presumably kept afloat by the massive deposits of magicite in the island proper and the islands nearby. Bhujerba has seen the establishment of many magicite mines, and due to its export trade has become a very vibrant city – though it remains wholly neutral from the other countries.

5 – Archades

The Capital of the Archadian Empire, Archades is a massive city which has been building on top of itself since its founding. There are many laboratories and schools here, and Archades is generally regarded as a center for technological advancement. However, there are also rather strong sentiments of prejudice against any race not a Hume here.

6 – Balfonheim Port

A port-city ruled by a pirate king, whose relationship with Archades has mostly been one of bribery and illicit dealings. However, it has led to the officials of Archades turning a blind eye to what goes on at the city. By name it is still considered part of Archadia, and there still lies an inland route to Archades proper.

7 - Nalbina Fortress

A fortress in the kingdom of Nabradia that lies on the border of Nabradia and Dalmasca. The fortress is situated at an oasis and due to its geographical location has seen the establishment of a merchant city within its walls. The fortress proper is massive, and few believe it can ever fall even in a concerted assault.

8 - Free Choice

Well then, go ahead, choose where you like to end up.

Races

There are many races present in Ivalice, and before you decide to venture into the world, you may choose to change your race here. The default will be a Hume, if you decide to make no choice. You may override your starting location with your racial location if you so wish.

Hume

The hume have spread prolifically over Ivalice. Though one of the shortest races in terms of lifespan, their tendency to move quickly and expand quickly has led to the establishment of many hume dominant countries over the land.

Rozarria and Archadia, the two dominant forces on the land right now, and the lands in between them. All of these countries will have a role to play in the future of Ivalice, and as a hume, you may choose to start in any one of the following locations.

Rabanastre – The capital city of the Kingdom of Dalmasca

Archades – The capital city of the Archadian Empire.

Rozarrian Outpost – An outpost on the border of Rozarria and Dalmasca, connected to the Nam-Yensa Sandsea.

Viera

The folk of the feywood, all Viera are intimately tied to the forest around them. There are those who venture away from the Wood, but those who stray for too long lose the ability to listen to the Wood. While there are male Viera, they live entirely separate from the female and very few male Viera have been seen in this region of Ivalice.

All Viera resemble humanoid rabbits, and seem to wear rather sharp stilettos to suit the shape of their feet. They have distinctively long ears as well, making their appearance somewhat distinctive in Ivalice.

In the woods where they make their homes, the Viera know the lay of the land by heart. All Viera seem to have the capacity to “listen” to the Wood and all members of their race have heightened hearing and eyesight. As the lifespan and lifecycle for the Viera is longer than that of humes, *they run off of a 1d8+30 age roll.*

Viera may choose to start in the following locations.

Eruyt Village – A Viera village in the heart of the Feywood.

Rabanastre – The capital city of the Kingdom of Dalmasca

Moogle

The Moogles have made a name for themselves as engineers, craftsman, and technological connoisseurs. The Moogles may be small, but their weapons and machines extend their reach far beyond their small paws. Moogles have a particular inclination towards ending their sentences with “Kupo”. Not quite sure where that came from.

While they also bear ears similar to those of rabbits, the Moogle’s distinctive ears are shorter than those of the Viera – proportionate to their height difference. The wings on their backs are helpful for gliding and attempting to break falls, but can’t be used for flight.

Moogles may choose to start in the following locations.

Bhujerba – A skycity floating above the Naldoan Sea.

Rabanastre – The capital city of the Kingdom of Dalmasca

Bangaa

The saying goes to never call a Bangaa a lizard, and with good reason. Bangaa are seasoned fighters first, and everything else second. While they do resemble humanoid lizards, they are fast and strong, making the derogatory term for them a bit of a misnomer. Bangaas have a natural inclination to more aggressive professions such as becoming a soldier or a bounty hunter, but there are some Bangaa who seek more...peaceful callings. As the lifespan and lifecycle for the Bangaa is longer than that of humes, *they run off of a 1d8+20 age roll.*

Bangaa can start in the following locations.

Nalbina Fortress – A fortress between Dalmasca and Archades, at this time it is still rather prosperous.

Rabanastre – The capital city of the Kingdom of Dalmasca

Rozarrarian Outpost – An outpost on the border of Rozarria and Dalmasca, connected to the Nam-Yensa Sandsea.

Garif

The wild folk are a race of humanoids that all wear distinctive masks and abhor technology, instead preferring a more natural way of life. The male and female Garif live in distinctively separate groups. The Garif have long been guardians to many of Ivalice's ancient ruins, and they know the secret behind the crystals – as well as their masters. From time immemorial, the Garif have worshipped deities known as the Occuria.

All Garif can choose to start in Jahara

Nu Mou

One of the most ancient amongst the races of Ivalice, the Nu Mou are well known as historians, archivists and scholars. The Nu Mou have distinctively canine features with a substantial amount of fur covering their bodies. Well suited to places like Mt. Bur-Omisace, it is slightly uncommon to see their communities elsewhere in Ivalice.

The Nu Mou are a magically inclined race, with a strong focus on black magic. Their strengths come from their strong understanding of Mist, the energy that fuels magick in Ivalice. They do however; have little to boast about in terms of physical prowess. As the lifespan and lifecycle for the Nu Mou is longer than that of humes, *they run off of a 1d8+30 age roll.*

All Nu Mou can choose to start in Mt.Bur-Omisace.

Seeq

Unfortunately the Seeq have terrible reputations in Ivalice. The stereotype for the Seeq is such that they are fat, lazy and selfish creatures who have a penchant for all things shiny. While the Seeq do have a strong love for jewels – many Seeq are in fact rather hardworking and honest folk.

In addition to this, despite their substantial bulk, Seeq are disproportionately fast and many Seeq are regularly used for manual labour to great effectiveness.

Seeq can choose to start in the following locations.

Balfonheim Port – The home of pirates, scoundrels and thieves. A port south of the Cerobi Steppes

Nalbina Fortress – A fortress between Dalmasca and Archades, at this time it is still rather prosperous.

Rabanastre – The capital city of the Kingdom of Dalmasca

Backgrounds

You should choose a background fitting to your own style. Well I'll let you choose one for free anyways – and you won't get any more than that.

Drop In

These guys studied the inner workings of Ivalice through and through. They're experts with the fundamental behaviour of things in Ivalice, understanding how much of the arcane phenomena in Ivalice work. The Licenser is an expert on the License Grid, which everyone uses to determine their professions. The Gambler is a master of Gambits, tactics that even the armies use for their ranks. The Netabare is a master of many quirky details and uncommon phenomena.

Soldier

Soldiers represent the main stock and file of the enemies in all of Ivalice's countries. Every army has a large amount of them, but every army also has their specialists. Soldiers can specialize between a physical inclination and a magical inclination. For simplicity, we'll refer to them as Knights and Mages.

Courier

Your everyday courier is a master of the trades. Well, which field in particular I don't know, and truth be told they're probably just an apprentice, but they're intimately tied to the trades. Couriers who become pilots have lots of hands on experience with airships and other vehicles. Couriers who become merchants – well, they know the word “trade” by heart. Couriers who become constructors are often the figurative backbone of society in Ivalice.

Guild Member

Of course, we can't neglect the guilds. Guilds and clans are a major thing in Ivalice. Likeminded people band together under a common cause – like monster extermination, or mastering a trade. Being a guild member is crucial for those of you who pride on being team players – a guild is only as strong as the sum of its parts after all.

Naturalist

The Hunter, the Conjurer and the Explorer are all examples of Naturalists, those who strive to survive in the wild. The Hunter is an expert at wilderness survival when it comes to monster encounters. The Conjurer is well in touch with the spirits of the wild and can call them to her aid. The Explorer is at the forefront of every expedition, blazing a trail with confidence where no one else can.

Skills/Abilities/Talents

With each calling come abilities. You may spend my first gift to you as you see fit. You may only pick a single specialization where the first perk is free. For instance, if you went Naturalist and chose the Hunter's first perk for free, the others would all be discounted. All other skills in the same background are discounted.

Racial Skills

Racial is free based on your selected race.

CP Cost	Race	Name	Effect
100	Hume	Solidarity	You come from a line of soldiers, and grew up dreaming of an opportunity to fight as your ancestors did. You weren't looking to just be a soldier, you wanted to be a leader, and you recognize the benefit of having more people to lead. For each ally within a short distance from you, you all bolster each other's fighting ability. This is limited to your trusted companions however.
100	Viera	Mist Drive	Most Viera go into a state of frenzy when they are exposed to an extreme concentration of Mist. You've developed an ability to control that through rigorous trial and error. When exposed to an extreme concentration of magic, you move extremely fast and even armor does not seem to stop your fists, but you temporarily lose the use of weapons and magick.
100	Moogles	Etorian Disciple	The art of Etorian, the technology which allowed for the creation of things like airships, has always fascinated you. You've noticed patterns in technology, and armed with that knowledge you adapt to new technology quickly. Your teacher has given you a skystone - the key to building your own airship in time, and you'll have no lack of resources.
100	Bangaa	Martial Prowess	A proven hunter through and through, you find it easy to master a weapon once you lay hands on it. In fact, you find it easy to wield multiple weapons at once. Let the humes who call you lizard rue the day when they have to face your blades. Naturally masters weapons you have used once before.

100	Garif	Old Ways	A great gift was given to you, a mask of magicite, passed down to you when your teacher moved on. The mask contains great power - but most notable is that when you don it, a natural barrier against magic falls upon you. When you are struck by an elemental spell, the mask "holds" that element and it amplifies your spells of the same element. The mask can only hold up to two elements at a time.
100	Nu Mou	Sacred Traditions	You've spent years cultivating knowledge from the ancient halls, and you've reached a breakthrough in the discovery of an ancient art of runecrafting. You may etch spells into stones, and upon throwing them, release its magick into the world. Runes are consumed upon use.
100	Seeq	Overcoming Adversity	Used to being looked down upon, you've worked hard to overcome your weaknesses. Other Seeq fear the fire, but you relish the warmth of the flames, which you've grown to endure with ease. In addition, when you find yourself outnumbered, you've trained your body to push harder and move faster to compensate.

Drop In – Licenser

CP Cost	Name	Effect
100	License	Grants the license to a single class, as followed below. Aries: Grants the White Mage Class, a support class focused on white magic, but can fight with rods too. Taurus: Grants the Uhlan Class, a class focused on using spears, but also dabbles a bit in black magic. Gemini: Grants the Mechanist Class, a class focused on fighting with firearms and explosives. Cancer: Grants the Red Mage Class, which can use the basic levels of all magic, but has a specialty in Arcane magic, which deals with status effects. Leo: Grants the Knight Class, which attempts to strike a balance between physical fighting and support by dabbling a bit in white

		magic. Weaker than the Breaker and Samurai, but still very physically oriented. Virgo: Grants the Monk Class, experts when fighting unarmed or with poles. They also have a bit of ability in using White Magic Libra: Grants the Time Mage Class, which specializes in supporting allies and slowing enemies down. Scorpio: Grants the Breaker Class, which typically uses axes or hammers. The strongest physically out of all classes, they are also heavily armoured. Sagittarius: Grants the Archer Class, which focuses on ranged attacks using bows and crossbows. Unlike the Mechanist, their projectiles can't bypass defence, but are less likely to miss. Capricorn: Grants the Black Mage Class, masters of the destructive black magic arts. Aquarius: Grants the Samurai Class, mainly focusing on swift assaults. While the Hunter chooses to focus on all sorts of weapons, the Samurai focuses on his katana and his speed is second to none. He does not use spells however. Pisces: Grants the Hunter Class, experts with all sorts of weapons in general, they are a sort of Jack of all Trades, but are very fast. The only magic they know is white magic however.
200	Zodiac Augmentation	By choosing a single sign to focus upon, the user locks out all other Licenses and learns the next tier of the chosen sign. This negates multiple licenses, if multiple licenses were chosen – so don't go around buying a bunch of licenses just to take this! Aries/Serenity: It took a while of throwing yourself into the thick of things, but you've come out with the ability to find your inner peace even as arrows and swords are flying around you. Your spellcasting cannot be stopped when you are hurt, though it may still be stopped if your concentration snaps by other means. Taurus/Last Stand: You're the last man standing, perhaps your

		companions have fallen, or they're simply absent. But you'll fight even harder knowing that the only thing standing in their way is you. For a short time, you won't even feel pain as their blows and spells land on you. Gemini/Adrenaline: That last spurt of energy as you feel your life ebbing away, you've gotten a hang of it now that you've been beaten into the ground countless times. On your last legs, you find the will and resolve to move quicker – if only for one final blow. Cancer/Spellbreaker: If you can see them casting – chances are they won't be casting. With a gesture you've learned involving a specific finger movement; you can stun enemy mages enough to interfere with their spells. Leo/Martyr: The Knight is a champion that defends all. At least, that's what you were taught. Of course, trying to remember that as you shield your allies is a bit difficult, but it has helped you to learn how to recover a bit faster. Virgo/Brawler: By beating up countless people in drunken brawls, you finally feel fit to declare yourself a master. Granted, it was mostly against drunken soldiers, but you can definitely weave in and out of blows much better than before. Libra/Channeling: After a frustratingly long amount of time spent realizing spells cost too much energy, you asked a Nu Mou for help on your issue. The book he gave you taught you how to control your energy flow properly. It didn't reduce the cost of spells to nothing, but it did reduce them by a little bit. Scorpio/Headman: There's been too much that you've had to kill. But the thought that the fight will be over once they're all dead keeps you going, and with each enemy that falls, you feel a little stronger. Sagittarius/Clearance Room: After a while of using your bow, you've come to realize that it gets pretty antsy when enemies draw close. You've become a lot more aware of your
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		surroundings, but on top of that, learning how to slide several meters in a direction really helped. Ok, your knees and legs hurt afterwards – but then you got armour padding for that too. Capricorn/Warmage: It was one thing to have spells that damaged people – but when you asked the resident Nu Mou scholar, he shook his head, chuckled and tossed you a book. <i>“Magic for Novices”</i>. Apparently, spells should do more than just damage people. After studying some of the theories in the book, you can now apply the concepts inside, and your spells return a small amount of energy to you when they land. Aquarius/Focus: It’s all just a state of mind – and when yours is in perfect sync, you feel like your sword can cut through steel. Sure, you don’t think your sword was folded a thousand times like the smith said, but it does seem to cut better when you’re focused. Pisces/Swiftness: So the Samurai challenged you to a race. He won, only because it turned out he added a condition to cut a melon after reaching the finish line. It wasn’t a very fair condition of course, but you decided afterwards to push your training up. Now it’s done, and you feel like you can do everything just a little bit faster than before.
400	Zodiac Aspect	Based on the Zodiac sign chosen, the individual is further reinforced. Aries/ The Gigas: You focus your energies into your body, stimulating rapid growth. A single element of your body, perhaps your height, or your weight, or a single body part has grown by nearly half of its original state. Your appearance also adjusts slightly to suit your aesthetic preferences. Taurus/ Walker of the Wheel: The rudimentary elements of fire, water, wind, and earth become a part of your being, and you are more resistant to spells of those elements. Gemini/ The Death Seraph: You summon three pillars, each with a woman tied to it. While the wailing coming from the three

		women is hideous, they cannot be freed as they create a ritual ground. Ghouls emerge from this ritual ground until the women's magickal strength give out not too long after being summoned. Cancer/ The Condemner: Tapping into the gravity around a specific area, you can concentrate it into the shape of a well. The well will steadily draw enemies and objects towards it and attempts to pin them in place. You can only maintain a single well, due to the inherent instability of the magick. Leo/ Bringer of Order: You've mastered the ability to meld physical and magickal forces together, incorporating a small element of both into your physical and magickal attacks. Though magickal barriers may still stop you, a small part of your blow seems to slip through. Virgo/ Fallen Angel: You gain a magic barrier of light that can block out some minor physical attacks. When it shatters, nearby enemies are blinded. Libra/ Judge-Sal: The air itself is under your control within a small area around you. As long as you channel the spell, you may shift the atmosphere in your small domain as you feel like. The more extreme the shift, the more energy it will require to change and maintain. Scorpio/ The Impure: You can pollute water by touching it, but the larger the body of water, the longer it will take to pollute it entirely. Sagittarius/ The Whisperer: You can peer into the surface level thoughts of a person you make eye contact with. Mostly this will be rather mundane details. Capricorn/ The Wroth: With a furious roar, you call down bolts of lightning to shower the immediate area around you. When you dedicate more magick to this, the bolts increase in size and frequency, but thankfully, they never strike you.
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		Aquarius/ The Darkening Cloud: You can conjure monsoons at will. The size of the monsoon is dependent on how long you channel this for. Pisces/ The Corrupt: Once per day, you can dominate an individual to act out your command. This individual may attempt to resist this – but success is dependent on how strong they are. Does not work on individuals stronger than you.
600	Zodiac Ascendancy	In recognition of one's prowess under the blessing of their constellation, they become Ascendant, and the last star of their constellation springs to life. Aries/ Hellfire: A massive plume of fire erupts around you. Once per day, you may transform into pure fire, and can manipulate a body of fire equal to your size. Once the fire burns out completely, you return to your normal form. Taurus/ Tornado: A massive windstorm descends around you. Once per day, you may transform into pure wind, and can manipulate a storm lasting for ten minutes. The storm can be augmented by tossing spells into it. Gemini/ Mithuna: The time for judgment is at hand. Within the small area around you, life accelerates towards death, and those who linger rush towards their final fate. While the rate time turns forward is relative to your own magickal strength, the substantial cost of channelling remains the same throughout. Your opponent may attempt to resist this granted he is strong enough, but it is more likely that they will attempt to flee your sphere of influence. No amount of healing magic may turn back the hands of time, and with age comes frailty, weakness, and decay. You root yourself into the ground as you channel this, and remain rooted until shortly after it ends. Cancer/ Karka: Though it requires immense concentration on your part, you can forcefully compact space into a singularity. Enemies in close range are flung towards the singularity, which attempts to compress them in similar fashion. Of course, enemies may be strong enough to resist the pull, but the gravitational

		force will continue to tear away at them until they break free. Upon expending all of your energy, the singularity explodes, sending the survivors flying in all directions. Leo/ Gaia's Wrath: With a blink and a nod, the earth erupts where you look upon it, and a torrent of lava shoots out like a jet. When your magickal reserves run dry, the earth closes up and returns to normal. Virgo/ Eschaton: A prayer to the sky is answered by a beam down from heaven. The light from the beam does not strike down a foe, but it erodes at their armour and strips them of their magickal energy steadily. Cease the prayer, and the beam ceases in kind. Libra/ Arbiter: With a snap of your fingers, you call forth a pair of Simulacrum, in the shape of an Archadian Judge. Created to do your bidding, they will obey your commands within reason. In combat, they are slow, but extremely durable and resistant – though they have an annoying tendency of knowing magick and preferring not to use it. In normal day to day, they prove to be excellent, if bulky, helpers. Two appears to be all your constellation is willing to provide. Scorpio/ Blight: An aura of venom is projected out from you. All living beings within fifteen meters of you are plagued with an escalating number of diseases. However, you channel this with your life force in addition to your arcane reserves. Sagittarius/ Martyr: A state of mind reflects the state of the body. Your wish to protect your allies manifests in your body taking the blows they would have otherwise taken. Focused in your desire to protect them, you freeze in place as this happens, reducing the impact of oncoming attacks. You must fully concentrate on this however, as a slip in concentration will break the spell entirely. Capricorn/ Judgment Bolt: It isn't enough to simply call down lightning bolts. With one arm raised to the sky, you draw down a constant stream of lightning, sheathing yourself in its powerful glow. Your foes foolish enough to approach are shocked, and
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		their slow projectiles are consumed by the lightning. Once your magick is drained however, the lightning dissipates. Aquarius/ Tsunami: A massive wave of water bursts up around you. Once per day, you may transform into pure water, and can manipulate a body of water equal to your size. Once the water dries up completely, you return to your normal form. Pisces/ Abyssal Celebrant: With a snap of your fingers, a destructive wave of ice spreads out, knocking back enemies it touches. The ice shifts, cracks, and moulds itself into the form of those it touched. These ice simulacrum mimic their originals and attack them selectively.
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Drop In – Controller

CP Cost	Name	Effect
100	Guests	You can summon three Tonberries, but these are temporary constructs that only last during the battle. One Tonberry is a soldier that likes to stab people with his knife and abuse his war cry. Another is a mage that likes to toss about Ardor spells like a pyromaniac. A third is a healer who has a disturbing talent for battlefield surgery. They vanish once the battle is over. Only one set may be active at a time. They work together well, but generally ignore you and your companions – though they will not attack you and your companions either.
200	Gambits	You and your companions can set Gambits, a single command tied to a condition which allows you to instantly cast a spell without consideration of reaction time or cool down. (Such as casting a healing spell below a certain threshold) It only works once before resetting, and fails if you do not have the proper resources for it. You must designate the Gambit outside of battle.
400	Action: Redundancy	You curse an enemy with a Gambit that forces them to repeat the same action multiple times over. Each action

		they take must be repeated with the same conditions. You may curse them repeatedly, but the most they will repeat of an action before the spell loses its effect is five times over.
600	Action: Constraint	You curse an enemy with a Gambit that prevents them from acting unless a certain condition is met. While they will be unaware of the constraint except for a faint inclination to perform the task, the constraint itself will wear off after three minutes. You may not directly order them to die off in this way, or place a condition that is impossible for them to achieve.

Drop In – Netabare

CP Cost	Name	Effect
100	Quickening	You've learned the ability to invoke a Quickening, or some may call it a Mist Knack. Each Quickening is distinctive to its user, but generally revolves around a single element, and a very destructive attack on the enemy. You may choose to take a Quickening that already exists in this world. Quickenings are best used amongst those who also know the art, for Quickenings chained together are stronger than those used alone. While the enemy targeted may be frozen in place, beware that their allies may still move freely.
200	Seitengrat	You conjure an invisible bow that has no firing motion associated to it. It fires when you actively think it fires – and the arrow strikes when you think it strikes. As the whole process is invisible, it is difficult to block unless the opponent can see through invisibility or negate magic. It has a terribly slow firing rate however, and seeing as you can't even see the arrows, you can't really change the rate it fires at either.
400	Reverse	The mystic art of reversing damage is a finicky one. When you cast this spell onto yourself or your allies, you can temporarily absorb and heal damage up to

		your own equivalent in health. When the accumulated damage would surpass your full health, the difference is still taken as damage. As with all spells, the effects of reverse can be dispelled. However, due to the inherent concentration needed in creating such a peculiar barrier, if there is a single foe within the area, this spell may fail on casting. As this only affects the consequences of your foes' actions, you may try to cut yourself after casting this – and you will bleed. You may try to stab your eye – and you will go blind. Be especially careful about reflected spells...as Reverse will ignore those completely.
600	[CT0]	For the next minute or so, you infuse your body with a substantial portion of your magickal reserves. Consuming all of that, your body enters a state where you no longer need to consider the limitations of spellcasting or physical attacks. Cooldown, recoil, casting time and delay are momentarily annulled. You can chain together attacks seamlessly during this time, and alternate between spells and attacks with no preparation. Take care however, as your body will be under a significant amount of stress – and once the magick is fully consumed, the backlash will paralyze you.

Soldier – Knight

CP Cost	Name	Effect
100	Battle Cry	You let out a fierce cry, stunning all the enemies around you within earshot. All your allies within earshot find the resolve to fight more fiercely. Don't try repeatedly shouting however; it just makes people think you are severely challenged.
200	Circle of Judgement	Mages really piss you off – so you figured a way to lock them down. You can mark a ring around you – ironically with magick – within which further spell

		casting will fail. Of course, it doesn't solve the issue that they can walk out of the ring and cast into the ring, but it does make fighting a mage up close a laughing matter.
400	Growing Threat	An ability that triggers when you are struck down to half your health. If you are damaged further, your size, speed and strength begin to increase, until you reach three times of each factor when you are near death. Naturally as you recover, your size, speed and strength will decrease accordingly. Stacks with other effects.
600	Mistant's Sword	A blade of the Gods, wrested from the hands of a towering beast. The sword is always four times as you are tall – though it does not seem to hinder your ability to wield it. Cleaves through the air and earth effortlessly, but its massive shape may make it difficult to see. It factors based off of your current height rather than your base height. Though the sword will disappear once the last enemy has fallen, it does have a quirk in that it remembers any modifications you had made to it while it was materialized.

Soldier – Mage

CP Cost	Name	Effect
100	Black Hole	You open a dark vortex, which sucks up inanimate objects within a close distance to it. We do not currently know how to get things out, so be careful when using this magickal trash can. Animate objects take gravitational damage as they resist the vortex.
200	White Hole	You open a white vortex, which spits out everything that a dark vortex sucked in, at an extremely high speed. You could use this as a portal presumably, but it would probably hurt quite a bit. If there was nothing inside the dark vortex, a bunch of rusted steels knots come hurtling out.

400	Hero's March	A fanfare roars above the din of battle, all allies who hear the magickal sound is invigorated. All your allies within earshot find themselves more vigorous, more agile, and more competent as the music plays. While channelling, no other actions may be taken.
600	Paling	Concentrating your magickal energy, you can generate a force field that negates all attacks against you. This lasts for as long as you have energy, but it does burn out your reserves extremely quickly. While you have the Paling up, you must be actively channeling it and cannot do anything else.

Courier – Pilot

CP Cost	Name	Effect
100	Barrel Roll	You have the skill to perform a barrel roll with any type of transportation vehicle. It could be an airship cruiser, the Skyfortress Bahamut, anything will barrel roll if you pilot it. Doesn't mean the occupants inside are safe though. The vehicle's exterior will only remain intact up to a certain limit, so excessive barrel rolling can damage the vehicle itself. If you aren't feeling nauseated from all the rolling already.
200	Circus of Itano	It's not enough to fire a single salvo of missiles. After learning from a Master Moogle Mechanic, you learned the art of adding a payload within a payload, such that the projectiles you send forth will split into three smaller copies. This includes bullets, missiles, and arrows, thrown weapons, lasers and other ranged weaponry. You're sure the resulting fireworks would have made the Moogle proud.
400	Sky Pirate's Scarf	You can make any ship you are piloting invisible to scanning systems. It also helps that you can now perform very tight manoeuvres with any ship you pilot, though it is ill advised to perform a Cobra turn with an airship carrier.

600	Glossair Rings	You can conjure glossair rings. Holding onto the glossair ring and cycling magick through it allows you to fly, though if you let go, you will immediately start falling. You can also attach these rings to any object and allow it to float in the air. Conjuring a glossair ring requires a substantial amount of magick and resources, but they last until they break.
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Courier – Constructor

CP Cost	Name	Effect
100	Nethicite Synthesis	You’ve mastered the art of creating nethicite, genius that you are. You can create small, finger sized fragments which can be merged slowly by exposing it to magick. It’ll probably take you a couple years to make a fragment the size of your head.
200	Bishop	An automated set of battle drones, which will repeat a single command you dictate to it. It cannot do things that are physically impossible for it; such as casting magick without some sort of magick core. You can have up to three out at once. If you took Gambit, Gambits can be applied to them. If you took Nethicite Synthesis, you’ll be able to make them cores to cast magic. You are naturally capable of installing technological upgrades to them. If destroyed, you’ll have to repair them. If you find it a pain to keep repair them, you can build a massive army of these, but fielding them will still be limited to three at once. You may have the rest perform simple tasks, such as “Sweep the Floor” or “Move Between Point A and B”, but they are incapable of fighting.
400	Vesper Shard	An amber shard of nethicite, with the capacity to absorb magic just like all other nethicite. When charged however, it stops time entirely for a very small period, perhaps only enough to throw your body out of the way of an incoming blow.

		If you have magicite present, or have some sort of stone capable of conducting magic, it is possible to convert them into Vesper Shards. Keep in mind however, that the Shards take quite some time to charge, and the conversion process itself is a lengthy one as well.
600	Omega...Mark ??	You've studied mimics intricately, and you've figured out how they switch between their box form and their active form. You understand the underlying magic – enough to create your own. With this, you can transform a chest into a companion – with quirks. You need a chest, of course. The material of the chest will determine how strong the mimic is, the better the material the better the outcome. This form of the chest will also be the static form of the mimic. You may put up to five items in the chest. The mimic will be able to use those items freely, but cannot recreate them or generate duplicates. You may ask it to store more items of course, but it refuses to use more than five at once. If defeated, the mimic will revert to its chest form and hide as it recovers.

Courier – Merchant

CP Cost	Name	Effect
100	Merchant's Monograph	A small caravan appears, with wares that you've never seen before. You may customize this caravan to sell you things that you need – materials, supplies, weapons, even slaves if need be. However, anything you buy here can only be used in the world, and will degrade when you leave. Yes, even the slaves will rapidly degrade. Think twice before you go about buying slaves.
200	Forbidden Chest	You spawn a set of sixteen chests in a square grid around you. Fifteen of those chests are bugged so that

		if they are opened, a spear will shoot out at whoever opened it. One of those chests is rigged so that if it is opened, all of the chests explode. The chests are as large as a human, so it gets in people's way rather well. Typically once a day has passed, the chests will self detonate – however, if you attempt to summon more than eighty, it seems the oldest chests will also detonate as the magick supporting it falls apart.
400	Nihopaloa	You can cast this as a curse on another, or on yourself. An item used by someone that is afflicted by this curse will have its opposite intended effect. While certainly they may realize this when the potion in their hand hurts them, but the curse persists for a good minute or so unless it is dispelled.
600	Empyreal Soul	It's an innocent orb of light in your hands, but if you toss it at a foe, it will summon a flock of Red Chocobos to rush the foe which was struck. About twelve Chocobos in all arrive, and each one will cast a spell to drop twelve meteors on the enemy – enough to level the surrounding area.

Guild Member

You may only pick a single 100 CP Guild for free.

CP Cost	Name	Effect
100	Cartographer's Guild	The Cartographers are scattered all over Ivalice, dedicated to mapping every nook and cranny. They will give you all the information about the world that you need and show you the best routes to go to places. When you leave this world, they will give you a compass, specially designed to point in the direction if you say the name of a location you have been to. Well, at least you won't ever get lost again.
100	Shipwright's Guild	The Shipwright's Guild in Archades specializes in high end ship design. If you have any vehicles at all, they will be more than happy to retrofit it and repair it for you – for free. When you leave this world, they will give you a repair kit specially put together by them. It's a bit of a misnomer, because it can't actually repair anything, but it lets you upgrade items easier.
100	The Fishermen	A clan of fishermen, whose motto is "Fishing anywhere, anytime." They have a fixation to fishing, and will be more than happy to help you with your own fishing adventure. They'll supply you with everything you need to fish, including a rod if you need it. When you leave this world, they will leave you with a cooler. A fish magically appears in that cooler every day.
100	Hunt Club	Game hunters on the Phon Coast, they excel at tracking down and killing rare beasts. They'll be willing to help you track down and capture wild animals for your various purposes. When you leave this world, they will leave you with a free primer that lets you record and track down wild

		monsters from the lands you go to. The primer will also help point out weaknesses.
200	Clan Diatroma	The workers at Clan Diatroma on Bhujerba are master craftsmen. They'll be willing to sell you magicite of all sorts, and with them, they will also be willing to sell you parts and pieces they have leftover for Airships. When you leave this world, they will bestow you with the apex of their technology, a piece of Nethicite that they have managed to manufacture. It duplicates itself once per year when exposed to enough magick.
200	Clan Centurio	Members of Clan Centurio of Rabanastre are acclaimed hunters. With this, they acknowledge you as being worthy of their ranks. You may call upon them from time to time to join in on your fights, provided you can convince them of the worth with some coin. When you leave this world, they will bestow you with a souvenir – a magical simulacrum of six tiny Moogles. It's great as a distraction, but it also calms down wild beasts nearby with the music it plays.
200	Clan Buckaboo	The Buckaboos are a clan of thieves and pirates operating out of Balfonheim. With this, they will recognize you as a trusted partner. You may tag a location and mark it for raiding. The Buckaboos will then steal things haphazardly from that place and create general chaos. When you leave this world, they will bestow upon you the skill to make improvised explosive devices that have limited mobility. Of course, that's just the distraction – you can also pilfer the people in the affected zone nearby for a part of their cash and loot.
400	Riskbreaker	Your companions are your greatest strength, and together, you can overcome even the biggest challenges. For each trusted companion within a small area around you, all of your defences will increase substantially. You've watched each other's backs before – and it's become wholly second nature to all of you.

400	Clan Primer	You can mark an area up to the size of a small house, and designate that as under protection by the “Clan Primer”. The Primer prevents external individuals from entering without permission and prevents fighting from occurring inside the area. It is possible to shoot into the area however, so it is best to put up some sturdy barricades. You may designate an area each time you enter the world, but once it is set it may not be changed until you leave.
600	Order of Ambrosia	The highest amongst all in the Clan, hailed as heroes by all. Their success, a testament to their efforts as a team. Their strength, greatest when they are together. When you and your companions are together, you may move without restriction amongst each other. The allies together form a “link”, which breaks if the ally moves more than 15 meters away from another. Within that range, allies can teleport freely once per minute. You may also swap places with another ally in the chain freely as long as both of you are not doing anything. By taking this perk, every companion on hand gets 200 CP for skills. This only applies in this world and does not carry over to any place.

Naturalist – Hunter

CP Cost	Name	Effect
100	Sight Unseeing	Long practice with fighting beasts and men alike has given you an insight into their movements. You can detect the movement of invisible enemies and parry incoming physical blows, as long as you have enough hands for it.
200	Devour	You’ve grown accustomed to eating your kills on the spot. You suffer no consequences from eaten rotten flesh, or even cannibalism. In fact it only makes you stronger. Until you fully digest your meal, you’ll gain a

		bit of power from your consumed victim.
400	The Fury	In your time wandering Ivalice, you've made a new friend! It's a cute little purple bunny whose past-times include: Killing massive beasts, slaughtering other wildlife, butchering unsuspecting dragons, and similar ventures! In addition to being cute, Fury comes with all of its normal skills and has 400 CP to spend. Unfortunately, it can't pick a race or background.
600	Nethicite Infusion	You've learned how to forcibly introduce Nethicite into others. This empowers them, but it also corrupts them severely to have dangerous compulsive tendencies. Their appearance slowly leans towards an extreme - Very pale, very dark, etc.- Subjects contaminated with Nethicite have been known to go into periods of blind homicidal rage when exposed to a severe dosage of magickal energy. Furthermore, attempts to integrate Nethicite into machinery has also led to unexpected reactions, in extreme quantities it appears the machines have gained some form of sentience. Note that this ability lets you manipulate the Nethicite, but it does not create the Nethicite.

Hunter – Conjuror

Espers are unique entities bound to only one master. As such, it is impossible to have multiple Espers of the same constellation.

CP Cost	Name	Effect
100	Channeling	Channeling, the necessary craft to bringing forth an Esper into the world. You may channel any Esper you find on your journey with the exception of the High Seraph and the Keeper of Precepts.

200	Breakart Pentagram	Summons and magickal constructs all draw energy from an arcane source, one which you can disrupt. Your attacks naturally have a chance to banish beings composed entirely of magickal energy.
400	Soul Purge	Warping the arcane flow, you can purge all of the magickal energy an enemy has. In an action akin to letting the sink drain, you must expend your own magical energy in order to drain a foe. While it is certainly most effective against mages, be wary that you do not drain yourself completely if your foe has far greater reserves than you.
600	Keeper of Precepts	With the blessing of the Preceptor, you may bring forth a Level 1 or a Level 2 Esper into permanent existence and they become your companion, with 600 CP to spend. They may not pick a race, but they can pick a background. It's an oddity, but should you decide to bring forth Mateus or Zalera, you can't convince them to part with their long time hostages. The two beings will still count as a single one, as people have been referring to them as such for years. You'll also find it nearly impossible to free the hostages, at least until they've truly become your companion.

Naturalist – Explorer

CP Cost	Name	Effect
100	Surveyor	Arriving at a new location, you can instantly spot places where people could place traps, and the best places for ambushes. You can also disassemble traps once you see them.
200	Weather Soul	By concentrating your inner energies, you can channel the weather through your body. The area of effect is fixed to twenty meters around you. Sun: An intense heat radiates from your body, blinding and burning foes nearby. Makes you become a nice heater though. Rain: Water pours out from your mouth, swamping

		foes and sweeping them away. Windstorm: You become the center of a small tornado, deflecting projectiles and knocking foes back. Snow: The ground around you freezes and enemies are slowed down to a tenth of their speed. Overcast: A dense fog spreads over the battlefield, and enemies start seeing hallucinations. Sandstorm: Afterimages begin to appear, and everybody is more likely to miss with their attacks.
400	Creeping Jagd	You can plant one seed of corruption per world. This creates a Jagd that grows at a rate of 50 meters per day in all directions. We've measured a completed Jagd, and it stopped growing once it hit the size of small city. Either way, once the process is complete the seed then becomes the epicenter, where magick of any kind fails entirely. The magick disabling effect decreases in strength the further it gets from the epicenter. Also, flora and fauna closer to the epicenter are slowly mutated into monstrous and barbaric forms. Sapient life can resist this to some degree, but prolonged exposure will drive them insane.
600	Nexus of Giruvegan	The Great Crystal in Giruvegan is a deadly maze, with pathways twisting and turning, connected only by faint magicks. You can subject a foe into this maze, trapping him inside a spatial prison where he will wander until finally finding the exit. If you try to subject too many people into the prison, you won't be able to maintain its structure, so don't just toss people haphazardly inside! If more than ten people reside inside the dungeon, it will forcibly collapse and spit everyone back out. The architecture of this prison is in your hands – you may decide where there are dead ends and where there are false passages, but there must be an entrance and an exit. The more chambers you have, the longer it takes to open the portal and the more energy it consumes from your arcane reserves.

General

CP Cost	Name	Effect
100	Float	By casting this time, you and allies within five meters all float a couple inches off the ground. This is enough for you to avoid ground level traps and tripwires. Fighting can be a little awkward since you are not standing on solid footing.
200	Shear	Arcane energy tears away at your target. It can tear off armour without significant difficulty, and has a low chance of removing barriers the enemy may have. Has no effect on a barrier stronger than your own magick prowess.
200	Trickster's Boons	A spell that activates when you run, increasing your running speed dramatically and making you invisible while you run – but you become visible the moment you stop. This spell can be maintained as long as you have energy, but the faster you run, the faster it drains your reserves.
200	Flan Flan Flan!	A prayer to the flan gods, so they may smite your foes. Every enemy in sight has a flan of a random element land on their heads. The air drop of flans is enough to stun most enemies for a moment, but the flans will immediately begin to pelt the enemies with weak slaps. These flan soak up physical blows like a sponge, but they just fall apart facing spells. There is a tip though, the more energy that you invest into the spell, the more durable the flans are. Can only be cast once per battle or once per hour, whichever is shorter.
400	Stamp	The spell conjures a physical stamp. When you stamp an enemy, you can pass on any status conditions you have been inflicted with over the last day. You can only stamp the same enemy once per battle.
400	Gilgamesh's Mark	The legendary mark of Gilgamesh, Master of All Weapons. Your copy of his mark is a good one, but it pales in comparison to the Master himself. When you see a weapon and you know its abilities, you may

		create a copy of that weapon which will function at a reduced capacity from the original. A weapon may only be copied once. You also get a neat little “FAKE” written on the weapon somewhere.
400	Mask of Negalmurr	A hideous skull encloses your head. You cannot cast magic or attack while it is present, but in its place you can create a ghoul every two minutes. The ghouls are fairly durable and will swarm enemies accordingly, but have paltry physical attacks and no magick to speak of. Having the skull on slowly wears down your magick reserves – you’ll have to take it off after an hour or so. We’ve also never seen the ghouls last longer than a day when we were testing this out. Even trying to preserve them didn’t help.
400	Magicite Bloom	You expend a fraction of your magick reserve and a cloud of dust shoots into the air around you. The more magick you expend the larger the cloud. Once the cloud hits the ground, magicite will grow and begin sucking up ambient arcane energies. Maximum range of twenty meters.
600	Magicite Boom	With a snap of your finger, magicite within twenty meters detonates, spreading sharp shards everywhere. The magicite infects those who are wounded in the explosion. The infected are afflicted with a severe poison that calcifies their joints. We’ve had trouble curing this – and amputation has been the most common solution thus far. It also has a nasty tendency to interfere with mages and their spellcasting.
600	The Walls Have Blades	You’ve learnt the same abilities that the ancient shrine keepers used to protect their holy domain. As long as a wall is present, you may enchant it to become a Wall Demon. If the wall is not durable enough however, it will crumble away. The Wall Demon’s durability and strength is based off of the material of the wall. It attacks with a pair of swords and claws, all made out of the wall’s material. It normally crawls at a slow pace, but it can merge with walls of similar material and quickly warp itself to

		another position. It also has a nasty tendency to try and teleport people away from itself. Especially those who try to taunt it by staying out of range.
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Companions

Though all your companions gained here will grow naturally, if their abilities have no natural limit it will be specified.

Companions Across Time & Space - 100~300 CP

You turn to your companions. Of your companions you may choose 1 for 100, 50 for each one in addition, or for 300, 8 in total. Each companion gains 400CP which they may only spend on skills. They can pick their race and background as they would like. (and no companions at that)

Soldiers and Adventurers Alike - 200 CP (+50)

You turn to your right, and a group of people wave at you. Adventurers, soldiers, people of various walks of life. It seems like they'd be open to joining you during your time here and continue on afterwards.

Humes, Moogles, Bangaa, and Guildmembers get a single purchase for free. This stacks similarly. 200CP for the first member. 50 for each additional one afterwards. Only one can be taken of each. They can choose a race and background as they would like, but get a total of 400CP for skills.

A Horse in the Sewers - 100/200/300/400 CP

A horse's whinny fills the air and the air heats up slightly. It just takes a blink of your eyes, and standing in front of you is a flaming horse. Actually it looks like it literally is made out of flames. It gallops at a pace substantially quicker than the pace you run at – well that's to be expected, it's a horse!

Firemane grows as it is fed fire in both height and overall size. It'll let you ride it around and won't burn you – but if it gets into a fight, best have a water

hose ready to minimize the damage. So far, the biggest specimen we've seen was about a good sixteen feet tall. We had twenty odd mages tossing spells at it to keep it growing though.

100 – Firemane absorbs fire.

200 – Firemane absorbs both fire and water.

300 – Firemane can also turn invisible when it runs.

400 – Firemane gains the ability to discharge massive bolts of lightning.

Friend of the Flora Court – 300 CP (+50)

You turn to your left, and you see a group of what looks to be walking vegetables. These are the Mandragora, a group of plant monsters with rather...surprising capabilities. One of them walks up to you and extends a leafy hand – apparently in friendship.

Garifs, Nu Mous and Naturalists both get a single purchase for free. Yes, a Garif/Nu Mou Naturalist would get two for free. 300CP for the first Mandragora. 50 for each additional one afterwards. Only one can be taken of each. Mandragoras cannot choose a class or a background, but get a total of 500CP for skills.

Topstalk – It literally looks like a tomato. It happens to be a rather fierce opponent, and has a scream attack that hits all enemies in sight. The scream may paralyze enemies.

Pumpkin Star – It literally looks like a pumpkin. Extremely intelligent, it happens to know the whole range of black magic spells, and is especially proficient with Ardor.

Mandragora Prince – A mandragora born by blood. It tries really hard to be helpful, so it finds itself supporting everyone else. Only uses healing and support abilities. Naturally knows Hero's March.

Onion Queen – It's literally an onion. It has a nasty tendency to use status inflicting spells, and failing that, will join the Prince in supporting other party members. Has a really nasty sleep inducing Pollen attack at close range. Cannot be taken unless the previous three are taken.

Alraune King – It's a mandragora with a distinctive root on its head. Extremely strong, it likes to take things head on. It uses Growing Threat when it can. Cannot be taken unless the Onion Queen is taken.

When all five Mandragora are taken, they can pool their powers to remove their inherent limiters on their abilities. Their abilities no longer have a cap to them.

The Wanderer – 200 CP

[Cannot be taken unless both the Rucksack and Forest Guardian Cloak are in hand]

The Wandering Viera, a master fencer and adventurer has left traces for you to follow in the form of her discarded belongings. From her discarded cloak, you reckon that she has left the Feywood, and the book inside her Rucksack indicates that something is to be done in the Salikawood.

If you have both the scabbard and carrot in hand when you get to the Salikawood and perform the offering, you are attacked by a massive, enraged Marlboro. The Marlboro will only attack with its corrosive breath, which scales to your own strength. Its breath however, also drives other animals within a five kilometer radius insane – and they will hunt you, all empowered to be as strong as you are.

Should you put down the Marlboro, a Viera appears and applauds your efforts. This is the Viera whose belongings you have in your possession. Should you return these to her, she will join you.

The Wanderer is, as aforementioned, a seasoned warrior. She naturally has the first three tier abilities of both Mage and Knight. In addition to that, she has a tight connection with plant life, and can bring to life plants she has seen – limited to a single plant per day due to how taxing the process is. She only has 200 CP to use for further growth. Her race cannot be changed from Viera, but she may adopt a background.

The Experiment – 300 CP

[Cannot be taken unless Security Card-144 is in hand]

The Security Card-144 is not a normal security pass. Well you already knew that from the bloodstained backside. The only clue you have of where this is supposed to go is the Draklor Laboratory logo on the front.

Should you venture into the Draklor Laboratory with this in hand, your presence will be immediately discovered, and waves of security teams will assault you. The security forces are endless, but thankfully they are only three quarters as strong as you are at best. They do however; improve on their tactics as they fall.

Draklor Laboratories is massive, and the specific room this key card applies to is hard to find. However, judging from the way rooms are numbered, you would presume that you have to head down to floor 1. Unfortunately, you start at floor 50.

When you finally reach the room and enter it however, you understand why the card had been smeared with blood. This room is a testament to magicite research gone wrong. Bodies lay dismembered all around, but two fluid tanks at the end of the room draw your attention.

A voice booms out on the loudspeaker. "It's still too early for this part. This was to be my failsafe, in case plans went awry. The card was not meant for you."

From the screens next to the tanks, it appears that these two are clones – of a certain Doctor Bunansa and his son. The Doctor's clone looks to be in his early twenties, whereas his son's clone looks to be five or six. Undisturbed, they would probably grow up to be exactly as their originals; as was the Doctor's intent. The loudspeaker draws your attention again.

"If you're here for plunder, then take one and go. If you attempt to take both, I will be forced to sacrifice both – even if it means taking the rest of the laboratory with it. You've spent my security forces – but you won't get away with this." Two red beacons light up and the screens indicate that explosives have been primed.

Both clones have mastered the first three tiers of Constructor. The Doctor's clone has the first three tiers of Mage unlocked whereas his son's clone has the first three tiers of Pilot unlocked. The only have 200 CP to use for further growth. Their race cannot be changed from Hume, but they may adopt a background. Make your

choice, but should you take a clone, know that the Empire will not look kindly upon it – and will be likely to hunt you on sight.

Should you turn away now and forsake the clones, the Empire is willing to overlook this transgression – if only because there are bigger matters to prepare for.

The Preceptor – 600 CP

[Cannot be taken unless the Zodiac Spear is in hand]

The Henne Mines have long been put on halt, since the discovery of something ancient and terrible. Phase 1 has been locked down and sealed, but you can break those physical locks and venture inside.

Phase 2, the latest expansion, has been bound shut with magick, and the Garif need to be convinced that it should be opened. The Zodiac Spear may well prove to them that you are worthy.

But something is amiss when you venture inside. The atmosphere is heavy, choked with Mist. Any Viera companions you have with you will suffer greatly. The mining suits nearby may help with that – but your magic and skills will be greatly reduced in efficiency here. Monsters here are greatly empowered by the magicite, you can expect them to be as strong as you are and come in hordes.

The mine site is relatively linear in nature, and before you enter an area marked as the Special Charter Dig Site, you see another Zodiac Spear, identical to yours. Has somebody already been here? Either way, the other side appears to be less stifling, and your magick flows freely.

As you venture into the Special Charter Dig Site, there are a long line of seals blocking off one more chamber. Approaching these seals activates them. A simulacrum of the Espers appears – to warn you to turn away. If you do not heed it, it will fight you. You must go through eleven of these seals – each one adding another Esper to the fray on top of the one already summoned forth, until you are fighting all but Ultima and Zodiark themselves.

When you defeat all eleven at once, the seal binding the final chamber releases and a woman walks out. Perhaps she was the owner of the other Zodiac Spear. She will ignore your existence and disappear, leaving you free to enter the final chamber.

Zodiark awaits you here, apparently awoken by the woman. His wings have sprouted, and space is visibly warping around him due to his power. He is twice as strong as your party combined, perhaps the biggest challenge you will face in Ivalice save for a Legend. It also does not help matters that he will summon all eleven Esper Simulacrums you fought previously throughout the fire. Should you defeat him, he will revert to his normal form and join you as a Companion.

Zodiark's growth has no limit, but the binders on him are an inherent part of him and as such he cannot release them on a permanent basis. In addition to his natural abilities, he has the full skills of Mage unlocked. He only has 300 CP to use for further growth. He may adopt a background, but cannot adopt a race.

Should you arrive in Henne Mines without the Zodiac Spear's magick, you will not be able to see through the veil blocking Zodiark, even if you can enter Phase 2. You will only at best, fight yet another Simulacrum of Zodiark.

Items

Well if you're in the mood, perhaps you'd like to browse for some items instead? We've got a wide range of...particular things.

Bubble Pot – 50 CP

A small blue bottle with a sticker depicting pink bubbles. The shopkeeper says that if you drink it, your constitution improves dramatically for a short period of time. The wry smile on his face makes you think it really won't last for very long. Then you read the tag. Right, the tag...perhaps you should have read it first.

"Doubles your health for 3 minutes, 50CP for 5"

Feather of the Flock – 100 CP (Free for Garif)

"Sacred icon amongst some Garif tribes. Holding it against your head will grant you the ability to listen to birds of all sorts. It also makes sure you won't get hurt if you take a fall from a short height."

It seems the ability extends to anything mildly related to avian fauna, because the Archaeosaur in the far back of the store turns to you and utters some words. "Hrm...I'm hungry." Thankfully he turns away from you.

Forest Guardian's Cloak – 100 CP (Free for Viera)

"A cloak made to hide those who wear it. Works especially well around dense flora."

As if he needed to clarify, the shopkeeper mentions that a Viera had dropped it off, saying she would not be needing it anymore. Apparently it made her invisible whenever she walked the woods. It also kept her warm regardless of the weather. You wonder how the Shopkeeper knew all of that...

Staff of Restraint – 100 CP (Free for Bangaa)

It's a really long staff with an odd circular ring attached to the end. The space in the ring seems large enough to fit a person. From the rough note scribbled on the tag, apparently the design was based off of a similar weapon called a

Ba'Gangsaw. It naturally restrains people that the ring falls around and the ring can also paralyze people trapped inside by applying an electric current.

Ancient Tome – 100 CP (Free for Nu Mou)

A fallen Nu Mou's personal spellbook. It shows signs of wear, but the magic holding the book together is still intact. The shopkeeper says that after he deciphered the first page he realized the purpose of the book. It amplifies the power of spells inscribed into it by a small bit – but only one spell of each element.

Diamond Armlet – 100 CP (Free for Seeq)

An armlet that pained its owner greatly when it came time to part ways. Inscribed on the inside are the words *"Wealth begets wealth"*. The owner says that wearing it allows you to see valuable items sparkle, like coins and gems. It also lets you run slightly faster.

Gear Wrench – 100 CP (Free for Moogle)

"It's a Wrench! The previous owner was from one of the guilds, said that with it she could repair any machine! Then again...she also managed to pick my locks with it. Thankfully it didn't have any more abilities..."

Corrupt Galbana Lilies – 100 CP (Free for Hume)

From the description you were expecting flowers, instead the shopkeeper points at a bag of seeds. When you ask why it was seeds and not flowers, the shopkeeper just shakes his head. "The Seeds are Mist Touched, half of the flowers that bloom emit pollen that paralyzes people, while the other half emits pollen that puts people to sleep. Worst thing is, they grow like weeds...be careful."

Bloody Banner – 100 CP

It's a well worn banner, and it is streaked with dried blood. It seems rather benign, but the tag reads: *"When raised in battle, this banner of the demon shield will demoralize your enemies..."* Strange, even reading the tag sends a chill down your spine. And the demon shield emblem seems more...vibrant than before. The shopkeeper nods. "I've seen men seize up in fear when they saw that thing unfurl."

Dormant Magicite – 100 CP

A rock, no bigger than your palm. It seems to be completely devoid of magick, but perhaps if you could find a way to recharge it, you could use it as a skystone or a memstone. A certain laboratory in Archades specializes in the restoring of magicite...and the creation of nethicite.

Cactoid Compact – 100 CP

A compact adorned with a pink flower, harvested from a flowering cactoid. The lingering spirit of the cactoid rests within this compact, says the shopkeeper, and will allow you to communicate with plants. Perhaps in time you could find a cactus for the cactoid's spirit to move into and gain a companion...but then all you would be left with would be a handy compact.

Matamune – 200 CP

A fishing rod that seems to glow when you look at it. The shopkeeper nods vigorously, as if urging you to take it. "That there is the Matamune, the rod with no equal! You'll catch a fish no matter what waters you cast your reel into – though you might have to wait hours – even if you're certain the waters hold nothing, you'll still catch something!"

Blade of a Traitor – 200 CP

It's a wickedly long blade, but it seems to be...temporally detached. Like it does not belong in this time. The blade is cloaked in shadow, and when you wield it, you can temporarily change your face by manipulation of light. Once you let go of the blade however, the illusion is lost. Don't speak either, because if you try to speak while holding the blade, the first thing you say usually has something to do about hating a brother, or inflicting great vengeance.

Good for assassinations, but I didn't know you had a brother...

Trickster Chick – 200 CP

It's a tiny Chocobo chick, pure white in color. It'll take a while for it to grow bigger, but it's more than happy right now to just follow you around. Nothing

seems to target it, and the happy squawks it lets out on sight of any living being seems to have a calming effect on wild monsters. If it grows up without incident perhaps it'll be like the Trickster of yore...

Bunny's Tail – 200 CP

"A vorpal bunny's tail has magical properties, but most notably, when mixed with a slightly acidic concoction, it can create a compound that makes things transparent until the end of time. Have a suit you want to make see through? Want to see through a wall? One tail is good for ten mixtures." You suppose there could be uses to making things transparent... The shopkeeper points you to the disclaimer sign. *"If used on living beings, beware they may become permanently invisible!"*

Perfected Nethicite – 200 CP

A shard of perfected nethicite, strong enough to inhibit all magick within a ten meter radius. Spells will fizzle out as they hit the outer boundary, and magick users will have a hard time drawing out arcane power. You could grow this by inserting it into a person, but that would really be cruel and hideous of you to do.

Cat Ear Hood – 200 CP

A cute little hood with cat ears mounted on top. Looks like it suits kids, but the tag attached says that you'll be able to run substantially faster while wearing this. You'll also cause people around you to hearing mewing noises even when there are no cats in sight.

Viera's Rucksack – 200 CP

The shopkeeper shrugs. "A Viera traded this in one day, when she mentioned she didn't need it anymore. She disappeared from town after that." Inside is a book, a scabbard and a carrot. The book marks a location deep in the Salikawood where the scabbard and carrot need to be offered to draw out a certain kind of wild flora... You'll also need somebody with the Forest Guardian's Cloak in order not to spook it...

Security Card-144 – 200 CP

The shopkeeper frowns. "I had that dropped off by this crazy Archadian fellow. Kept shouting about the reins of history or something wacko like that. You can take it if you want." If you can find a way into the Archades Draklor Laboratories, there's a room marked 144 [Biogenetics Research]. It looks rather neglected...

Writ of Transcrit – 200 CP

"A written pass that allows you entry between cities and borders." It will garner you free transportation anywhere you go, as long as you have no other means of getting to a place. It won't magickally conjure a skyferry out of nowhere, but it will get you and your friends a free ride when opportunity is present. If you flash this at guards, they're also more likely to let you past unless you have provoked them.

YPA-GB49 "Corona" – 300 CP

The Shopkeeper leads you out into the hangar behind the shop. A medium sized airship is sitting there. It looks sleek, and could probably fit 10 people rather nicely. You notice the paint job on it seems rather fresh. The Shopkeeper nods approvingly. "That there is the Corona, one of the YPA guild's reject models. We built her and gave her a little touch up."

"Her sister, the Strahl, has a passive invisibility field, but we felt this lass needed a personal touch. So we put in a magicite focusing array in front. Just turn it on, and not only will this pretty lady be able to block any frontal assault – she'll also be able to ram people head on."

"Of course, you could just use her to fly around – without the ramming."

Sunstone/Moonstone – 300/400 CP

"300 for one stone, 400 and I'll throw in the other." The shopkeeper holds two pieces of nethicite in his hands. One has a dull lustre, while the other is glowing brilliantly. The tag tells you this is the Sunstone and the Moonstone, one stone for heat and light, another for cold and dark. The Sunstone speeds up plant growth while the Moonstone will help you heal quicker. They naturally absorb a bit of nearby magick.

If they absorb too much arcane energy however, it needs to be discharged, and each stone does this in the form of an intense beam. If you hit the two stones together in their charged state, you mean induce a massive arcane explosion. You won't be affected, but those around you won't be so lucky.

Zodiac Spear – 300 CP

A legendary spear tied to the fate of the Espers. The Zodiac spear is the key to unlocking the depths of Henne Mines, getting past the layers upon layers of ancient bindings. It also happens to be wickedly sharp, and has a special property dependent on its wielder.

The physically focused Licenses, Taurus / Leo / Scorpio / Sagittarius / Aquarius / Pisces will find that the spear has a high tendency to destroy magical barriers like Palings and strip magical effects.

The magically and specially focused Licenses, Aries / Gemini / Cancer / Virgo / Libra / Capricorn will find that the spear will cast a spell they know at random, though thankfully it tends to be smart at proper targeting depending on the spell at hand.

Guriguri Banban – 300 CP

"This is a joke right?" The shopkeeper shakes his head in denial. "No, a Moogles came in with this, it's a deadly weapon." It looks like a toy hammer, with one end stamped with a skull and the other end stamped with a smiley face. The shopkeeper lifts the hammer up easily and smacks a goblin nearby. You hear a childish sound effect. He then flips the hammer to its other face and smacks the goblin again.

The goblin turns into a frog, and the shopkeeper turns to you with a grin on his face. "Works on any living being that doesn't resist status effects. It seems the magick in the hammer needs to recharge after a use though. Can take a couple minutes, and by then the effect wears off."

You remind yourself to be careful in Ivalice if you see a toy weapon.

Shadowseer's Annals – 300 CP

It's a tome, very similar to the Ancient Tome you saw earlier...but this one is noticeably different. It feels...darker, and you can sense as though something is struggling inside the book. The Shopkeeper covers the book with a thick black cloth. "This book is dangerous...but there's more to it than that."

He closes the glass display and the atmosphere becomes notably lighter. "The Four Anima of the Sun and Shadow are bound in here. If you open the book you will free them, and certainly one will join you, but the other three will vanish. I'm sure you'll choose wisely."

The Phoenix – 500 CP

There's a tag, but you see no item. The Shopkeeper gestures for you to follow him, and you enter through a door in the back into the hangar once again. Except it's not the Corona there – it's a much bigger ship probably three times as long and twice as wide. You don't see any weapons on the exterior.

The Shopkeeper beams. "The Cruiser class, but I call her the Phoenix. We retrofitted this little lady after she crashed and the crew bailed. The crash did her weapons systems in, but we took care of that by adding in automatic drones. She'll start with four drones, and she can repair them too – but maybe you'll be able to build a couple more?"

You want to inquire about other weapons, but the Shopkeeper beats you to the punch. "Before you ask, we couldn't get the cannons up and running again, not after we installed the automatic piloting and the drones system – the little lady just didn't have enough juice to support more than that. I figure you'll need more power for the reactor before you can make any modifications. Maybe a new magicite reactor altogether would be best."

The Phoenix comes with four combat drones, which she will automatically reconstruct if they are destroyed. With time and resources, she can autonomously operate twelve drones at once. However, the Phoenix will always seek to engage at her maximum range of 250 miles as she lacks weapon systems. Even if weapon systems are installed, she will still use her drones preferentially.

Besides the standard features of an airship, living quarters, a mess hall and a recreational deck – the Phoenix also has a massive maintenance bay which would

make most MoogLe engineers more than ecstatic. In order to support it all however, you would need to harvest a massive amount of magicite to form a stable core reactor. Or perhaps something else of equivalent power would suffice – the power once implanted cannot be removed.

Drawbacks

You may take as many drawbacks as you wish – but only 900 CP will be attributed to you.

You Really Are a Child... + 100 CP

Well...that's unfortunate. You've been stuck in that childlike body for how many years now? It seems that nobody in Ivalice will take you seriously because of your stature, and it even overrides any morphing abilities you have – if you can transform into a massive lizard...well now you're transforming into a massive lizard child.

Momentary Relief + 100 CP

The enemies just don't stop coming until they're all dead – and even then within the next five minutes you find yourself getting ambushed by one last wave! If you get into a fight, expect another group of enemies to show up within minutes of you dispatching the last foe.

Speechless Fight + 100 CP

The fights in Ivalice are oddly...quiet. It isn't that you're deaf, because you can hear things fine outside of battle. But once you're in battle it seems like you can't say a word and nobody else says a word. There are no audio cues, no conversations, just people trying to kill each other. Hopefully you don't need to use your voice to cast magic, because that's not an option anymore.

State of Emergency + 200 CP

You come within sight of Rabanastre...and Behemoths are attacking the city. You go to Archades, and Entites are wreaking havoc. It seems like everywhere you go; wildlife is threatening to destroy the bastions of civilization. It'll start off with weak monsters, but the longer you spend in Ivalice the fiercer the attackers will become.

Auditory Hallucination + 200 CP

Voices in the back of your head. Shapes in the distance, murky and unclear, yet you cannot forget having seen them. There are...things...which are trying to make contact with you. Things that no one else can see. They want your soul, and if you acknowledge them – especially in public – you will begin a downward spiral into insanity. If you ignore them, they slowly become more persistent.

Abandoning Power + 200 CP

You will enter Ivalice with no skills or items from your prior experiences. You may only work with what you have here.

Trial Mode + 200 CP

That's strange, I could have sworn that rat was stronger than the last...Every enemy you fight adds to an invisible tally, for which each enemy will grow stronger and stronger. For every hundred monsters you kill, all life in the world increase in strength dramatically on top of the natural addition from the tally. If you aren't a pacifist...maybe you should try it out now, otherwise things will get strong fast.

Beginning of the End + 300 CP

Archadia and Rozarria have long been at war. Granted, it's been a cold war for the most part, but now things seem to be heating up. For the first three years of your time here, both countries will be doubling their military force each year. At the end of the third year, the war in actuality begins. At this point, the chronological events of Ivalice will be completely rewritten. Expect major city destroying weapons to be used indiscriminately, and massive troop movements all over Ivalice. Archadia and Rozarria aren't just out to win a war – they're out to make sure no other civilization will ever threaten their own ever again.

Fight to the Death + 300 CP

The enemies aren't kidding around this time. There won't be negotiations, won't be ceasefires. Everybody is out to kill everything, and it'll be a battle to the bitter end. You'll find that anybody you fight with will have bombs strapped to their bodies, ready to detonate the moment they die. Regardless of race, age, and gender, everybody who participates in a fight besides your companions will be

fighting until they drop. This drawback however, does not apply to companions who you must fight to obtain. So Zodiark won't explode on you. But those Esper Simulacrum will.

To The Place of Gods + 300 CP

It's not enough that this world seems to be out to get you, it also had to play a cruel joke on you. The Goddess Magicite has claimed that you are royalty, and accordingly, you are set to be married to one Ashelia B'nargin Dalmasca. Except...while everyone seems to think you are married and thereby royalty – this Ashelia person is nowhere in sight. In fact, you're not even sure if she exists in this world anymore.

Either way, when the events of Ivalice start to move, you will find yourself thrust into the position of your absent bride. Hopefully you'll fare a bit better.

Weak Mode + 300 CP

The monsters in Ivalice have become legends, every single one of them. Every enemy you face is highly resistant to spells and your weapons will find it hard to scratch their hide. The worst part is, it appears that every single being in Ivalice has scaled to your strength, and they'll only get stronger during your stay.

Reins of Destiny + 600 CP

The Reins of Destiny are in their hands...not yours. The race you picked will be facing an extermination war from every single being that does not belong to your race. Furthermore, instead of rallying to face the oncoming threat, your race will be busy fighting a civil war. Even the most peaceful races of Ivalice will find themselves beset with a mad bloodlust. The civil war will last three years, during which every other race will be increasing their military force to twice that of yours. Once three years is up, every race will move on your race simultaneously.

Encroaching Mist + 600 CP

The necrohol spreads a disease, undeath grips the land. Perversion from the mist takes a hold over Ivalice. The Nabreus deadlands expand and cannot be stopped. Starting from year 2, everybody dead becomes undead and amasses at

Nabreus. Year 4, they invade every other country and raise their dead. Drawback negates any attempts to settle the dead save permanent destruction. Massive beasts will need to be taken apart piece by piece. Smaller beings may need to be disintegrated completely.

A Legend Bids Farewell + 600 CP

Yiazmat awakens, and surveys the world. A world that belongs to him. The gods will not intervene, for they have long since died. The Espers will answer to the Legend. Yiazmat beckons and the legions of Hell Wyrms answers. The Hell Wyrms, three of them, a lieutenant to his legions.

In three years, waves of dragons will start assaulting every existing fragment of civilization over Ivalice. Yiazmat builds up his army from outside the realm, readying for the inevitable fight ahead. If all of civilization is not suppressed within five years, the Hell-Wyrms will arrive, bringing in a horde of undeath along with them. If civilization does not fall within a year, Yiazmat enters to assert his dominion. You will have to survive and defeat him along with his forces to ensure your own survival.

This is the age of a Legend, and you are not it.

Kiss Me Goodbye + 600 CP

It's a nice, peaceful day in Ivalice when she arrives. A singer from a distant land, slipping into Ivalice unnoticed, until she begins to sing. A beautiful, wondrous song inspiring the masses to die. The agent of the Occuria, sent to eradicate life so they may start anew, with a clean Ivalice. Her appearance bewitching, her song irresistible, her objective – genocidal.

She cannot be killed permanently, and each time she dies, she returns a month later. If you attempt to restrain her, she will teleport back to the last city she was at. She has no sense of morality, no understanding of life as humes comprehend it. Her duty is to sing, and move on, seeking out major centers of civilization. All wild beasts, even the mighty Legend, will avoid her, knowing they may well fall victim to the Occurian Agent.

You will have to dispatch her by other means, but everything you do will be a delaying effort – unless you can find an Occurian to make her stop. Meanwhile, you have to do something about the fact that she's wandering about destroying all civilization. How will you convince a God to stop the destruction of civilizations they deem insignificant and rebellious? How will you convince an automaton to stop doing the only thing she knows how to do?

Conclusion

Ivalice is at peace...presumably, or at the very least, you've survived for ten years. Congratulations! There is one last matter to attend to, and that is...your own fate.

- 1) Home- Return home with everything you have so far.**
- 2) FFXII – Perhaps you'd like to stay in Ivalice? Certainly...there will be more to come in the future ahead if you were to stay here.**
- 3) Onwards...to Futures Unknown – Head to your next Jump!**

Note: Yes, Ivalice will disregard your same sex marriage on account of the fact that you have been chosen by the crystal. Specifically - Dalmasca's crystal.

Note: What follows is a basic map of Ivalice. West of the Nam-Yensa Sandsea is Rozarria.



