



CYOA EDITION

Jumpchain Compatible!

In ancient times, a monster from another world descended from the heavens. Quickly burrowing beneath the planet's surface, it laid dormant within the world's core, consuming its energy. In its slumber, its autonomic systems guided the evolution of the world above it, then harvested the DNA of those species which developed to further its own development. For eons it grew stronger, until at last the day came when it would awaken, and scour all life from the planet.

Its name is Lavos, and in the year 1999, it destroys the world.

But that's a long way off, isn't it? Almost a thousand years in the future. Or perhaps over a thousand. Or over ten thousand. Or over sixty five million years from now. Or maybe it already happened. Time is interesting that way.

Of course, the future isn't set in stone. It may be a long way off, but you've been given the opportunity to save the world by preventing the apocalypse which is yet to come. Through some means, gates throughout time and space have opened to you, giving you the ability to travel through time and space, and change the course of history. By visiting your past and your future, you just might be able to find a way to change the course of history. So, are you ready for the adventure of several lifetimes?

Oh, before I forget – Use this to help yourself get started!

Obtained 1000 Choice Points (CP)

Ah, a visitor. Welcome to the End of Time. All lost travelers end up here, and I'm afraid you're no exception. While ordinarily I'd send you on home, it doesn't look like you have a home to go to yet. I can fix that, if you'd like, although you'll have to part with some of your Choice Points in exchange.

==Species, Sex, and Age==

Since this is a bit of a unique opportunity, the origin I set you up with doesn't have to be human. There are several other sapient species in this universe, and if you're willing to pay the cost, you may become one of those instead. Regardless of your choice, you'll end up with a young and healthy body of the sex of your preference. If you have a specific age in mind, you may pay 50 CP to choose it, but otherwise I'll set your age to whatever let you fit into the timesteam most easily.

Human (0 CP): Ah, humanity – from such ignoble origins, to the dominant form of life on this planet. Should you choose to remain as a member of the human species, you will find your life much the same as it was before, although you may find your hair mildly more chromatic or willing to defy gravity. You will be 1d8+15 years old, though you may choose to add up to four decades to it, one decade at a time.

Robot (50 CP): In the far future, humanity developed the technology to make machines capable of walking, talking, and in some cases, even thinking and feeling like they could. You may choose to be of the R-6 series, or a different humanoid model; regardless, you will have sturdy armor, enhanced sensors, and built-in weapon systems, and will lack any programming which might impinge upon your free will. You were constructed 1d8 years before the Day of Lavos, making you 1d8+301 years old.

Mystic (50 CP): Rather than a singular species, the Mystics are a loose association of humanoids often considered monstrous by humanity. Imps, diablos, nagas, goblins and others – you may choose to be any existing Mystic race, or something a bit more unique. Unlike humanity, Mystics never lost the ability to use magic, meaning you'll have more experience with it than a human would; you will also resist magic of your own element. Your age will be 2d8+15 years, and you may add up to eight decades to it, one decade at a time.

Reptite (100 CP): The first sapient race to walk upon this earth, the Reptites were bipedal dinosaurs, capable of using tools and machinery more complex than your ancestors had dreamed possible. As a reptite, you will have a powerful body with sharp claws and teeth, as well as scales stronger than steel. However, you are vulnerable to electricity, which will leave you stunned and unable to exert your full defenses against your foes. Reptites mature faster than humans, so your age will be 2d8 years.

Enlightened One (100 CP): During ages long past, magic flourished, and almost all humans were capable of using it. While that power has since left the species, you retain that magical gift, and have not only power, but knowledge and education in how to use the art. You can even learn to cast spells outside your element, though your innate element will still be your most powerful and versatile. Like all humans, you will be 1d8+15 years old, though you may add up to six decades to it, one at a time.

==Background==

Since we've figured out what you'll be, the next step is to figure out where to put you. While you can always just fall out of a gate, I can also tie you more carefully into the timeline if you're willing to pay the appropriate cost. You'll have a full life waiting for you, complete with friendships, family members, and all those moments that make life interesting. Of course, that does mean you'll have a new set of memories you'll have to reconcile with your own as well.

Traveler (Free): If you'd like, we can always skip this step, and send you on your merry way through one of the gates. After all, it's not like anywhere except your home era would remember you anyway! If you choose this option, you won't have any memories of the world nor connections to it except those you bring in with you, and those you make once you've arrived. Just keep in mind that this world is far larger and far deeper than you might imagine from your past experiences, and plan accordingly.

Soldier (50 CP): Hunter, recruit, knight, guard, or survivor – whatever you might call yourself, you've been trained to fight from an early age. Odds are you're a member of an existing organization in your home era, although a young and hopeful would-be recruit is possible as well. You'll have a number of strong friendships, especially with members of your organizations or other young people you've practiced alongside, but odds are quite good you'll have lost someone you care about as well.

Genius (50 CP): Depending on the era, you might be called a shaman, a sage, or a scientist. Regardless of the term, you're generally the smartest person in the room, and everyone around you knows it. No matter what your age you'll have the reputation for your unique discoveries, and most people will ignore anything odd you do as part of your eccentricities. On the other hand, this kind of intelligence can be alienating, and it's easy for you to wind up either arrogant or isolated from others.

Royalty (100 CP): Whether a member of the unbroken line of Zeal and Guardia or not, you're a member of the ruling elite of your given time period. Although you won't be the actual leader, you'll still have a lot of power and prestige, and will be generally recognized and admired among your people. On the other hand, you'll have little experience living among the day-to-day populace, which may prove troublesome when you travel to another time period and find that nobody cares about your supposed authority.

==Home Era==

Now, I know you're itching to go ripping back and forth through time, but first, we need to figure out exactly when you're going to come from. If you're a Traveler then we can ignore this step, but otherwise, you must pick your native era. Most species will have some restrictions on the era they may choose, but you may otherwise pick freely from the following options:

Prehistory: In the year 65,000,000 AD, humanity struggles for its very existence against the Reptites in an endless battle that will determine the fate of the entire world. With their hard scales, superior technology, and mastery over the saurian species, victory seems inevitable for the Reptites, and while some may hide others continue to fight. At the same time, a red star shines in the sky, far brighter than any other star – a harbinger of the catastrophe to come. Only humans and Reptites may choose for this to be their home era – in fact, this is the only era Reptites may call home.

Antiquity: Ah, the Land of Magic, where almost all of humanity held power over the elements. Using magic, humanity created flying islands filled with unimaginable luxury and splendor... while condemning those unlucky few unable to harness the elements to the icy desolation below. In the last few decades, the people of Zeal have discovered an even greater source of power than the elements, and seek to harness its power so that all may live forever – a power which has been growing beneath the earth for almost 65 million years, waiting for just such an opportunity. If you are an Enlightened One, this must be your starting era.

Middle Ages: More than twelve millennia after the fall of Zeal, the Enlightened Ones are no more than a legend, and magic solely the domain of Mystics. While humanity has recovered, they now face a new peril in the form of the Mystics. Once made up of countless disparate races, they were united by the dread sorcerer Magus, who now leads them in a bloody crusade against all of humanity. The Kingdom of Guardia now leads humanity in an unending war, while both sides wait for the stalemate to be broken – humanity by the prophesied coming of a Legendary Hero; the Mystics by creation of the ultimate weapon, the monstrous Lavos.

Modern: Just four hundred years after the end of the bloody conflict between humanity and the mystics, the world has finally achieved peace. The Kingdom of Guardia prospers, and it has just begun its Millennial Fair, celebrating the thousandth year since its founding. Countless travelers have journeyed to visit the grand celebration, which includes all manner of events, sideshows, and exhibits. As a brilliant young woman and her genius father prepare to unveil their stunning achievement to bemused fair-goers, a chance meeting that will soon change the entirety of history is about to take place.

Future: Four hundred and one years after the awakening of Lavos, all that remains is endless ruins. The blue oceans and green earth are gone, with nothing left but scorched earth and poisonous seas, and the shattered remnants of domed metropolises serve as humanity's epitaph. Only a tiny portion of humanity still clings to life in this desolate era, clinging to flickering Enertrons which sustain life but do nothing to sate their aching bellies. It is a world without hope, and a cold reminder of what will happen if you are unwilling or unable to change what must be changed. If you are a Robot, this must be your starting era.

==Starting Gate==

On the other hand, if you are a Traveler, then you obviously won't have a home era. In that case, we'll need to see where you're going to end up instead. You can also choose this option if you'd like a little more excitement in your life, or just want to wind up somewhere besides your new home. Unfortunately, the Gates have not yet stabilized – for 50 CP, I should be able to control which Gate you'll arrive at, but otherwise, you'll need to roll a d8 to see where you end up.

1: Leene Square, 1,000 AD. You'll be arriving in the middle of the Millennial Fair, in the exhibition pavilion. Fortunately, preparations are still underway, so you should be able to duck out before anyone notices your unusual arrival. If the Fair isn't to your liking, the city of Truce is nearby, as is the local port, which runs a regular ferry to Porre.

2: Truce Canyon, 600 AD. A beautiful wooded area running between two mountains, which unfortunately has become a popular meeting spots for Mystics who managed to cross the Zenan bridge. If you are human or human enough in appearance, you may end up with a fight on your hands very quickly. Fortunately, the town of Truce is only a short journey away, and is friendly towards travelers.

3: Guardia Forest, 1,000 AD. This enormous forest grows around the plateau Guardia Castle sits on, and has protected it from invaders for many centuries. As an isolated location, you should have few problems making an entrance here. While the Castle does not welcome visitors, you're not too far away from Truce.

4: Bangor Dome, 2,300 AD. Once a bustling domed metropolis filled with life, not a single soul remains here. What survivors there were have long since gone, either taking the long, treacherous road through the nearby ruins, or trying to eke out a meager living elsewhere on the empty continent. In either case, their fates were probably the same.

5: Medina Village, 1,000 AD. Four centuries after the war between humans and Mystics came to an end, tensions still run hot between the two species. Rather than living with humanity, Mystics have isolated themselves here a continent away. Unfortunately, your arrival will not be isolated... I believe you'll be popping out of a villager's cabinet.

6: Mystic Mountains, 65,000,000 BC. Known as the Mystic Mountains for the unusual events that occur here on a regular basis, you will not be the first person to arrive here mysteriously, nor will you be the last. The Ioka village is a journey to the South from here, but Reptites still regularly patrol the area. Oh, the Gate is a good ways up, so you may want to watch your step.

7: Earthbound Caves, 12,000 BC. A small cave in the icy mountains with little around for miles save for frozen wastelands. Off in the distance, you should be able to see one of the faint pillars of light that marks the Landbridges to the Kingdom of Zeal. If I recall, this one will lead directly to Enansa, a city dedicated to the study of sleep and dreams.

8: The End of Time. Well, hello again. It seems this Gate will lead you directly back here, although it will be a little bit later in the timestream. By that point, all of the Gates should have stabilized, so you can pick any of them for free. Of course, you can always stay and keep me company – while it can be pretty bleak here, someone else should be along eventually.

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Hey. Don't be in such a rush! Before you go, why not have a peek in the room behind me?

Hey, what're you lookin' at? Never seen the Master of War before? Well, go ahead and take a gander. Just remember, if I look weak, it's only because you're weak – and if I look strong, then that means you're pretty strong yourself.

Anyway, weak or strong, you've still got enough strength of will to you for the old guy to send you to me. I'm not just the Master of War, ya know. I'm also the keeper of Magic. Sky, Dark, Water, and Fire... used to be, everyone could call on the power of the elements. But now, only those with enough determination and a strong enough heart can use it. Lucky for you, you've got some great inner strength, so I can teach you the good stuff. Now, walk around the room three times clockwise, and think "Magic." Don't lose track now, and don't try to cheat! I'm watching!

Alright, alright, I'm just kidding. Since you're a bit of a special case, I'll let you pick your own element, and how you'd like it to manifest. Everything's made up of the four elements, so each covers a lot of different aspects. One thing I should warn you about, though. I can't teach everyone magic, just almost everyone. If you were born in Prehistory, where magic didn't exist yet, or if you're a robot, you'll have to do without.

==Elements==

Light: Light's the element of the sky, and it covers pretty much everything up there. You've still got your beams of light and holy power, but lightning's also a fair choice, as is wind' if you'd like something unique. It also has some decent healing potential, though not as much as water does, and is good at blinding or dazing your foes.

Fire: Fire's the element of the world, from the day it was born until the day it dies. It's a pretty simple element, generally in the form of blasts of flame and explosions, but molten lava's not impossible, and you can even go with rock and earth if you want. It's also offers a good mix of support for your allies and debuffs for your enemies.

Water: Water's the element of, well, water – the sea, the rivers, and everything in between. Typically comes in solid or liquid, although steam's a possibility, and you could probably get away with plant magic if you're feeling adventurous. Water's really good for healing, and has some nice supportive magic that you could send your friends' way.

Shadow: Shadow's the element of darkness, covering everything from the space between the stars to the shadows in a cave. Void and gravity are two obvious uses, and curses and status magic fall within its domain as well. However, it's also the magic of harmony, so you might be able to throw around some elemental combos instead.

==For the Magically Impaired==

Feeling left out because you didn't get an element? Remember, I AM the Master of War! I might not be able to teach you magic, but I can teach you something just as good! Keep in mind that even if you qualify for two different tricks, I can only teach you one.

Brawn (65,000,000 BC Only): Sweetheart! You might be a few years too early for magic, but you've obviously got some other gifts! I'll teach you how to rock out with 'em, and use your inner strength to seriously enhance your might. We're talking going from just plain strong to the kind of power that'll let you toss around dinosaurs.

PSI (Reptite Only): You're something special, you know that? Reptites might not have the potential for magic, but they had keen minds, and a few of 'em used that in a way no human can. Controlling minds, psychokinetically tossing things or people around, or even teleporting objects – the mind's a powerful thing when you know how to use it.

Metal: (Robot Only): Those lasers built into your body aren't just for show, you know. You've got a whole variety of onboard weapon systems which you can power up and fire, letting you mimic most if not all of the elements, plus do some nice physical attacks as well. Just keep in mind they still use your inner strength, not your batteries.

==Abilities==

C'mon, you didn't think that was all I could teach you? Hehehe – I keep telling you I'm the Master of War! I've seen all kinds of battles and learned all kinds of crazy tricks, and I'll be happy to give you some lessons. Just keep in mind that the good stuff isn't going to come cheap! Some stuff's easy to teach, so I'll train you in that for free, and if your background makes it easier for me to train you, I'll give you a 50% Discount!

Combination Attack (Free): You didn't think I'd let you go without teaching you this one, did you? Now that you're fortified with magic, or other tricks, you're going to start noticing some of them seem compatible with your buddies' moves. Well, that's because they are. By using them together, you can merge them into one big move that'll be greater than the sum of its parts. Fusing two spells, enhancing an attack with elemental energy, even a well-coordinated double strike... there's a lot of possibilities, so try them out and see what works. Just keep in mind your buddy needs to know how to do this too, and not all techniques are going to be compatible.

Jumper's Theme (Free): Ever notice how everyone around here's got their own theme song? Huh, you can't hear it? Well, I sure can, and if you'd like, I can hook you up with the Composer to get you your own personal song! It'll fit you perfectly, and start playing whenever you're doing something impressive or cool. You can decide if anyone else besides the two of us can hear it, although nobody's going to think it's unusual or associate the fact that it suddenly kicks into gear with your presence.

To Far Away Times (200 CP): Want more than just a theme? Can't say I blame you, the music's pretty fantastic here! You can use as much of ours as you'd like, but you'll also get your own personal soundtrack, designed by the Composer himself to be perfectly set to suit your adventures. It'll never get stale or boring, is perfectly on-theme for whatever's going on in the world, and can be turned off or on at will. Like your theme, you can decide if anyone else can hear it, though none of 'em will care.

Lathe of Heaven (400 CP): We're always going to need weapons, so the way I see it, you might as well get good at making them. Now? You'll be able to give old man Melchior a run for his money. Swords, guns, armor, even sunglasses – if it's worn or wielded, you can make it a masterpiece. You'll also learn how to make use of any material, bringing out its best qualities and minimizing its weaknesses. You could make bone sharper than steel, gold sturdier than titanium, and take a legendary material nobody's ever seen before, and figure out how to forge it, what to alloy it with, and how to craft that alloy into an impossibly sharp sword or some amazing shades.

Many Days Ahead of Tomorrow (100 CP, Free Traveler): It's kind of amazing how much the world changes in just a decade or two. Skip backward or forward a few centuries, and it's almost unrecognizable. This makes a lot of time travelers stick out like sore thumbs, but you won't be one of them anymore. Whenever you find yourself in a new time or place, you'll subconsciously pick up on enough of the local culture and customs to not make a fool of yourself. You'll only continue to adapt as time goes on, letting you pass as a local before too long. This will also help you decode any language shifts that might have occurred, though it won't help unless you know some dialect to begin with.

You Call This Money? (200 CP, Discount Traveler): There's no gold standard in time travel. What is and isn't money depends on the era, and in the wrong time and place a fortune might be just pocket full of useless metal. Not for you, though. As long as the currency you're using was ever legal tender any time or place in history, people will accept it with no questions asked. It'll have about the same buying power that it had wherever you picked it up, and they'll be able to spend it the same way as well. It'll even help with interdimensional exchanges, as long as they're the same kind of money – gold may be gold everywhere, but that doesn't mean you can trade talons for it!

Armed and Dangerous (200 CP, Discount Traveler): Who needs weapons when you've got your bare hands and feet? Yeah, most people will get cut to ribbons if they try to fight a swordsman bare-handed, but most people aren't trained by the Master of War! You're going to end up stronger without a weapon than most people are with one, and your limbs are going to be strong enough to block and parry even the sharpest weapons without getting your fingers sliced off. I'll even throw in some prehistoric martial arts training, giving you the ability to harness your inner strength to enhance your attacks, along with enough fighting skill to drive off an entire squad of Reptites.

The Fated Hour (400 CP, Discount Traveler): Nobody ever said you had to do this alone. You're fighting for the whole world, and from now on, the world's going to uphold its end of things. Every so often, you'll get glimpses of people, places, or things that need your help. It could be anything from a rainbow sparkle to a determined woman to an ominous factory. Find them, see things through to the end, and I guarantee you'll end up richer for the experience. Maybe you'll get some much needed closure with an old friend or an old enemy, maybe you'll save someone you care about from a lot of pain... or maybe you'll just have a fun time and get some fantastic treasures out of the deal!

Veridicality (400 CP, Discount Traveler): Paradoxes are just a 2D understanding of 4D spacetime. You went back in time, you changed the past, and that's all there is to it. Even if what you did was logically impossible, the timeline will adapt to what happened without putting reality at risk – and if at all possible, without putting you at risk either. Only a direct negation of your existence, like killing a recent lineal ancestor, can wipe you from history; otherwise, time will find a way to keep you around somehow. Your past might be very different, up to and including winding up as another species, but you'll still be yourself, and will retain your memories of both versions of events.

Borrowed Might (600 CP, Discount Traveler): There's nothing wrong with asking for help when you need it, especially when you've got a bit of time travel experience under your belt. You now have the ability to call on any willing party from your past, gating them out of space and time to assist you for as long as you can keep them here. They'll draw on your inner strength as long as they remain, and when you run out or they're near death, they and all their stuff will vanish from whence they came. The technique's cost does depend on how strong they are and how long you want them – a God would burn out your batteries before they manifest, and keeping anyone for any more than a single battle, a quick bit of advice, or something similar isn't really in the cards. Still, when you need a helping hand, you'll now always have who you need.

As a bonus, I'll set you up with any kind of huge, fierce creature you'd like – it could be a dinosaur, a giant frog, even the spirit of your holy sword. Whatever it is, it'll be ready to come whenever you call it, ready to deliver a crushing blow to your foes. It'll also share a special bond with you, making it so the weaker you are, the stronger it is.

Only When Dead, Give Up! (600 CP, Discount Traveler): I know I said you had strength of will, but this? This is something else entirely. From now on, when you set your mind to something, you'll be able to keep at it no matter how tough the job might be. Lead a civilization through the ice age? Spend centuries saving a forest? Protect the future from an eons-old abomination? As long as there's strength in your bones, you'll never falter. While most of this is mental, you'll find your body starting to learn how to keep up with your mind pretty quickly, until you'll find yourself able to take hits that'd fell a Tyranno, and keep going on for days or even weeks without rest.

You Hath Potential (100 CP, Free Soldier): Sword, scythe, or whatever weapon you're running around with, you're not bad with it. Nothing to write home about, but no slouch either. Of course, that's nothing compared to how you're going to be in the future. As long as you keep practicing, and keep fighting, you'll get to the point where you're a one man army. You'll also notice that you've started learning how to harness your inner strength to enhance your weapon techniques. Keep practicing, and you're going to learn how to do some pretty amazing tricks with it.

I'm the Wind (200 CP, Discount Soldier): Well, not literally. Someone else has had a claim on that role for a couple thousand years. But with the way you'll be whooshing about, you might as well be. From a fighting stance, you can jump across chasms and high enough to swat birds out of the sky, and if you get a running leap, it'll be like you're flying. You're also fast enough to do this kind of acrobatics in a combat situation, and will think fast enough to actually make use of this mobility too. Needless to say, all but the biggest or fastest enemies are going to find you extremely frustrating.

Frogs Aren't So Bad (200 CP, Discount Soldier): Take it from me, there's a lot more to most people than meets the eye. But while some people might get over their first impressions, most will leave it at "strange monster." Well, not anymore. Now people will judge you based on your deeds, rather than your species or your weird looks. If you're a legendary hero who looks like a frog, people will treat you with the respect you deserve, while if you're a Master of War who looks like a cream puff, they'll show the appropriate level of caution without needing you beat some sense into them first.

Frenzy (400 CP, Discount Soldier): Some warriors will train their entire lives and never get close to this level of combat ability. Some warriors don't have the Master of War as a teacher! You're pretty much unmatched with the sword, and can strike faster than most people can see without any loss strength or skill. That's without using any of your inner strength, too. Call on some of that, and you'll be moving faster than should frankly be possible. All your enemies will see will be a living tornado as you slice them to confetti or pummel them to a pulp in the space of a few moments.

I Rather Enjoy this Form (400 CP, Discount Soldier): Dark magic's no fun to get hit by, and I can't do much about that. But I can teach you how to make the best of a bad situation. Now if someone puts a curse on you, you'll still suffer some of the negatives, but it'll end up as a net benefit. A spell that'll turn you into a frog may leave you as a frog-man, while a petrification attack might just make your skin into stone. The more powerful and long-lasting the curse, the more beneficial the effect will be; short-lived status effects like confusion spells might just leave you more likely to attack your enemy than your friends, and your standard attack spell won't be affected at all.

As a side benefit, I can curse you into any harmless critter of your choice after you get this ability, turning you into some kind of freaky animal hybrid. While your guise won't instill any trust, you'll have all the strengths of that animal and none of its flaws.

Camaraderie (600 CP, Discount Soldier): People get sappy about the power of friendship for a reason – things are a lot easier when people are watching your back. Lucky for you, you'll never lack for allies. You've got the kind of magnetic personality that turns even chance encounters into loyal friends, and the interpersonal skills to keep your quirky cast working together without issue. This skillset will really shine in combat too, because not only can you teach your new buddies to use Combination Techniques, but as long as you're leading them, you can handle even bigger Combos. Triple Tech's as big as I've ever seen, but who knows what you'll come up with.

Legendary Hero (600 CP, Discount Soldier): When you're up against something the size of a mountain, a weapon that might as well be a pinprick to it doesn't seem that useful, does it? Good thing you've got me around! I can teach you how to fill your weapon with the power of your heart, which not only significantly boosts your power, but lets you injure even the biggest monster like you were on the same scale as it despite your size difference. You still might have to hit it a hell of a lot to take it out, and it won't nullify its armor, so you should probably aim for a soft spot rather than the spiky shell. Still, with this kind of technique, taking down even something like Lavos is in the cards.

Leave It To Me (100 CP, Free Genius): You might be a brilliant scientist in your own time, but science marches on, and if you don't march with it, you'll be left in the dust. But that won't be a problem anymore. As long as you've got some decent teachers or textbooks, you can easily adapt your existing knowledge to any level of advancement, incorporating new discoveries seamlessly and even picking up fields that branched off the ones you're familiar with. This works backwards as well as forwards; while phlogiston theory won't be any more accurate in the medieval area than the modern, you'll be able to pick up enough to talk shop about it with your more primitive peers.

Precision (200 CP, Discount Genius): Whether you're working on delicate machinery or making a tricky shot, you need steady hands and a good eye. Well, you'll have them now. Your manual dexterity and hand-eye coordination are both as good as an ordinary person can get, and if you keep practicing, you'll get the sort of stability and aim machines would be jealous of. You'll also learn how to make real offensive use of that accuracy as well. I'll teach you how to spot and identify your foes' weak points, and how to target them effectively during combat. The end result? The more accurate of a shot you are, the more damage you'll end up doing to your foes.

You Repaired Me (200 CP, Discount Genius): I've seen more spirit from robots than some people, and while I might not be able to read their character, you're not going to have the same trouble. You'll find it extremely easy to understand artificial beings, externally, internally, and mentally, and will have a much easier time dealing with them as a result. Whether it's fixing a machine who got himself pounded into scrap, or getting him to understand why you cared enough to fix him, it'll all come easily and naturally to you. With enough time, you could even make one from scratch, and give it a real personality with real feelings rather than a chintzy singing simulacrum.

Just As I Thought (400 CP, Discount Genius): Most people are used to thinking of time as linear, rather than the convoluted mess it becomes when time travel gets involved. Well, I don't have that problem, and when I'm done, neither will you. You'll be able to think in four dimensions rather than two or three, letting you instinctively perceive and understand nonlinear time. Aside from easing a lot of headaches, you'll be able to predict how changes to the past may affect the future, and what kind of changes to make if you want a particular result. It'll also help you recognize others' tampering in the timeline, and how to revert it if need be. The lessons should also carry over to non-temporal causality as well, making you much better at planning in general.

Discovery of a Lifetime (400 CP, Discount Genius): Scientific progress is usually slow, meticulous, and gradual. But you know what? That's boring! Wouldn't you much rather singlehandedly start a scientific revolution? Hehehe, that's what I thought. You'll have the combination of creativity and genius which lets you make true breakthroughs, the kind that people will end up remembering as turning points centuries down the line. Think being the caveman who discovers metalworking, or inventing guns when people are running around with swords. Things might be dodgy at first, but with time and refinement, they'll be just as reliable as anything discovered the old fashioned way.

Mega Bomb (600 CP, Discount Genius): Magic and Technology are both capable of some pretty fantastic things. So why not put them together, and see what happens? You now understand the secret to integrating magic seamlessly into your mechanical devices, enabling you to create devices like bombs powered with fire magic or medkits that use healing magic. While initially your devices will be one-shots that rely on a magical charge you have to deliver, in time, you'll learn how to make much more advanced fusions, such machines that run on magical power sources, or automated spellcasting devices. In the end, the only limit is your skill with machinery and magic.

Guru (600 CP, Discount Genius): Back in the glory days of Zeal, "Guru" was a title reserved only for the most skilled and knowledgeable of their mages and scientists. You might not be there yet, but when I'm done with you, you'll be well on your way to deserving the title. Magic is akin to a science to you, letting you delve into the secrets of sorcery the same way a physicist would unlock the secrets of the atom. This also includes learning how to apply magical knowledge like an engineer does the sciences, letting you come up with breathtaking magical wonders. The Blackbird, the Mammon Machine, the Ocean Palace – who knows what you'll add to that list of legends.

Fooled You, Didn't I? (100 CP, Free Nobility): Anyone can put on a costume and pretend to be someone else. If you're really good, though? You can do it with a ponytail. When I'm done with you, you'll be able to disguise yourself by changing everything people are familiar with – your speech patterns and voice, your mannerisms, your walk and posture, even your facial expressions. Add in even a little change of hair style, and only the most astute observer would have a chance at recognizing you. Even then, odds are they'd just think you look familiar somehow. Make some effort with the disguise, even just a hooded cloak, and your own mother won't be able to recognize you.

Can't You Take Orders? (200 CP, Discount Nobility): One of the perks to being royalty is that when you speak, people listen. If you're not, or just want to brush up, then this skill is for you. You'll have a real commanding presence, the kind where people instinctively listen when you give orders. While they might second-guess you, you'll have enough presence to make even seasoned veterans tremble before you and bring formal proceedings to a screeching halt. You'll also have a better sense for what kind of commands will be obeyed eagerly and reluctantly, and when no amount of demands will work and you'll need to try another tactic.

The Black Wind Howls (200 CP, Discount Nobility): Can you feel it? Just beyond the edge of your perception, a ghostly wind that isn't there. It's real, and if you'd like, I can teach you how to really start getting a feel for it. The very breath of catastrophe, if you can feel it blowing or hear its murmur, you know something bad's about to go down. The bigger the wind the larger the disaster's going to be, and the closer it sounds the less time you have until things go down. If it really starts to howl, then someone's not long for this world unless you intervene; if there's nobody else around, then you might want to reconsider your next move, because that means it's you.

Stay Healthy (400 CP, Discount Nobility): Hope's a powerful thing. It can keep people going when nothing else can, and as long as you hold onto it, even the worst situation can be turned around. You'll learn how to become a beacon of hope to those around you, inspiring them to keep going, and figuring out how to rekindle their spirits when they've given up. Of course, you're not just offering empty platitudes! With a bit of your inner strength, you can go from figurative to literal beacon, radiating an aura that can heal or empower those around you. Any healing or support magic you have also improve significantly, becoming more effective and lasting a lot longer as well.

Barrier Change (400 CP, Discount Nobility): Offense isn't the only thing you need to win a fight. Sometimes, what you really need is a good defense. You'll be able to call on your inner strength to create powerful protective fields around yourself or others. While most only do so much, if you really focus, you can create an extremely powerful barrier around yourself, tuned to only let a single element pass. Any other element used will be absorbed into it, while any physical attacks will do scratch damage at best. Keep in mind it works both ways, meaning you can only use that element too, and it's so tough to maintain you can only use your basic techniques while keeping it up.

Right Place, Right Time (600 CP, Discount Nobility): From a chance encounter leading to a trip through time, to a random button revealing the cause behind the cataclysm, it's kind of funny how much random chance can play a part in the outcome of an entire quest. Well, there's more to it than just luck, and when I'm done with you, you'll be finding these kinds of random helpful coincidences happening every day. Whenever you've set yourself to a goal, or even when it'd be helpful in a way you never knew you needed, you'll have some kind of lucky break. They'll never solve any situation outright, but they'll always point you in the right direction, or in a promising new one.

Power of Zeal (600 CP, Discount Nobility): Phew, the old man really hauled in a marlin here. You've got the potential to do some amazing things with magic, and if you're up for it, I can teach you how to use that talent. You'll gain an immense boost to your magical power, enough to rival even the Queen of Zeal herself, along with enough skill to actually make use of it. You'll be able to start out with the big spells most people struggle to master, and in time, learn to call down giant blasts of arcane power that'll devastate anything which dares to stand before you. Don't worry if you don't have magic either, because it'll provide a similar boost to whatever you learned instead.

Burn! Bobonga! (200 CP, Discount Human): Being human means being heir to a 65 million year legacy of parties, and if you want to live up to it, you've got a long way to go. Hehehehe – don't worry, I'll be happy to take you under my wing. When I'm done with you, you'll be the life of any party you might grace, equally at home in a black-tie gala or a drum-pounding tribal celebration. You'll be able to out-drink, out-eat, and out-dance any three tribal chieftains you could name, and still wake up the next day fresh as a daisy and ready for more. I'll even teach you how to host an event that'll put the Millennial Fair to shame, including some secret recipes from all throughout history.

How Human You've Become (200 CP, Discount Robot): A lot of robots don't see the point of humanity, or biology in general. Me? I think they've got some pretty useful qualities. If you've recognized that as well, I can teach you how to hold onto them. You'll have all the benefits of being a biological lifeform, including benefit from healing magic and potions, no matter what your form. You'll also have the ability to learn and innovate, and will retain your entire emotional spectrum, including the inner strength that'll let you pull off miracles. One last thing. Remember how I said robots couldn't use magic? Yeah, if you want, you can swap out the Metal power for the Element of your choice.

Power is Beautiful (200 CP, Discount Mystic): Male, female, robot, or dragon god in a clown suit, who cares? As long as you're powerful, it's all the same in the end. If you disagree, though, then I can help you get the beauty you're looking for. You'll be drop-dead gorgeous, and no matter how strong you are, your appearance will never suffer for it. You could look like a model and be strong enough to toss around dinosaurs. You'll also keep that beauty even if your entire species wouldn't, and probably shouldn't. You might need some make-up or other touch-ups to pass as a human, but even in your natural state you'll still look exotically gorgeous rather than completely alien.

Filthy Apes (200 CP, Discount Reptite): The Reptites always had a weird sort of harmony with nature, less out of anything they did and more just how they were. You can learn to take advantage of that connection, making you a lot more at home with the natural world, and vice-versa. You'll have an easier time roughing it, animals won't feel threatened by your presence, and anyone or anything with a grudge against humanity will consider you an exception. You could relax in Medina Dillage without a care in the world, and if the planet ever forms draconic avatars of wrath to punish humanity or something, the only way you'd be on the receiving end is if you tried to get in the way.

Dreams Are For Sleepers (200 CP, Discount Enlightened One): The people of Zeal had sleeping down to a science. No, seriously. Crazy, huh? I'm not much for resting, but you can learn their techniques, ensuring you'll be able to fall asleep quickly in any situation, and get a comfortable rest on a pile of rocks. You'll also have total control over your dreams, letting you work through your mental issues, enter a lucid state, or ensure sweet dreams every night. You'll even maintain awareness of the waking world while dozing. You can carry on a conversation while sound asleep, without disturbing your rest, and if someone tries to catch you napping you'll wake up alert and ready.

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Well, much as I'm up for a sparring match, you shouldn't keep the old man waiting. Just go ahead back through the door, and you should find your way back.

Ah, hello! Welcome to my cabin. Judging by your expression, you seem as unsure of how you got here as I am. Well, these things happen sometimes, and tend to work themselves out just as well. In the meantime, would you like to browse my collection? Any item marked "Discounted" will be half price, while the ones marked free have already been purchased for you.

==Equipment==

Basic Equipment (Free): Weapons... If the world were a better place, there'd be no need for them. Still, as things are, it would be foolhardy to go without them. Your anonymous benefactor has paid for the weapon of your choice, along with a suit of armor, a helmet, and a week's worth of clothing. All except the clothing are made from my own personal blend of steel, and are lighter and stronger than similar items.

Gate Key (100 CP, Free All): What a marvelous little device. This mechanism can detect and stabilize rifts in space and time, enabling you to pass through them safely and easily. Such rifts are usually only found where the fabric of time has been disturbed somehow, including by less sophisticated time travel equipment, and without them, this device is effectively useless. One has been paid for, but if you'd like to stock up in case yours is stolen, I seem to have found myself in possession of a supply of them.

Poyozo Doll (50 CP): If I recall correctly, this adorable little doll was crafted by the magician Nolstein Bekkler. Aside from serving as an attractive decoration, it contains a sophisticated magical music box which will play a personal song dedicated to the person who touched, and continue playing it until touched by another or deactivated.

Clone (50 CP): Another of Nolstein's remarkable creations, this doll is a perfect likeness of you. It's so lifelike that even I can only tell you two apart by your movements, and can be posed in any position you yourself could. I'd ask why you wanted it, but I'm not sure my heart could take the answer. Still, I suppose it may come in handy somehow?

Spiced Jerky (50 CP): This is a bag of jerky from the Snail Stop in Porre – arguably the greatest traveling ration known to mankind. Perfectly prepared and preserved, it's easy on the teeth and stomach, extremely filling, and contains a surprising amount of nutritional content. It's also astoundingly delicious. This bag has a curious enchantment enabling it to hold enough jerky to feed an army, and will slowly replenish over time.

Toma's Pop (50 CP): How curious. I was certain that this was a bottle of liquor from the town of Choras, but it appears to be a bottle of soda pop instead. I can't tell which it truly is, but both were favorites of the explorer Toma, good reason. Soft or hard, both are some of the finest beverages in existence. Unless my eyes mistake me, this bottle seems to be enchanted to refill each day, though with what I can't be certain.

Care Package (100 CP): If you're going to go wandering the world, it's a good idea to have some supplies for the road. This is a package of sixteen healing Tonics – ten standard, five of the more powerful Mid-Tonics, and a single Full Tonic. It also contains five Heal potions, capable of curing almost any short-term ailment, and two Revive waters, which can stabilize someone on the brink of death and get them back on their feet. All are enchanted to replenish each week, so you'll never permanently run out.

You may also purchase additional items for the care package if you're interested: 1 CP for a Tonic, 2 for a Mid Tonic, 5 for a Heal, 10 for a Full Tonic, 20 for a Revive.

Masterful Set (100 CP): This set of magical curatives . It contains sixteen energy-restoring Ether potions – ten standard, five of the stronger Mid-Ethers, and a single Full Ether. It also contains a set of three magical tablets, capable of providing permanent enhancements to your mind, body, and spirit. One will boost your strength and power, one your speed and reaction times, and one your magical energy and spirit. All but the tablets will replenish each week; I'm afraid the tablets are single use only.

You can add items to this set too: Ethers for 1 CP, Mid Ethers for 2 CP, and Full Ethers for 10 CP. You can also purchase tablets at 50 CP each, or 100 CP for a set of three.

Enertron (100 CP): This remarkable device hails from the far future, and is capable of generating an energizing field which restores and re juvenates the entire body. A few seconds in the Enertron is the equivalent of a full night's sleep, and provides an entire day's worth of nutrition and hydration to your cells. Unfortunately, it does nothing for mental fatigue, not the feeling of hunger or thirst.

Jetbike Key (100 CP): Heh heh! Don't worry, the Jetbike is included. As its name suggests, it uses jets rather than wheels or engines, giving it a top speed of several hundred miles per hour, and letting it run atop any terrain. It is also durable enough to take repeated high-speed impacts without issue. Whatever fuel cells it uses may well remain charged indefinitely, and has three secondary energy reserves capable of providing it with a brief turbo boost that charge from it each hour.

Pendant (100 CP): Long ago, I made a similar pendant for a dear friend of mine. Crafted from Dreamstone, it serves as a repository energy, and once charged, will likely remain so indefinitely. Once charged, it will function as a sort of magical keu card – it can break any enchanted seal or lock in this world, and I daresay many others as well.

Alluring Outfit (200 CP, Discount Traveler): This... outfit is more revealing than some undergarments, and is so flattering it may well be more provocative than mere nudity. It is enchanted so that this effect will transcend societal and even biological concepts of beauty, letting you charm almost any creature. You may find yourself receiving some unique and remarkably powerful gifts from smitten suitors while you wear this, though for most, let's just say it's the thought that counts.

Hero Medal (200 CP, Discount Soldier): Ah, this medal brings back memories. A long time ago, these were awarded to the most valorous heroes; very few were ever created, and only one other such medal survived to the present day. They identify the wearer as a true hero, and unless you give someone cause to doubt your worthiness you will be recognized as such when you wear it. You'll also find your attacks finding your enemies' weak points more easily when you wear this, as if guided by a hero of old.

Sight Scope (200 CP, Discount Genius): This clever little device was invented only recently, but is an astounding achievement in biometrics. Of course, I've made a couple improvements. By looking through it, you can scan the vitality and energy of nearly any creature, as well as detect any ailments or conditions it suffers from, and any elemental strengths or weaknesses has. Some powerful or alien creatures cannot be properly analyzed, but it will provide you useful information on anything else.

Amulet (200 CP, Discount Royalty): Another long-lost treasure, this amulet was once provided to royalty in days long past in order to keep them safe from harm. It has a protective enchantment which helps it fulfill this purpose, letting it negate minor curses aimed at the wielder. It also protects against the special attacks of monsters which would similarly debilitate you, such as venomous bites or blasts of blinding smoke. Stronger curses and effects may break through it, so don't be too foolhardy.

Golden Earring (400 CP, Discount Traveler): I'm not quite certain what the origins of this ornate yet tasteful piece of jewelry are, but its potent effects cannot be denied. It bolsters the vigor of its wearer immensely, causing their body to almost overflow with vitality. If you wear it, you will be able to shrug off attacks that could ordinarily leave you at death's door, and even survive strikes that should kill you outright.

Frenzy Band (400 CP, Discount Soldier): According to legend, this fiery-looking armband was first crafted by the ancient Reptites for their most ferocious warriors. It both enhances and focuses the rage of the wearer, letting them concentrate their wrath against their foe. This focused wrath makes it easy to find opportunities to strike out at your enemy, letting you find a chance to counterattack nearly any action they take.

Third Eye (400 CP, Discount Genius): If memory serves me correctly, these unusual charms were created by the Nu, a rare species some believe were the first sapient lifeforms. When worn, the eye can see a few moments into the future, letting its wearer glimpse what is to come. Though useless for prophecy, it will prove invaluable in combat, letting you evade attacks you would never have seen coming otherwise.

Golden Stud (400 CP, Discount Royalty): Though I created it long ago, this flower-like earring is still one of my finest works. It bolsters the inner strength of the wearer, reducing the burden magic and other techniques place on mind, body, and spirit to an unparalleled degree. When worn, even your mightiest spells can become mainstays of battle without issue, while lesser techniques may be invoked almost effortlessly.

==Materials==

A word about these next few items. Rather than finished goods, these are rare materials with exceptional properties. However, unless you are quite the accomplished smith, you may have trouble working them. I happen to be such a smith, and would be happy to offer my services for an additional fee. I will charge a mere 100 CP per item, and will include the cost of one single item in the purchase price. Please bear in mind that any item forged of an alloy will require you to purchase both materials.

Dreamstone (400 CP, Discount 65,000,000 BC Home Era): Rarer than gold and far more lovely, this crimson mineral has been vital to civilization for millions of years. It is a perfect conduit for all forms of energy, able to act as both conductor and battery, and when properly prepared can even short-circuit other forms of energy. In its natural state, it exhibits a form of crystalline growth; though this specimen is just enough to create a knife, if left alone it will grow large enough to craft even massive machines.

Living Metal (400 CP, Discount 12,000 BC Home Era): This material derives its name from the fact that, like life itself, it evolves and develops over time. It may be easily attuned to any form of energy, and once attuned, will gradually gain strength and change form to better suit its purpose. Although this process often takes millennia, it can be sped up with the right energy. It also can repair itself when damaged, and if you are careful with these ingots, you may take advantage of this to harvest from them repeatedly.

Rainbow Shell (400 CP, Discount 600 AD Home Era): Once belonging to a massive sea creature, this resplendent shell was transformed by the energies of Lavos' impact. Now immensely strong and magic resistant, any armor made from this material will be both beautiful and unimaginably effective. This particular shell also contains some of the mighty being's resilience, enabling it to keep growing long after its death; due to this, judicious harvesting will leave the shell's splendor entirely untarnished.

Resilient Sapling (400 CP, Discount 1,000 CP Home Era): Filled with the power of life itself, a dear friend had once hoped this tree would restore our damaged world. Though it seems that dream will never come true, perhaps it may be put to another use. If cultivated, it will grow healthy and strong, with bark and bough so resilient that no metal can compare. It will also retain a natural aura of protection and life will cause most curses and similar dark magic to be ineffective against one who wears it. You may even be able to use its sap to create amber of such power it can stave off death itself, although the quantity required would be so great you could only collect it once; any further attempts would kill the tree and render its sap powerless.

Sun Stone (400 CP, Discount 2,300 AD Home Era): Old even when this world was young, the Sun Stone shines with tens of millions of years of light. The energy within it can be harnessed to create all manner of wonders, and though it will one day lose its shine, that would require millennia of constant use. Pieces of it also alloy well with various metals, forming unfathomably powerful equipment, and as long as it is regularly exposed to sunlight, it will repair these minor chips quickly.

==Temporal Treasures==

There are two other items which I can provide to you, though neither is of my design. Though I scarcely can begin to understand their workings, I believe I may be able to attune them to your personal timestream. It is conceivable that you may be able to acquire these from their proper place in the timeline, but unless so bound to you, I cannot guarantee they will function outside of it.

Wings of Time (500 CP): So, he finally completed it... This wondrous machine is able to fly through time like a bird through the air, enabling the use of time travel without a Gate. Though it can only access periods of history where a distortion which existed prior to your arrival has weakened the fabric of time, no physical access to such Gate is necessary; in fact, it can even transport itself to a period where a Gate once existed after such distortion is repaired or sealed away. It also seems to have a mind of its own, and will always find its way back to you, even if you're entirely lost in time.

Curiously, it seems someone has made some additional modifications to it outside of the original schematics. It can fly fast enough to circle the globe within minutes, and is equipped with armor strong enough to almost survive crashing through a mountain and laser weaponry strong enough to take down a flying battleship.

Chrono Trigger (500 CP): This astounding egg was the masterwork of another dear friend, and is pure potential – the potential to avert even death itself. Its effect depends on the effort put into using it, and the need for its use; if you are able to find a point in space and time where it resonates, that which you are saving is vital to the timeline, and you have a perfect substitute so none will be the wiser, it will transport you to a single frozen instant where you can avert catastrophe. However, I must caution you that this item may only be used once; afterwards, it will be lost forever.

Oddly, it seems this item is not quite as unique as I once believed; perhaps in another world, people have rediscovered its secret? Regardless, once you have made your first purchase, I can sell additional eggs at 100 CP each. Please keep in mind that all of them will follow the same restrictions as the original.

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Well, I think that's everything. If not, and the need arises later, you know where to find me. For now, you'd better be on your way. Don't worry about getting back – you'll probably find yourself exactly where you need to be when you go.

Ah, I've been expecting you. I imagine this isn't where you were hoping to end up – I know the feeling myself. Though I long to return home, there's still much I must do. One of those things? Offer you a fighting chance. The odds are going to be against you, and even I need an assistant from time to time. If you're able to offer me some compensation, then I'd be glad to go ahead and even the odds a little.

==Allies==

Will Thee Accompany Me? (Free): While it might not be my specialty, I'm not a bad hand at restoring lost timestreams. If you have any friends who tagged along with you, I make sure they're able to find you wherever and whenever they end up. I'll even provide them with a healthy new human body, along with the Element of their choice.

To Good Friends (100+ CP): Of course, if you want something more special, it's going to cost you. For 100 CP, I can insert a couple of your Companions into the timeline, giving them the species, starting era, background, and element of your choice. They'll also learn the equivalent of 400 CP worth of abilities, and some basic equipment. Every extra 100 CP you throw my way lets me double the number I can add into the timeline, though obviously this won't change how many you can have with you at once! I'll also ensure you all wind up near each other, so you won't have to go hunting for them.

Can't Play this Game Alone (100+ CP): You won't make it very far without someone tagging along. Fortunately, this is where I really shine. Rather than importing existing Companions, I can help you meet up with people somewhere in the timeline who'll be willing to come with you. Just tell me the species, era, background, sex, element, and abilities you'd like them to have, and I'll point you in the right direction. Of course, you can still drive them away, but I'll give you a few backup options in case you mess up.

Bring Newcomers to Meet Me! (200 CP): Now that's interesting. It seems the Master of War is quite taken with you, and is interested in tagging along to see what you're capable of. If you're able to pay the price, his room will be waiting in your Warehouse. He'll never leave it, preferring to watch the fun from the sidelines, but he's always up for a spar, and it'll always be a challenge. If my understanding of dimensional sciences is right, and it is, he'll also be able to unlock elemental potential in people you bring to him as long as they're from a different world than this one.

Make Me a Member of Your Team! (200 CP): Well, it took him long enough! Seems my old friend, the Guru of Time, has expressed an interest in tagging along as well. He always wanted a chance to get out there in the thick of things, though he'd be just as happy sitting in your Warehouse, watching the comings and goings of history, and dispensing advice. Still, if I were in your shoes, I'd take him for a spin. He's a Guru for a reason, and he's got some powerful magic that I'm sure he's just waiting for a chance to use.

Going My Way? (300 CP): You're not satisfied with what I've offered you? Maybe there's someone in particular you'd like to take across the dimensions. Well, I can help you with that too. I'll help you set up a meeting with any person in the world of your choice, and as long as you can convince them, you'll be able to take them gallivanting along wherever it is you go. They can say no, of course, but that doesn't mean you wasted your price; you can go ask someone else who's more receptive to your offer, as long as someone's tagging along by the time you leave. Hm? No, I said PERSON! That... thing isn't one by any stretch of the imagination, and you can't take it with you!

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All done? Good. We'll be seeing each other later, I'm sure of it. For now, you'd better head on. You won't be going back, of course, but you probably expected that by now.

Mwa, ha, ha... What have we here? Another fool who dares think that they can oppose the mighty Lavos? But there is something special about you, isn't there? Very well, this may prove an interesting diversion. I know the Gurus have been helping you, what you intend to do with their help. But such a measly creature like you could never hope to challenge the Mighty One! Still, watching your struggles amuses me, so I'll make you an offer. If you want power, then I'll be happy to grant you some of our limitless might. In exchange? Let's see what suffering you're willing to bear! Of course, there is a limit to my generosity; you may only gain a total of +1000 CP no matter what you choose. There's one other condition as well...

==The Terms==

Lavos Beckons (+0 CP, Special): Were you planning to run away, yelping in terror? Well, we can't have that, can we? What fun would it be if this game ended in a stalemate? Now your future depends on the future of this world. You must stand before the Mighty Lavos on the day he arises to claim rulership over this world – refuse, or fail to stop him from devouring this world, and your journey will end forever! Your only hope is to face him, and die with dignity! Of course, you need not accept my challenge... but unless you accept my terms, and take this Drawback, then you will only gain half the benefit from each you take, to a maximum of +500 CP.

==Drawbacks==

Good Morning, Jumper (+0 CP): Ah, so this was the pathetic creature who dared stand against the almighty Lavos before you? If you would stand in his place, then so be it. With this choice, I will allow you to awaken in his stead, or in the place of any other who would join him! To all the world, it will be as if you had been born instead. Worry not! Whoever you replace will remain as a lost timestream, and once you depart, will return to their natural position in time. Of course, you must have the same species and starting era; I do not have the desire make any more complicated situation viable.

Find This Person Fast (+100 CP): You have a strange air of confidence – as if you already know exactly what's going to happen. Well, I'm afraid things aren't quite going to play out the way you're expecting. Everything you might experience will be just a little bit different than how it would have – foes may be friends and friends foes, and no riddle or test will have quite the same answer. An easy challenge? Perhaps, if whatever art you use to speak our tongue not been so easy to corrupt. But you'll find this a little bit more difficult to deal with when peoples' words have been subtly twisted to confuse you. Tell me, do you know what an energy whirl is? You'd best try and figure it out, because what you don't know just may kill you.

Bound to the Earth (+100 CP): While you may try to hide your form, I can recognize the foul scent of an Earthbound one. Yet somehow, you have gained magic? This atrocity must be rectified. Any and all magical power you possess, whether gained here or elsewhere, will be stripped away from you entirely. Though other talents are not affected, if even a scintilla of an art relies on magical power, it will be entirely unusable. Of course, I am not entirely without mercy – I will grant you access to the Brawn ability, so that you may fight like the disgusting animal that you are.

Footsteps! Follow! (+100 CP): A great many things go missing when you're around, do they not? Well, I think a bit of turnabout is more than fair. You'll now find yourself the regular victim of larceny on a truly grand scale. The more important an object is to your success, the greater the odds that some ruffian will wander off with it. Though you may stop such theft through vigilance, simply hiding objects away will only ensure the thieves gain access to your hiding places – and no matter how vigilant you are, at least once during your time here, your Gate Key – or keys – will be stolen from you.

Conservation of Time (+100 CP): Four or more beings of different timelines cannot travel time together – so why would you and your little friends be any different? You, as well as all who have crossed time or dimensions with you, are now bound in this way; only two such allies may accompany you at any time. Further, while you may still fight alongside any number of people within their home time, each ally you have within a given time period takes up one of these temporal slots; should circumstances force you to travel with one or two others, then one or none of your friends may join you.

The Trial (+200 CP): Challenging the great one is a crime worthy of death – and now, all will understand how vile a criminal you truly are. Within a few days after your arrival, you will be accused of a heinous offense, and will be found guilty. Though you may escape, you will never be able to prove your innocence, and if you are captured, you will be put to death. Of course, such a charge would be easy to escape by fleeing to another time or place – but while others may not know of your guilt, they will still sense it, and you will find yourself regarded with suspicion no matter where you flee.

Hold Thy Tongue! (+200 CP): Like my disappointment of a son, you will find yourself cursed with a sharp tongue and even sharper temper. Enduring the prattling of others becomes a chore for you, and you will find it quite difficult to hold back the bite of your wit even when circumstances demand a more diplomatic approach. Aside from the problems such an acerbic nature will cause naturally, you will find your ability to work with others has become greatly diminished. You are entirely unable to use Combination techniques, though you may, with disdain, teach others the art.

Protective Seal (+200 CP): Shields, armor, magical protection – no bastion may stand against the might of Lavos. Though you may have come here protected from magic or brute force, such protections have been torn asunder – you will now find yourself vulnerable to any form of the art cast upon you. Any immunities you may have had have been completely stripped away, while lesser forms of protection will be less effective than they otherwise would have been. This will be especially pronounced against curses or dark magic; such spells are now far more likely to afflict you.

Snack for the Great Lavos (+200 CP): The power of Lavos is unimaginable – you who claim to be mighty are still nothing but insects to him. So perhaps it is time for you to learn how weak you actually are. Your power will be torn from you, fed to the Mighty One so that he may grow strong enough to destroy the world. You will now only be a shred of what you were before, as weak as a half-trained soldier or fledgeling inventor. Though you will be able to regain this power with time and practice, it will be a long and difficult road for you – one that leads to nothing but your pitiful demise!

But The Future Refused to Change (+300 CP): Seeking to defy fate – to overturn time itself – is arrogance beyond measure. Though the world may once have permitted such depravity it will now no longer be so accommodating. Time has been wiped clean of any meddling, and further interference will be met by destiny in its most brutal form! While you may change the future, if there is any way for fate to reassert itself, it will do so – and if not, it will spitefully punish you for your hubris. Yet you must continue to struggle, for if you surrender, the mighty one will triumph. What a delightful tragedy!

A Vanished Princess (+300 CP): Beings like ourselves may not fear death, but what about those who came before us? What would have happened if even one of our ancestors' fragile lives had been snuffed out? You're about to discover the answer firsthand. Your progenitors will now frequently be placed into grave peril – peril you must personally avert, lest you be erased from time itself. You will be aware that your timeline is being erased, but you will not know how or by who – only that you must correct whatever has gone wrong, lest you be banished the icy darkness beyond time.

Hm? You thought you were beyond my grasp because you had no familial ties to this world? Poor creature... your struggle is just beginning. Instead, it will be the ancestors of those important to you whose lives are threatened. Should you fail to save them, you will be erased from time alongside them, wiped from reality by temporal paradox.

Crimson Echoes (+300 CP): Are you aware of the consequences of meddling in time? You think only of the lives you will save – but how many more will you erase? Did you think none of them would desire vengeance? Now, through the power of Lavos, they shall have it. Those you have condemned to Time's Eclipse will now have a means to escape oblivion, and hunt down the one who has so callously erased them. What power they hold, and how terrible their wrath might be, is something even I can scarcely imagine. Beware, little one – even I would fear the wrath of those who never were.

The Time Egg (+300 CP): Isn't your life precious to you? Would you really go so far as to trade it for power? Then come – sacrifice yourself to the mighty Lavos! Your form will be eradicated, but your spirit will remain – yet it cannot be sensed, and will be unable to influence the world in any way except offering scraps of psychic guidance. In ten years' time, you will fade away. In that time, you must guide those who care for you, and lead them to discover a way to save you from being blasted into atoms. If they prove too weak? Then you, and everything you might have been, will be gone forever!

==For Those Looking To Achieve a Shorter Lifespan==

Jump's Eclipse (+600 CP): Ah, yes. I know what you are, Jumper. The Almighty One has revealed everything to me. Sixty Five Million years ago, when he descended from the Heavens, he felt your power – and your secret. A distortion not in time or space, but between the dimensions. Not content with this pitiful world, he began to harvest the energy of all those worlds you have visited – and the DNA and vitality of every living creature. As he slept, he shaped the evolution of this world, guiding every lifeform to grant them that power you take for granted. All of biology, history, art, and science has been reshaped with your strength... and in turn, have become a part of him.

Soon, in all of his transcendent glory, he will awaken. He will finish consuming the energy of this wretched planet, and his glory will snuff out all life on its surface. His children will grow strong off of its shattered remnants, and then they will begin their own journeys – now fueled by the knowledge of what lies out there, and the power to transcend those barriers. His spawn will colonize each and every world you have ever called home – and from there, all of existence will bear witness to their might!

Oh? You think you can stand before him, even now? Mwa, ha, ha... What do you hope to do against he who transcends time, space, and even reality itself!?

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Have you made your choices, then? Very well – your fate has been sealed. Go now, you poor, pathetic creature... Go, so that I may see what becomes of our little game, and watch the look of dawning horror and regret grow upon your face when you realize the true extent of your folly.

Hey, where have you been?

...Ah, so that's your story. Well, I'm glad you were able to get everything taken care of. If you're all ready to go, then I can send you on your merry way. But if you're interested, there's one last thing I can help you with before you go.

==Multi-Ending==

Many paths lay open to you, aside from the most obvious. Regardless of whether you wish to save the future or let history take its course, there are many opportunities where someone like you could change the course of history. I have had vague glimpses of possible futures that you could set in motion, which I will share with you.

While you may try to accomplish any number of these, for one – and only one – I can offer something better. If you succeed in making this future come true, then I can create a true alternate timeline, a split not just in time but dimensions. This may – or may not – come in handy in the distant future, but more immediately? I can use the temporal energy from this split to provide you with a unique gift. Most of these gifts bear a power that will instill itself into you once received; if so, the power will remain no matter what you do with the item it was contained within.

Of course, there's a danger to this. If I set things up for you, then you'll be tying your own timeline to this alternate one. Fail to achieve it within ten years, and you'll find your journey coming to a very abrupt ending. If the risk is too much, there's no reason for you to bear it unnecessarily.

Please note that some of these temporal lynchpins have multiple possible outcomes. You don't have to decide which one you're going to go for now, but obviously you may only benefit from one of them.

==Beyond Time==

There's a fellow you might come to know in the future – a healthy kid with a radical haircut by the name of Crono. From the glimpses I've seen of the future – those futures where Lavos is destroyed, that is – he proves quite instrumental in the creature's demise. However, I have also glimpsed his tragic death, as he sacrifices himself to buy his friends time to escape Lavos.

Goal: Your goal here is simple. You must avert Crono's tragic fate, and ensure he does not perish at the hands of Lavos. You may do so through any means necessary, as long as he remains alive by the time Lavos is defeated.

Reward – The Game: This is a copy of the original Chrono Trigger for the SNES, along with a second version updated to take into account your role in the gameplay. They might have taken a few liberties to keep things interesting, but you will find it quite familiar, and a wonderful way to reminisce about old times.

==The Successor of Guardia==

The Successor of Guardia: The knight formerly known as Glenn always loved Queen Lenee, but never quite had the courage to confess his feelings. While he has tried to move on, knowing she and the queen will be quite happy together, some part of him still loves the Queen. Alas, he will never find the courage to confess his feelings, and without intervention, will go to his grave still longing for her, still unable to move on.

Goal: Queen Leene may not be as adverse to Frog's love as he believes she would be. I have seen possible futures in which he – and not the current King Guardia – reigns by her side. Help him find the courage to confess his feelings, her to reciprocate them – and ensure the resulting furor neither destroys Guardia nor ends with either's death.

Reward – Wedding Album: An anachronistic photo album of Leene and Frog's wedding, contains a dedication to you for making everything possible. It holds the warmth and love of their 400 year old dynasty, and will provide some of these blessings to you, ensuring any children you have will be born strong and healthy. It also will ensure that at least some of your unusual nature will be passed on through your lineage.

Goal: Rather than trading the happiness of the King for his Knight, you may instead help Frog to truly move on, and find happiness elsewhere. While you don't necessarily need to find him someone else to live, you must make sure he winds up with the happy ending he deserves. He must live his life truly freed of all regrets – not just over what might have been with the queen, but over the death of his dear friend Cyrus as well.

Reward – Nirvana Blade: Once held by Sir Cyrus before he took up the Masamune, this sword is a symbol of Glenn's childhood happiness, and now a symbol of his well-lived life. While otherwise mundane, the cherished memories made a part of the sword will help guide you towards closure. You'll find it easier to heal and move on after a loss, and will be also better able to find a natural ending when that's truly for the best.

==The Legendary Hero==

In the village of Porre, a young boy found himself in possession of a trinket which he did not earn – a medal that marked him as the hero of legend, prophesized to defeat the Fiendlord Magus. While he may be laughably unsuited to the role, those around him were quick to laud him as the Legendary Hero, and he now finds himself too afraid of disappointing them to admit where the medal actually came from.

Goal: Although the prophecy may not have meant to refer to young Tata, there's no reason he couldn't live up to it anyway. Through some means or another, you must assist Tata in fulfilling the prophecy, and defeating the Fiendlord. While you can accomplish this however you see fit, Tata must be the one who goes down in history as the hero – both to the humans, and to the Mystics.

Reward – Erdrick's Token: While this medal may proclaim you to be a legendary hero, there seems to be something a little... off about it. Still, as long as you at least make a token effort to fit the bill, people will assume you really must be the figure spoken of in whatever legend they have. Direct contradiction or extremely unheroic behavior will break this effect, and if there's no legend, then there's no part for you to play.

==The Oath==

The war between Humans and Mystics ended in 600 AD, not with a climactic battle between the Legendary Hero and the Fiendlord, but when the Mystics' leadership was destroyed when they foolishly summoned Lavos. Without the power of Magus or his generals, humanity was eventually able to force a surrender. However, the Mystics never gave up their hatred of humanity, and tensions continue to this day.

Goal: As odd as it might sound, that decisive battle would actually improve the situation. Having real closure would help both humanity and the Mystics move on – at least in the fullness of time. You must make that battle happen – ensure that Glenn and Magus fight their final battle, and Glenn strikes down his foe. You must also ensure Magus' three Generals don't try to keep the war going, by dealing with them once and for all

as well.

Reward – Bloodstained Amulet: Filled with the energy released when Magus' curse on Glenn was broken, this amulet now serves as a focus to help those similarly afflicted in the future. Not only does it enhance any methods you have for breaking curses, but if used for dowsing, will help guide you to countermeasures to any curse too strong for you to break. With persistence, you can overcome anything short of a divine affliction.

Goal: There's also another way that the final battle could have gone – the Fiendlord victorious, the Mystics triumphant over humanity. If you take this path, you must not only ensure that Magus wins his battle, but that he is not killed by his ill-fated summon, and that he and his army go on to conquer all of humanity. This can't be a temporary victory, either – they must at least continue their reign until the Guardian millennium.

Reward – Naga-ette Bromide: A... unique symbol of the Mystics' gratitude, it serves as proof that they will never forget what you've done for them. They and their ilk – demons, monstrous humanoids, and other creatures of the night – will regard you as one of them, and will be inclined to treat you warmly. They'll also consider you and those you travel with off-limits unless you give them a reason to decide otherwise.

Goal: But there's no reason why the situation has to end in war or stalemate. If Frog and Magus become comrades, there's no reason that humanity and the Mystics couldn't end up the same way. To succeed here, you must bring about lasting peace between the two different species, while leaving their leadership intact, and must ultimately ensure no further enmity remains between Mystics and humans in 400 years' time.

Reward – Obround Table: Once square, during the peace talks between Humans and Mystics it was expanded into this new shape. Those who sit at the table will find all barriers to communication removed, understanding not only each others' words, but their perspective as well. Whether because of this, or the sense of harmony pervading it, they will also be more inclined to work towards a mutually beneficial solution.

—Dino Age—

It may seem strange, considering humanity's place in the world, but originally, it was the Reptite species that would have triumphed over humanity. Oddly enough, we owe our survival to the arrival of Lavos – its descent from the heavens not only destroyed the Reptite homeland, but plunged the world into a nigh-eternal ice age that their cold blooded species couldn't survive.

Goal: Though the heavens may have sided with humanity, this doesn't require that the Reptites have no future. You have the ability to ensure the Reptite people survive, rather than being wiped out. However, it's not enough to simply save one or two and call it a day. To succeed, you must preserve a minimum viable population of at several hundred Reptites, who must maintain this level of population until the present day.

Reward – Lost Sanctum: Rather than an item, it appears that a Gate has formed in your Warehouse. It responds to the Gate Key the same as any other, but when opened, it will take you to a natural paradise unique to each world you visit. Within it, you can find multiple sustainable biomes containing all manner of plant and animal life thought to be extinct in that world, though it has no mineral resources to speak of.

Goal: There is also the possibility of letting nature take its course. Despite the setbacks the Reptites will face, you could still ensure that they take their rightful place as the rulers of this world. While you do not need to exterminate humanity, you must ensure that the Reptites at least subjugate the so-called apes, become the dominant form of sapient life, and remain sovereign over the world into the modern day.

Reward – Dragonian Emblem: A six-pointed symbol adorns this shimmering seal, made from an unknown material by Reptites from the far future. It fills you with the pulse of the natural world, helping you achieve true symbiosis with the planet. You will now have an innate sense of how to coexist with nature, avoiding waste and pollution and preserving animal and plant life with the minimum possible sacrifices to efficiency.

Goal: While humans and Reptites alike may have believed only one species could be the victors, you have the power to decide otherwise. Though the road will be extremely difficult, due to the hatred both species have for the other, you could be the one to help them come to an accord. To succeed here, both species must not only survive into the modern era, but must either be united, or at least at peace, during the modern era.

Reward – Reptmark: Decorated with human and Reptite alike, this primitive talisman is evidence of the long-lasting harmony between two very different species and their societies. You'll find it easier to understand the ideas and philosophies of cultures unlike yours, and both incorporate their beneficial concepts, and spread yours to them. In time, it will help to create united societies, much stronger for their symbiosis.

==What The Prophet Seeks==

The Day of Lavos was not the first time the power of Lavos scourged our world. In the days of Antiquity, the Kingdom of Zeal made the mistake of calling upon the dread creature's power. While they believed Lavos' energy could replace the waning light of the Sun Stone, it instead corrupted them, tricked them into awakening it... and then in the blink of an eye, Zeal, along with the hopes and ambitions of its people, was erased.

Goal: You may have the power to prevent the destruction of Zeal, but it won't be an easy task. Although preventing Lavos from obliterating the kingdom may save it in the short term, without the Mammon Machine and the Sun Stone, it will one day fall regardless. To truly save Zeal, and accomplish this goal, you must not only prevent its destruction, but find a way to ensure it survives into the modern day.

Reward – Enhasan Pillow: Filled with the dreams and ambitions of the kingdom of Zeal, this pillow just might be the most comfortable cushion you've ever rested on. Aside from providing a perfect rest whenever you need it, you'll find that magic just feels more natural from now on. You won't necessarily be stronger or learn any quicker, but what you do know will be as intuitive as if you were born with the gift.

Goal: On the other hand, perhaps it was only just that the Kingdom of Zeal fell when it did. But that doesn't justify the senseless loss of life. Rather than saving Zeal, you can ensure it is destroyed – but that its people will be saved. To succeed, the majority of the Enlightened Ones must return to the Earth, forming a new society where both the Earthbound and Enlightened Ones live together, without the division present in Zeal.

Reward – Alegetty Idol: Made from clay from the former Earthbound village, it depicts a figure with broken wings that stands tall and proud regardless. Designed to invoke a sense of empathy in those who view it, it helps you better remember what it's like to be without power. Not only will this give you a better sense of perspective, but will also make it easier for you to adapt should you one day lose your own powers.

==The Apocalypse==

...This, too, is an option. If that is what you desire, then you can ensure the future does not change, and the Day of Lavos is not prevented. I'm sorry to say that if you choose

this option, I can no longer offer my assistance. I will release you from the obligation to prevent Armageddon, if you took it – but will modify any drawbacks you've taken to reflect your changed allegiance, and ensure they're just as challenging.

Reward – Immortality: While I will not reward you for this decision, there is another who will. As the Queen of Zeal promised, you will now live forever. Upon reaching adulthood, you will stop aging, and you will no longer need to fear mundane illness. You may still be slain through violence, accident, or other means, but even if you do die in this fashion, rather than passing on, your soul will instead become a part of Lavos.

==The Dream Project==

The Day of Lavos – the day when this planet is destroyed. In less than a day, countless lives are snuffed out, as destruction rains from the heavens. Countless more die soon afterward, starving to death after the light from the sun was blocked out by toxic ash, and all plant and animal life perished. This world now exists solely to incubate Lavos' spawn until they are strong enough to seek out new worlds to obliterate.

Goal: It's one thing to change the future, but it's quite another to keep it from ever happening. But you have a unique opportunity to do so. I can send you to the exact moment Lavos awakens, tying you to the original timeline where it obliterated the world. If you are able to defeat it, then the Day of Lavos not only will be stopped, it will never have occurred in the first place.

However, I cannot caution you strongly enough – do not take this option unless you are prepared. You will immediately be thrown into a battle that you cannot prepare for, and cannot retreat from lest you forfeit your opportunity entirely. It is also a journey that only you can make – no Companion can accompany you. Are you truly prepared?

Reward – Developer's Key: Made from no earthy material, this key seems to be made from nothing less than solid blocks of color. With a thought it will come to your hand, and with a thought, it will be banished away to nobody knows where. While it has no purpose most of the time, on the last moment you spend in a particular dimension, it will come unbidden to your hand, and a door which fits it will appear before you.

Inside of that door? You'll find a grand party, filled with every person of note who you've met during your journey, living, dead, or even those you only met through visions. They'll all remember you, though none will be hostile even if by all rights they should be. It will also be filled with every person who worked on the media that drew from that World – a book's author, a movie's director and actors, a game's coders.

The party will only last a single day, and you'll only be a guest for as long as you're a part of the festivities. Leave, pick a fight, or engage in activities which aren't part of the fun, and you'll find yourself out the door, ready to move on.

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All done? Excellent. Well, in that case, it's time for you to be on your way. I look forward to seeing what you're going to accomplish, and am sorry that I must simply witness your adventures from my vantage point here. Still, I'll be around if you ever want to come say hello. Good luck out there, OK?

==Good Night==

Ah, back so soon? It seems like we only saw each other a few minutes ago. Well, hopefully from your perspective it was a lot longer than that. Ten years, to be precise. If you didn't make it that far, then I'm afraid I'm going to have to send you back home. You'll be able to keep anything which you earned or accumulated as a consolation, and will no longer be subject to any of the drawbacks you took. I can't do anything about any drawback that would affect another dimension, but you wouldn't have been foolish enough to open your world up to something like that and then lose, right?

Anyway, if you're here victorious, which I assume you are, then all of your drawbacks will be rescinded as well. After that? Well, then you've got one last choice to make.

==Reunion==

Feeling homesick? I can't say I blame you. If you want to head on back, you can do so, and take everything you've acquired through your travels along with you. You'll also take back some of the residual energy from the Gates you've been traveling through, which will find itself scattered throughout your planet's timeline. That Gate Key should be able to access them now, letting you keep on skipping around through time even after your departure.

==People of the Times==

You may also have decided that you've fallen in love with our world, and all that it has to offer. You're welcome to stay, in which case I'll lend a hand and make sure everything back in your original world gets wrapped up for you. People will still miss you, but they'll be proud to have known you, and will recover quickly. Meanwhile, I'll make sure you get your hands on this world's version of Epoch if you haven't already, so you'll be able to keep traveling even if the Gates end up closing.

==The Unknown Past==

Still not done? In that case, it looks like we'll be saying goodbye again. You'll be sent through the dimensions once more, and find yourself somewhere else for another ten years, though where I cannot say. All of your skills, talents, items, and Companions will come along with you, but the rest of us will be left behind. Don't worry, though – you might be able to find your way back here some day, and if you do, it'll be at exactly the same moment you left.

Until then, Jumper – farewell.