

STAR OCEAN

The Eternal Sphere was developed by the Sphere Corporation as a simulator, a parallel universe that any Fourth-Dimensional Being could watch or take part in—the initial design of this simulation was based upon the Sisters in Tiltland multidimensional game. While it had a slow start, thanks to the dedication of its staff, and especially of Luther Lansfeld, the game became a major hit, and developed a small but dedicated fanbase.

When the Milky Way section of the Eternal Sphere started using the forbidden craft of Symbology, it was deemed broken, and a purging of the area was initiated, to ensure that it wouldn't spread and corrupt other galaxies in the Eternal Sphere.

When some of this corrupted data passed into the real world, the Sphere Corporation tried their best to control the situation. While Blair Lansfeld felt that the people of the Eternal Sphere had surpassed anything they could have imagined, Sphere president Luther Lansfeld regarded them still as nothing but data. Terrified that the corruption could not be remedied, Luther went into the Eternal Sphere and decided to wipe the entire universe clean, despite Blair's objections that all the living things in the Eternal Sphere deserved to live.

Essentially the setting of Star Ocean is that of a giant VRMMO that would dwarf SAO several times over. Relax, Jumper. No one is expecting you to take on an outer dimensional megacorp. Unless you really want to of course. Now then take these 1000 Capacity Points (CP) and get out there! Enjoy the full Space Opera/Exploration/RPG experience!

Age and Gender

Your age and gender are entirely up to you. I won't judge. What do you mean how much do you pay to swap gender? I just said it's up to you! What's the point of a giant game if you can't play what you want?

Racial Selection

Your race is very important. Not only does it determine any unique qualities you have, but also how other races react to you. Each species has different abilities. None are particularly better or worse than the others. Since we've established that you won't have to pay for anything here either.

Aldian - A sentient race living in the Aldian Empire, the primary rival of the Pangalactic Federation.

Not only have the Pangalactic Federation and the Aldian Empire been in a constant state of war ever since first contact, since Aldian battleships self-destruct without fail after losing a battle, absolutely no information is available about this civilization.

The Aldians were actually part of a single organism that was entirely dependent upon its home planet from birth.

The organism had multiple bodies, all of which could act independently, but which were controlled by a single mind located on the Aldian home world.

This explains why the Aldian placed such a small value on individual life forms.

The idea of individual bodies, each imbued with a separate spirit, was completely incomprehensible to this entity.

As an Aldian you would be part of the hive mind, but also yourself. Why not experience the best of both worlds, right?

Blue Dolphin - A marine race that lives in the city of Orba, which lies underneath an ocean on the planet Expel.

As it is readily apparent, Blue Dolphins are descended from dolphins, but the race actually evolved the ability to live on land due to planetary pollution caused by the Energy Stone in 366 SD.

However, the Blue Dolphins have a rough time living on land because their skin dries easily, and they can never stray too far from water.

You want to swim and explore the oceans freely? This is the option for you!

Bubblehearts - A mysterious race of fairies that stand about 50 centimeters tall and live in the Sanmite Republic.

Bubblehearts are able to float and move freely about through the air thanks to the power of the gem necklaces they wear.

Sadly, most of their legs have completely atrophied, and now lack the ability to support their own weight.

If these extremely rare fairies live nearby, hide in the shadows and watch them on a windy day.

Their struggles not to get blown away is good for a laugh.

Yeah it could be funny to watch, but be careful. These fairies are strong Symbology users!

Laugh at your own peril!

Demonoid - An extremely rare hybrid species resulting from the combination of humans and demons.

In extremely rare cases, a child is born to human and demon parents, as a result of a contract (or even love). The children of these unholy unions are referred to as Demonoids.

Earthling - The type of human originating on Earth, the third planet of the Sol System. No particular strengths or weaknesses. What they have in abundance is willpower and a desire to explore.

Elicoorian - Humans living on Elicoor II, primarily found in the Sacred Kingdom of Aquaria and the military superpower of Airyglyph.

Although Elicoorians look exactly like Earthlings at first glance, they are a completely different race.

The most distinguishing characteristic of Elicoorians is a special ability of their eyes--they are able to visually recognize fluctuations in Symbological force.

The precision with which an individual can discern Symbological fluctuations depends on their genetic makeup. Holy Mothers, who have the greatest concentration of this power, are able to see the workings of symbols in every living or non-living body or activity within their field of vision.

This is why the Elicoorians possess symbological technology that greatly exceeds their general level of civilization.

Expellian - A hybrid species resulting from the combination of humans living on the planet Expel with the native Felinefolk.

The Expelian race's difference from most other sentient races is in its development as a result of a hybridization process involving a number of different sentient life forms over a long period of time.

Due to their origins, members of the race have an extremely wide variety of distinguishing characteristics. Only some have tails, and there are many types of ear shapes, eye, and coloration patterns.

Incidentally, the children of two Expelian parents with the same recessive gene in the 12th chromosome are known to revert to the ancestral Felinefolk form, so on the planet Expel, a DNA analysis is legally required before marriage.

Another noteworthy characteristic of the Expelians is that in extremely rare cases, individuals are born with a powerful natural Symbological ability.

These types of Expelians possess an advanced Symbological structure inside their very DNA, and this enables them to use symbology without resorting to inscribing symbols on their bodies. These special Expelians often have a distinguishing characteristic--long ears.

Featherfolk - A race of people with large wings on their backs, descended from birds.

The process of evolution has split the humerus bone of the Featherfolk in two, allowing this remarkable race to possess both wings and arms.

Featherfolk are extremely light, and can use the wings on their backs to fly for a short period of time.

Felinefolk - A race descended from feline animals, particularly cats and lions. Felinefolk have tails that extend from their posteriors, and are extremely curious.

They have exceptionally strong senses of smell and hearing, as well as powerful night vision.

Flau - An adorable, 30 centimeter tall race that has large wings growing from their backs. The Flau generally have cheerful personalities, and spend their lives flitting around flower gardens and licking the nectar off flowers.

For whatever reason, this race is known to have an unusually high percentage of women, and beautiful women at that.

The Flau are also known as "fairies" and are a mischievous race.

Foxtail - A sentient race descended from foxes with multiple large tails extending from their posteriors that have the strange characteristic of growing one new tail each century.

Foxtails are born with powerful Symbological ability that allows them to take any form at will.

Strangely enough, they cannot change their tails, which remain as a dead giveaway to an alert observer.

Klausian - A sentient race that lives on Klaus III and IV.

This race possesses excellent motor reflexes and hand-eye coordination, and it is said that the average Klausian can easily surpass a top Earthling in every aspect of physical capability.

Klausians respect self-reliance, and regardless of the fact that more than a century has passed since first contact was made with this race, they still do not belong to the Pangalactic Federation, or to any other multi-planetary government for that matter.

Klausians are also known for having an external appearance that very closely resembles that of Earthlings. If they didn't have three distinguishing green lines around their necks, they would resemble Earthlings with extremely good physiques.

Lemursian - A friendly race of humanoids that lives on Lemuris. Externally, Lemurians are indistinguishable from Earthlings, though their generally short stature is notable. Their culture includes a unique form of symbology, though its use seems to be limited to the females of the race. Structures resembling ancient ruins exist throughout their land, and much of their history remains unexplored.

Lycanthrope - An extremely rare race of individuals in which ordinary human cells and Beastfolk cells that have been transformed by a special virus coexist in the same body. The human and Beastfolk cells in a Lycanthrope's body will expand or contract when the heart rate exceeds a certain threshold.

As a result, the Lycanthrope's external appearance will appear to undergo a transformation.

Although there are some exceptions, a Lycanthrope's body will become more solid and powerful when the Beastfolk cells are in the expanded state.

There are many different Lycanthrope bloodlines, including those related to wolves, bears, tigers, dogs, rats, boars, and other animals. It should be noted that the legends about Lycanthropes transforming after viewing the full moon, or about the Lycanthrope's invulnerability to all weapons save those made of silver, are nothing more than superstitions.

The legend of the full moon probably stems from an incident where a Lycanthrope saw the moon and became excited for whatever reason, triggering the expansion of the Lycanthrope's Beastfolk cells and accompanying physical transformation.

Retail Rabbit - A rabbit-like race from the Sanmite Republic.

As the name of this race suggests, Retail Rabbits will sell absolutely anything they can get their hands on.

"Anything" has been known to include a Retail Rabbit's very life.

Retail Rabbits immediately invest any money earned by purchasing new items to sell.

To a Retail Rabbit, business is like a game that ties society together.

You want wares? Retail Rabbit has wares! This race possesses a natural sixth sense for profitable opportunities.

Tetrageniot - A race that lives in a group of four artificial satellites that orbit the planet Tetragesis, in the Eta Sector.

The Tetrageniotics have a strict social structure, and the society is run by four noble houses, one in each satellite. Decisions for all Tetrageniotics are made at councils that are convened from court nobles of all four houses.

The most distinguishing characteristic of the Tetrageniotics is without doubt the third eye in the middle of their forehead.

Tetrageniotics make some of the best gunners around. Since they are able to see things with a total of three eyes, their spatial perception is superior to most other races.

Vendeeni - A sentient race living on the planet Vendeen. First contact with the Vendeeni occurred in the year 710 SD. The Vendeeni are descended from a shark-like cartilaginous fish, and their skin is very pale from the back down to the waist.

Although the Vendeeni are one of the few races with technology rivaling that of the Pangalactic Federation and the Aldian Empire, they rarely interact with outsiders and much of Vendeeni technology is still shrouded in mystery.

Fourth-Dimensional Being (300 CP) - A sentient race living in 4D Space that created the Eternal Sphere.

The Fourth-Dimensional Beings' civilization is extremely sophisticated, and they believe that any labor which combines productivity and consumption must be restricted and held to a bare minimum in order to maintain their world. In fact, labor itself is prohibited to all but members of a privileged class.

What...? How is this even here? This shouldn't be possible! This is literally the race that created the Eternal Sphere. What does this mean? You basically don't have to do anything and simply enjoy your 10 years of bliss. Fourth-Dimensional Beings are exceptionally gifted with all manners of technology regardless of type. Jumpers are so weird...

Starting Location

The Milky Way System in the Eternal Sphere is just full of memorable locations. In fact it would be easier to just post a link to the Wiki than list them all. Want a short list? I can do that!

However, standard rules apply if you want to pick your starting location. Just 50 CP. (Yes, this includes the Planets in the Wiki as well)

1. Earth - Earth, also known as Sol III, is the third planet of the Sol System, in Theta Sector. It is the place of origin of the Pangalactic Federation (earlier known as the Terran Alliance), and thus, the starting point of mankind's expansion into the "Star Ocean".
(Free for Humans)
2. Roak - A planet in the Theta Sector which is relatively close to the Sol System. The blood of the Feline Folk who live on this planet can be processed and used to manufacture a material that is able to absorb nearly 100% of all light wavelengths between 240 and 780 nm. This caused Roak to get pulled into a war between the Terran Alliance and Lezonia in the middle of the 4th century SD. Estimates of the number of Felinefolk that were abducted from Roak and taken to Lezonia during this period vary from several hundred thousand to several million.
In 446 SD, Roak signed an alliance with Earth.
In 450 SD, Roak joined the Pangalactic Federation. ...Or so we are told.
(Free for Felinefolk, Lycanthropes, and Featherfolk)
3. Expel - A planet located in the Arkula System of Sector Theta that has an atmospheric composition and surface gravity approximately identical to those of Earth. This naturally beautiful world is currently enjoying a period of stability, but at one point in its past the high density of Energy Stones distributed throughout its atmosphere polluted the entire planet. This mysterious pollution, which began in 366 SD, continued for several years, and affected the psyches of many of the planet's wild animals, causing them to ferociously attack the native Expellians. However, in 371 SD, Dr. Neuyman succeeded in developing his Neuyman Purifier, a device that was able to remove this pollution. This cleaner worked wonderfully, removing most of the pollution by the very next year, and thereby eliminating almost all of the negative influence of the Energy Stones.
Recognizing the value of this technology, Expel was invited to join the Pangalactic Federation at the end of the same year. Because Expel is one of the few planets that generate Energy Stones - a necessity in the creation of Quadratic Keys - the planet is an extremely influential voice within the Pangalactic Federation. The current Prime Minister of Expel is Ms. Eleanor T. Kross (age 36). (Free for Expellians, Felinefolk)
4. Elicoor II - Other than the fact that most of its atmosphere is composed of neon and other noble gases, the second planet in the Elicoor system has an atmospheric composition that is similar to that of Earth. Elicoor II has an axial tilt of 32.6°, is 0.8 AUs from its parent star, and has a surface gravity of 0.9 G. The planet's technology level is estimated to be equivalent to 17th century Earth. Although this planet is registered in the Galactic Atlas as an underdeveloped planet, since its people are constantly at war, no data is available for the total population of sentient life forms. (Free for Elicoorians. Retail Rabbit, and Bubblehearts)
5. Vanguard III - The third planet of the Vanguard System, which has an atmospheric composition and surface gravity that are very close to those of Earth. Vanguard III has

an axial tilt of 35.0°, is 1.2 AUs away from its parent star, and has a surface gravity of 0.72 G. It is registered in the Galactic Atlas as having a technological level equivalent to 16th century Earth, so it is considered to be an underdeveloped planet. Its soil is russet colored due to the high percentage of hematite in the soil, and almost all of its population has settled in the forested regions that dot coasts and other areas. The total population of sentient life forms is approximately 200 million.

6. Lemuris - A small planet, about half the size of Earth, discovered in the area of star HIP 57092 during a search for planets with Earth-like environments. The planet is located 1.6 AU from its star, with an axial tilt of 16.7 and a surface gravity of 1.3G (1.3 times Earth's gravity). Its atmosphere is roughly the same as Earth's. There are two continents, one each on the planet's northern and southern hemispheres, though only the northern one is inhabited by humans. Its level of civilization is approximate to that of 14th-century Earth, and its total population is unknown.
7. Styx - A mysterious planet containing the remains of an extremely ancient civilization. One of the ruins on this planet is a mysterious device known as the Time Gate. Although it is thought that the Time Gate is a time machine, and that it enables travel through time, very few details are known about this device. Though no one knows exactly how ancient the supposed former civilization on this enigmatic planet is, what little evidence there is suggests that one did exist. To wit, on the terrestrial body stand ruins that allegedly hold remarkable potential. According to second-hand sources familiar with researchers who have been there, those who activate the power latent within them will be able to transcend both time and space. To ensure that no one abuses the shrine's power, the Pangalactic Federation keeps it under strict surveillance, allowing only scientists to set foot upon its sandy surface.
8. Free Choice - Go wherever you want! You don't even have to stay in the Milky Way Galaxy. No one knows what lies beyond so get creative!

Now that we have some background details out of the way, let's get to the fun stuff!

General Perks

Appearance Value: Maximum (Free) - There is just no easy way to say this, but you're gorgeous. It doesn't matter what side of the conflict you're on. Even supposedly 'ugly bastards' end up looking cuter than they have any right to be. Now this same blessing extends to you. This can either serve as an appearance booster or let you change your looks entirely.

System Green (Free/200 CP) - We can't have you getting caught right away. The administrators of the Eternal Sphere are a wee bit trigger happy with the debugging tools. These debugging tools range in size from humanoid, to kaiju, to planet busters. Let's try to avoid that, okay? With this Perk you are always registered as being Perfectly Normal. It doesn't keep you from being

noticed by others, it's not that kind of Perk, but attempts at scrying will simply fail to see you as a threat. For an extra 200 CP you can take it beyond this Jump.

Crafting (Free/200 CP) - Everyone in the Eternal Sphere is capable of some form of crafting. Whether it be foods, consumables, armor, weapons, accessories, or even Skill Books. There is little that can't be made without some talent and the right materials. This confers a basic understanding of all forms of crafting for free. For an extra 200 CP you can choose to be a true virtuoso of your craft in one specific area. A once in a lifetime talent.

Eternal Sphere UI (Free/400 CP) - What's the point of diving into a game system without getting the nifty toys to go with it? This is just a standard game interface used by the players to make changes to their character. Even those living in the Eternal Sphere are aware of it on some level. This just lets you take direct advantage of the system. Comes complete with an Inventory, actual Stats, gaining HP/MP, Levels, and the ability to learn Skills from Skill Books. Skills including things like stuff used in the field, support, and Symbological Spells/Combat Techniques. You can even level them up with enough work! However, mind your in combat Skill use. Magic uses MP (naturally) but can result in death if you run out (bummer!). Combat Techniques use a percentage of HP (ouch) based on how strong the technique actually is (double ouch). Running out of HP is also lethal (of course!). For an extra 400 CP you can take this with you to other Jumps. If you spend another 200 CP then going to zero HP/MP will just count as a knockout. It won't protect you if someone tries to finish the job though so be careful!

Symbological Gene (600 CP) - These genes are incredibly potent and capable of changing the fabric of the Eternal Sphere itself. In fact these genes are so powerful they can alter the very laws of the Fourth Dimension! How can something from within the game world harm the real one? Is it any wonder the Fourth-Dimensional Beings were scared? Choose one of the three. **Destruction** is one of the three powers created to fight the 4D Beings, along with Alteration and Connection. Destruction does what the name implies: it causes great destruction to anything it is directed against in both the Eternal Sphere and in Fourth-Dimensional Space. It is also capable of altering the universe's physical laws, and allows the party to use their spells and battle skills in 4D space.

Alteration is one of three symbological powers designed to fight the Fourth-Dimensional Beings, along with Destruction and Connection. It has the ability to manipulate matter at its base level, and also lets third-dimensional beings exist in Fourth-Dimensional Space.

Connection is one of three powers needed to fight the 4D Beings, along with Destruction and Alteration. Unlike the other two genes, the Connection gene does not have any known practical use in the Eternal Sphere, but has an important purpose. It lets Third-Dimensional Beings connect to Fourth-Dimensional Space through special terminals.

After this Jump these powers could let the holder affect other dimensional entities.

Origins

Drop-In - This is your classic Stranger in a Strange Land. You have no history to hold you back for good or for ill. On the flip-side you could choose to treat this as a Civilian Origin. Civilians just don't get the same kind of screen time as the other Origins.

Soldier - You're a tough guy that lives for the fight. Whether it be on the frontlines on the ground, in the air, or even in space, you are a staunch warrior of your people. There is no right way to play a soldier either. Are you a Knight serving a King? A cunning spy aiding the Crown? Maybe you're a fresh faced recruit straight from the Pangalactic Military Academy. Any of these are a viable background for you.

Symbologist/Mage - Why waste your time swinging a sword around when you've got magic? From an early age you were fascinated by the Symbols that dominated your life. Are you an adventurer seeking to improve your understanding of the past? Are you a spell researcher who wishes to hone their craft further? Maybe you serve a similar function as a soldier and aid your people in their struggles? Don't feel like you're trapped. These are only examples.

Scientist - Technology is everywhere. There is no escaping it. Even an underdeveloped people can develop a massive railgun through the creative use of Symbology and technology. The point is that technology has a place in everyday life. Now you are one of those brave researchers stretching the bounds of science and understanding. You have some similarity to the Symbologist researcher, but your interest is far more academic. That isn't to say you can't be a fighter too. That's the fun of a game after all!

Origin Perks

(As always Perks for your origin cost 50% less with others at full cost. Your 100 CP Origin Perk is free)

Drop-In:

Life Skills (100 CP) - You have a very specific set of skills. These skills have been honed over a lifetime of being an utterly average person. Basically this Perk lets you blend in and function no matter what planet you might end up on. It won't do anything to help you fight, but just maybe you could talk them out of their course. This also serves as a booster to the Retail Rabbit's salesmanship.

Please, spare my life! (200 CP) - Wow, are you pathetic or what? No, no, I can't really judge. You want to survive and that's okay. It's just, yeah, you're kinda pathetic. You have a real talent for turning on the waterworks at will and shaming others. No one could possibly be so cruel! Even the hardest hearts will hesitate out of sympathy (or pure disgust). This also increases your running speed by 300% and obscures the direction in which you fled. No, this doesn't help you run to the rescue. This is purely for escape purposes. A substantial amount of money is left in your wake. (No, you can't benefit from this. It's a bribe to keep you alive!)

My Money! (400 CP) - Then again why should that bastard benefit off you? There is a certain weird synergy between this and Please, spare my life! If your pursuer can't take a hint then

they've made a grave mistake. They don't want money? Then prepare to give them a knuckle sandwich. For those foolish enough to continue harassing you there is only one option. This improves your combat potential by 300% for the purpose of "dissuading" the idiot more firmly. I hope they made peace with their maker because they should have taken the hint.

What are you, a Scumbag? (600 CP) - No one likes Scumbags. They're the dregs of society. They lie, cheat, and steal whatever they want from others. However, they are incredibly hard to kill. Their survivability is like that of the memetic cockroach. What does this mean for you? You have learned to hone the arts of the Scumbag and use them for yourself. All forms of escape are improved to a ridiculous extent. Attempts to spot you simply fail. Your fingers are so nimble that you can divest someone of their belongings without their notice. However, for those times when flight isn't possible, and you must fight there is the ultimate Art of the Scumbag. You can transform into a Metal Scumbag. Your defenses skyrocket as does your speed. Only the deadliest weapons or Symbology can pierce your body. However, this is not without limits. At first it only lasts for ten seconds before leaving you completely exhausted. Perhaps with time you could extend this for longer periods. Reaching a full minute by the end of the Jump.

Soldier:

Combat Skills (100 CP) - To be a proper soldier you have to know how to fight. Pick a weapon type appropriate to your starting world (Underdeveloped Planets don't have laser weapons after all), you are now an expert at wielding your chosen weapon. It doesn't stop there. You are surprisingly good at figuring out similar weapons to your starter. As an added bonus you're decent at hand-to-hand. Unless you are a Martial Artist anyway and then you get a bonus to that.

Stand Your Ground! (200 CP) - The hallmark of a good soldier is the ability to suppress their fear and hold fast against the enemy. This has a twofold benefit in that it increases your willpower to withstand fear when standing with your allies. However, when protecting an innocent, your will is unshakeable. Let them bring their best for you will not be moved.

Slingstones and Arrows (400 CP) - Maybe not "literally" slingstones and arrows, but you have experience with pain. Where others would falter, you continue to advance. This doesn't make you invulnerable to harm, but it allows you to fight through. You have an almost supernatural knack for knowing just how to turn your body to make a fatal wound merely an injury. Once per long rest (8 hours or more) you can slow the bleeding from a critical wound.

The Super Soldier (600 CP) - What a terrifying combatant you are. Whether it's through long hours of training, a natural genetic quirk, or pure talent you have reached the pinnacle of physical ability. All of your physical qualities are heightened. For true frontliners their muscles grow even more ripped. Small arms fire finds it harder to penetrate and it takes a staggering amount of damage to incapacitate you. Spies and ranged fighters gain a sizable increase in speed and coordination. Their reflexes are borderline supernatural. This extends to dodging attacks instead of standing and taking the punishment. Unless the enemy sees you fall, and checks for signs of life, they can never be sure you are actually dead. All recovery times are

reduced. What would take weeks would merely take days. The same goes for learning physical Skills.

Symbologist/Mage:

Magic Skills (100 CP) - Even the most humble mage has access to the basics. The most common Symbols available to all mages. Includes recovery symbols and some basic elemental attacks. This is also where you pick a specialty. The sky is the limit on whether you pick an element or type. Spells in the selected category come easier for you. Able to be used more cheaply and with more potency than others. However, other spells are harder to learn as a result. If you choose not to pick a specialty that's fine too. The benefit is that you suffer no penalties, but you gain no special bonuses either.

The Flows of Magic (200 CP) - You have trained to harness magic and therefore to understand how it works. By now you can almost glimpse the various ways the energy flows. Your willpower when casting spells is increased while making them harder to resist. This includes a limited form of energy shaping. While it won't allow you to make entirely new spells, you are able to influence their effect to a degree. With time this might improve to adding entirely new effects.

To Understand the Secrets (400 CP) - The secrets of the mystic arts are many and varied. To truly discover anything new about magic takes years of advancement. However, you have a one in a million quirk. Your talent for understanding magic is truly sublime. Seeking out the secrets of Symbology is as easy for you as breathing. As long as you put in the effort, you can always learn something new. The real talent is that you can also impart this wisdom to others. Teaching those who train a lesser form of what you know. In time they may even make their own discoveries to share with you!

The Archmage (600 CP) - You are no longer merely a practitioner of magic, but a true conduit of mystical energies. This expresses itself in many ways. The most profound of which is to be able to use Symbology without generating the Symbols beforehand. You can choose to spend time on the Symbols to increase their potency, but it's hardly necessary. However, your spells also gain a great degree of versatility and power. Able to shape mystical energies on the fly. Your willpower gains a sizable increase as does your mana pool. It's even possible to rain down lasers over several acres or create black holes out of nowhere. All of these phenomena are at your fingertips and completely under your control.

Scientist:

Technological Skills (100 CP) - Most beginning scientists start with a firm grounding in the basics. You are no different. The various scientific disciplines, including Symbology, are open to you and you gain a moderate boost to learning. This won't help you with outright inventing new things, but at least you can understand the principles.

Specialization (200 CP) - Few scientists can truly be experts in everything. It doesn't mean that their other skills will stagnate of course. You never know when something may be useful later. However, there is one certain discipline that calls to you. Your skills in this field of study take a

quantum leap forward. Now you're not just copying the masters, but able to invent your own works. This doesn't immediately help you to stand with the greats, but you are no longer a mere lab assistant. Go forth and study young scientist! Make your mark on the universe!

Optimization (400 CP) - Now isn't that impressive? Your talent in your chosen Specialization has increased to where you can make substantial changes. Want to make something that uses less energy, is more efficient, or even smaller? The sky's the limit! This even helps with Crafting for cutting down on the materials needed. Just be careful not to remove something that keeps the Gravitic Warp Drive from Scramming. You might not survive the experience.

The Stars Are Open to You (600 CP) - You are practically a wizard with your understanding of science. Miracles happen when you're in the lab. Even things thought impossible are just a matter of time. Does this mean you could make the Symbological Genes yourself? Maybe if you had a research lab the size of the Leingod Observatory and an unlimited budget. Translation: yes but it would be beastly difficult. The real benefit however is in finding uses for your specialization in other disciplines. Somehow you can tie together wildly disparate areas of study into a single cohesive whole. Like Symbology and Genetics. Try not to blow up the universe now, okay?

Items

(Each Origin gets three discounts to be spent here)

(+200 CP for Items)

(Item packs replenish once a day)

Basic Equipment (Free) - What good is a game without starting gear? This includes a weapon, protective gear, and a minor accessory.

Drop-In/Civilian - Knife, Reinforced Clothes, and a Trinket (Good for minor HP recovery in combat).

Soldier - Melee/Ranged Weapon of choice, Medium/Heavy Armor, and a Shield Charm (Minor defense boost)

Symbologist/Mage - Staff, Mystic Clothes, and a Bangle (Minor MP recovery in combat).

Scientist - Gun, Reinforced Clothes, and Spectacles (Helps improve the wearer's focus)

Nest Egg (Free) - Everybody starts with some form of currency in their pockets. This translates into 5000 Fol. Maybe it isn't extravagant, but it should suffice for a beginner.

Basic Item Pack (Free/100 CP) - A simple no frills starter pack. It comes with five of each HP healing berries, MP healing berries, and general status items. Each additional purchase just doubles the number.

General Skill Book Pack (100 CP) - Simple Skill Books that are cheap, but effective to use. Easily broken up into Knowledge, Sense, Technical, and Combat Skills. The full list can be found [here](#). (Drop-In/Citizen gets Sense for Free, Soldier gets Combat, Symbologist/Mage gets Knowledge, and Scientist gets Technical)

Energy Weapons (200 CP) - Do you want something different from the basic starter? Then upgrade them into this! Swords become Heat Blades, Bows become Plasma Bows, etc. Just be careful about where you flash these around. There just might be questions.

Improved Item Pack (200 CP) - Now this is more interesting. It comes with five of each HP healing potions, MP healing potions, and rarer status items. Each additional purchase just doubles the number.

Improved Armor (200 CP) - This is much better than the starting armor. Now this is easier to explain to the locals if made of Mithril or similar exotic metals. Unless you pick Energy Reinforced and then it might confuse them. Metal armors are better at deflecting physical harm while Energy Reinforced ablates energy damage.

Improved Skill Book Pack (200 CP) - Now we're getting into the more interesting Skills. These are broken up into Passive, Support, and Tactical. What they do is add special benefits during and immediately after battle. The full list can be found [here](#). (Drop-In/Citizen can take a Discount on any of the three. Soldier gets a Discount on Tactical, Symbologist/Mage gets it on Passive, while Scientist gains it for Support.)

Crafting Materials (400 CP) - This is just a crate. A crate full of crafting materials. What makes this so special? Everything is random. You have no idea what might be found. Weirdly enough even Accessories can count as materials. Just spin the wheel of chance once a day. Hope you have some luck with gacha even if this is more forgiving.

Laser Weapon (400 CP) - This is a surprisingly potent weapon. Despite its name the Laser Weapon doesn't have to look like that. In fact it possesses a powerful holographic generator that allows it to transform into any weapon. Period. The weapons it generates are very plain in appearance, but fulfill their roles admirably.

Ablative Shield (400 CP) - Like the Laser Weapon is for weapons, this does the same for Armor. It immediately conforms to whatever armor you prefer. Instead of holograms, however, it works on the principle of nanotech recombination. No matter what you pick it will still be as protective as the highest quality armor. If running around in Bikini Armor excites you then at least you have an excuse.

Eternal Sphere Scientific Data (800 CP) - This is a datadisk containing all the technology observed throughout the Star Ocean Series. While it is all assembled in one place, it's difficult to understand without the right grounding. Even Scientists will have a hard time figuring it all out. By the end of ten years you should be able to make a significant jump in understanding. Just keep at it and I'm sure the secrets of the Universe will be yours!

Companions (Not actually an item so no Discount) (50/200 CP) - Why go it alone when you can have friends? All the Origins and Races are open to them. Each Companion gets 600 CP and the Item Stipend to spend. Want to bring eight? Take the 200 CP option with our compliments!

Canon Companions (Also no Discount for you) (50 CP) - Why so cheap? Because I'm feeling generous that's why. Pick anyone from across the games and you will be guaranteed to meet them. If they aren't in the specific time period you're in then a copy of them will follow you after this Jump.

Drawbacks

(There is no limit to Drawbacks, but good luck surviving)

Alternate History (+0 CP) - Star Ocean has a rich and long history spanning several games, manga, and source books. Feel free to pick from any of the canon settings. Otherwise you're just in a generic time period that you can customize. You don't even need to purchase this first.

Unnecessary Sidequests (+100 CP) - Why does it seem that you can't just advance the plot without taking needless detours? With this Drawback you get to experience the joy(?) of plot derailing sidequests at least once a month.

-This is getting ridiculous...(+200 CP) - Why are you doing this to yourself? Now the sidequests are coming with more frequency. Expect to have to go on one at least once a week for the duration of your stay. Who does this to themselves? (Requires Unnecessary Sidequests)

Monster Bait (+100 CP) - For some strange reason monsters find you utterly irresistible. You can't go more than ten feet without something trying to take a bite out of you. Luckily those with a higher intelligence are immune to this effect.

-High Aggro (+200 CP) - Okay now you're just crazy. Monsters really want a piece of you now. Whereas before it was just larger critters, even smaller flora and fauna want a piece of Jumper. This even makes random strangers encountered in the wild more hostile to you. (Requires Monster Bait)

--Why!?! (+300 CP) - Right, so, you know how cities and other settlements are supposed to be safe? Forget all that. Even tiny rats are trying to tear you apart. Soldiers and other law enforcement will routinely harass you because 'you're got that face.' Criminals will harass you for much the same reason only more violently. How are you going to survive here? (Requires Monster Bait and High Aggro)

Paywall!?! (+200 CP) - Oh I'm sorry. Did you expect freebies? Too bad. They don't exist. No one will do anything for free anymore. At least it doesn't affect the Jumpdoc itself or that would be murder. Still I hope you have deep pockets because everyone is going to have their hand out.

-Now this is just stupid...(+400 CP) - Boy these people are greedy. Always having their hands out. Even when you pay them expect the ungrateful bastards to return looking for more. This even starts to affect shops. Mercenary bastards...(Requires Paywall!?!)

For all your work you receive...an ugly lump? (+200) - I hope you weren't fond of crafting. This makes crafting a major chore. There is now a 10% chance of failure attached to everything you make. If it fails then all you get is a misshapen lump. Try not to cry.

-Oh come on! (+400 CP) - Well that's not good. I really hope you weren't planning on doing a lot of crafting here. Because now instead of a 10% chance of failure, it scales upward. Each time you successfully craft something that invisible 10% rolls over to the next time. You never can remember just how many times you've crafted either. Expect a lot of swearing. (Requires prior Drawback)

Techbane (+400 CP) - Why is this so expensive? Simple really. This doesn't just apply to advanced technology, but any form of technology in the setting. Didn't think a horse drawn cart was technology? Tell that to the axle that just snapped in half, frightened the horse, and made them both fall in a ditch. Try not to get on a starship any time soon, okay?

The sole exception is your basic starting equipment. I'm not that cruel.

System: Yellow (+400 CP) - There was an accident during your entry into the Eternal Sphere. Your data becomes hopelessly glitched. The good news is that anything you bought in this jump made it through. The bad news is that your out of Jump powers were turned into a Read Only File. You still have them, sort of, but they can't be used without a lot of time and effort. However, this comes with another caveat. Now Eternal Sphere programmers can look into this File and start to incorporate what they find. Expect to find other people with your abilities very shortly.

Total Immersion (+600 CP) - You want the whole experience? That's fine too. However, we will actually pay you to go through it to the end. What this does is reinforce your Origin, Racial Identity, and Planetary identity while putting your out of Jump memories to sleep. No out of context powers either. If it fits into the lore of the setting then that's fine. The reason you are getting so many CP for this is because it could alter your fundamental personality. Just be careful okay? Power isn't worth losing the most important things.

System: Red (+1000 CP) - Jumper! What have you done!?! You disengaged the System Green Perk completely! Now everyone knows where you are! This won't matter for those others inside the Eternal Sphere, but you are now known to Sphere Corp. Luther knows where and what you are now. He will not be happy with simply deleting you. You represent a dangerous shift in the Eternal Sphere and he intends to see you destroyed as well as the corrupt data. All of your powers are available as they are a part of the corrupted batch file he wants to delete. I hope you're not breathing a sigh of relief because this is bad. He will be sending the Executioners to deal with you.

They will come in waves, relentless, unstoppable, and utterly without pity. At first they will come in humanoid sizes. Should you defeat them, the coders will analyze the data and send out the next batch. The next batch will have resistance to whatever power you used on them before while gaining a sizable increase in power. If you should somehow defeat those, the cycle repeats. Each time their size will scale up with the boost in power. Finally, they will come at you as planet destroying monstrosities. Capable of destroying fleets of ships with ease. Was it worth

it Jumper? Did you truly desire power? If you are a 4D Being yourself then someone trapped you within the game. If Luther was killed then it's whoever took over after him. Either way, if you don't find some way to survive ten full years, and keep the galaxy from being deleted, your Chain will end.

If you do survive the resulting hellish torment a strange thing happens. You receive a small Executioner of your very own. It absorbed so much of your data that it now identifies you as Creator. Despite its size the Executioner has all the power of the giants, but once a month. Oddly enough it even conforms to whatever form you find the most pleasing. Yay...?

Now that you've had your fun it's time to decide...

Log Out - The game was fun while it lasted, but it's time to wake up. Your real life awaits.

Dream a little longer...- Why leave now when you're having fun? Stick around and continue exploring the universe.

Loading New Game - There's a lot of new places to explore. This was just a stop on the road. Go out and have fun Jumper, you've earned it.