

Final Fantasy X

Spira is a world left in ruins. Tiny communities dot its landscape, eking out life without advanced technology. The land is covered in Fiends, monsters born from souls who could not find final rest after death and who are consumed with hatred and jealousy for the living. The cause of this is a giant monster called Sin. When humans gather into great communities, Sin rises from the sea to destroy them alongside its sinspawn. The Yevon religion teaches that Sin is man's punishment for growing decadent and reliant on Machina. The only surcease from the devastation comes from the summoners. A summoner who goes on a pilgrimage to each of Yevon's temples alongside their guardians, praying to each Fayth to receive its Aeon, will eventually reach Zanarkand and receive the Final Aeon. With it, they can defeat Sin even though they die in the attempt. This brings a few years of Calm. But Sin always returns.

The truth is that long ago the countries of Zanarkand and Bevelle waged war. Bevelle favored Machina, while Zanarkand relied on Summoners. Bevelle won, but Zanarkand's leader, Yu Yevon, conceived of a ritual to allow Zanarkand to continue. He transformed nearly all of Zanarkand's citizens into Fayth and made himself into a mindless spirit who knew only how to perform summoning magic. He summoned not only a copy of Zanarkand that knew nothing but eternal peace, but the great monster Sin to destroy Bevelle and ensure that humanity could never gather in large enough number or advance technologically enough that they could find this dream Zanarkand or threaten him as he eternally summoned it. Each time a Final Aeon is summoned, he possess it and uses it to kill the summoner and rebuild Sin.

This eternal spiral of death is beginning to unravel. A man of dream Zanarkand fell into the sea. He became a guardian and eventually the Final Aeon. Today he will attack dream Zanarkand to bring his son to Spira in hopes that he can disrupt the cycle and end things for good.

Take this +1000 CP.

Starting Location

Roll 1d8 or spend 50CP to choose.

- 1) **Besaid**- This small tropical island hosts one of the temples of the Fayth, but is otherwise unremarkable. Yuna, daughter of the latest High Summoner to have brought the Calm, lives here.
- 2) **Kilika**- Another of the southern jungle islands that houses a temple. This island will shortly suffer an attack by Sin.
- 3) **Luca**- An unusually large city, Luca houses the Blitzball stadium that all of Spira looks to for distraction from their miserable lives.
- 4) **Guadosalam**- The home of the Guado, this city rests inside a cavern and is overgrown with the roots of plants. The city houses the entrance to the Farplane, where people can come to commune with the dead.
- 5) **Bevelle**- This enormous city is the home of the Yevon religion. Machina usage is hypocritically somewhat common.
- 6) **Home**- A gigantic fortress hidden in the desert of Bikanel Island, Home is the base for the Al Bhed people.
- 7) **Mt. Gagazet**- This giant frozen mountain is the sacred home of the Ronso tribe. Unknowingly, it houses the mass Fayth that Yu Yevon uses to maintain dream Zanarkand.

8) **Free Choice-** You can start anywhere you want in Spira.

Races

Human(Free)- The dominant species on the planet (perhaps on every planet, as 1000 years from now Shinra's descendants will crash land on another world and find humans there), humans control most of the world and are the main followers of the Yevon religion.

Al Bhed(100CP)- Long ago, a scientist named Alb created a genetically modified race of humans who excelled at engineering but who could not use magic. These Bedohls were executed in large numbers once Yevon's religion came to power, but survived as a hated minority outside their own Bikanel Island. Today their descendants are the Al Bhed, identifiable by their blonde hair and green eyes with swirled pupils. They, perhaps through interbreeding with unmodified humans, can use magic unlike their Bedohl ancestors. They are outcasts who openly use Machina and dream of stopping the summoners' sacrifices and finding a technological method of destroying Sin.

Guado(100CP)- The Guado, with their pointed ears, long fingers, and wild hair, are the protectors of the Farplane. The Farplane is the core of the planet, from which life energy springs and to which people return when they die. Their home of Guadosalam sits on its only entrance, and they are deeply attuned to its energies. Recently, their previous leader Jyscal managed to convert them to the religion of Yevon and with his death, his son has taken his place as the Guado's Maester in the church.

Hypello(100CP)- The blue-skinned and vaguely frog-like Hypello are not well integrated with the rest of society, but neither are they shunned. They offer services to the other races but stay otherwise uninvolved. They are quite slow on land but excellent swimmers.

Ronso(100CP)- The Ronso are a small tribe living at the foot of Mt. Gagazet. They are humanoid cats with blue fur, ranging in shade all the way down to black. Males have a single long horn on their forehead. They have always considered their mountain sacred and continue to guard it and the path to Zanarkand even after their ancient conversion to Yevon.

Backgrounds

You have an age appropriate to your Background and you can change your sex for 50CP.

Drop-In(Free)- You wander in as a stranger. Not as unexpected as you might think, as Sin releases a toxin that causes amnesia, and so the people of Spira are moderately well accustomed to strangely dressed people with no ties to the world showing up.

Guardian(Free)- A summoner on their pilgrimage to every temple needs protection from Fiends. But secretly, they require people with whom they have strong bonds if they are to have a candidate to become the Final Aeon, and so the pilgrimage has the bonus goal of forging such strong ties. Guardians are the people who fill this role, devoted to protecting a dear friend until the time comes to sacrifice themselves.

Summoner(Free)- Summoners are Spira's hope. Each person who takes up the pilgrimage represents a chance for a few years of peace. But not all summoners are up to the task of sacrificing themselves and some ultimately abandon it, instead becoming regular priests of Yevon and turning their talents to working for the church.

Sphere Hunter(Free)- Isn't it a bit early for you to be here? Two years from now, Yuna will have defeated Sin forever and people will begin to study their world's true history. Sphere hunters will be those who delve into ancient ruins to look for spheres that record information about the past. It seems you've gotten a bit of the drop on the competition and have started early.

Perks

Machina Specialist(200CP, free Al Bhed)- Yevon claims that working with machina is sinful, but no self respecting Al Bhed will let those fanatics get in the way of knowledge. You're a student of the ancient Machina unearthed from Bikanel desert, able to repair and even build things from mechanical servants to giant mechs to mechanical snow sleds. You can put this knowledge to destructive use too, knowing just which gear to jam or wire to cut to defeat a pesky robot.

Farplane Guardian(200CP, free Guado)- The Guado have lived by the entrance to the Farplane for all recorded history, and they are attuned to its energies. They can smell the undead from just being near them, and with training they can learn to summon and control Fiends themselves. It's a complicated process, however, requiring time to capture and break the monster they seek to control, meaning they sadly cannot use this to protect themselves from Fiends in the wild.

Ride ze Shoopuff(200CP, free Hypello)- The Hypello have no claim to being great warriors or summoners or priests. They tend their beasts of burden in their own quiet corner of the world, and that is enough for them. You have learned their ways, knowing how to care for and train even the largest of domestic animals, such as the shoopuffs that server as transportation across the moonflow. They won't be any good in a fight, but honestly, there's more to life than battle.

Ronso Rage(200CP, free Ronso)- The mighty guardians of Gagazet have long studied the Fiends' way of fighting. You have learned the Lancet skill, allowing you to drain a bit of health and magic from an enemy for your own use. But the real power of the skill comes when used on certain enemies, allowing you to mimic their attacks. It's something of a crapshoot what this style of combat can or can't let you learn, and sadly it can't replicate even the strongest attacks of this world, much less others. But when it comes to versatility and ease of learning, the Ronso's savage techniques are second to none.

Fashion Nightmare(100CP, free Drop-In)- They have a... unique take on fashion here in Spira. But with this, you can fit right in. No matter what you wear, no one will question it for purely aesthetic reasons, though people may still be freaked out if you're dressed for a fight. You'll also never have to worry about your clothes not protecting you from the environment. Walk up a freezing mountain with no shirt on or dress in a skirt made of belts why not!

Water Warrior(100CP, free Drop-In)- It seems like water is everywhere in Spira, whether you're on an island or in the middle of a dungeon. Luckily, you're a professional grade swimmer, able to hold your breath for incredible spans or even fight underwater as well as on land.

Let's Blitz Ya? (200CP, discount Drop-In)- Blitzball is an important part of Spira's culture. Sometimes, cheering on your town's team is the only light in an otherwise bleak and hopeless life. You're an ace at the game, easily able to be your town's star player. You're so good, you could even use blitzballs a weapons in real life or death combat.

Because of the Toxin... (200CP, discount Drop-In)- Spira has more than its share of amnesiacs. Sin's toxin saps memories from those who get too close to the giant beast. It's a handy excuse in case you happen to be a total alien trying to fit in to the local culture. People will only nod in sad understanding

when you make a social faux pas, as long as you explain to them that you have amnesia. You could even violate the most sacred secret chambers of a village's temple and expect only mild disapproval as long as you aren't really hurting anyone.

Language Sponge (400CP, discount Drop-In)- The greatest barrier between people can sometimes be establishing communication at all. When a gang of Al Bhed have you at gun point, you'll be wishing you knew their language. You've got a rare talent for absorbing such things and just puzzling through a few dozen books over a couple of weeks would be sufficient to teach you a whole new language. As a side benefit, people are more likely to discuss their secrets out in the open with you around, but only if they assume you don't speak their native language.

Outsider's Eye (400CP, discount Drop-In)- Societies can grow staid and calcified. Citizens can go their whole lives never questioning the basic truths of the world they live in, even if they may seem mad to an unbiased observer. You have the rare perspective of a perpetual outsider. You can critically examine any civilization you visit with the fresh and unbiased perspective of someone totally unfamiliar with it. You can even share these critiques with others and are uncommonly good at getting them to question what they've always believed. Are Machina really evil? Do summoners really have to die? They may not have answers, but at least they have questions now.

Only a Dream (600CP, discount Drop-In)- Perhaps you are nothing but a dream. But if your friends remember you, care for you, doesn't that make you real regardless? As long as there are people who remember you strongly, you will continue to exist. Oh, sure, you might be dead. People who exist die all the time. But you'll never cease to be, whether someone tries to erase you from reality or the people dreaming you into existence are finally allowed to rest.

Sphere Grid (600CP, discount Drop-In)- Why bother with real training? When you kill enemies, there's a chance they might drop a sphere. Spheres might be spheres of strength or defense or maybe luck or even a skill or spell. You possess a mental map of your potential growth, branching out in a sprawling grid of unfilled spheres. You may expend one of the spheres you've gathered to slightly raise one of your stats or, more rarely, to learn a new ability. As you continue to grow, it will be longer and longer between you can move on to the next sphere in your path. And when your grid is fully filled? Then its time to start going back through the entire thing, using erasure spheres to free up the spheres you've already acitvated and replace them with slightly stronger ones! Isn't grinding fun?

Black Mage (100CP, free Guardian)- Summoning magic looms large in Spirans' minds due to its importance in the Yevon religion, but the legacy of Zanarkand included more straightforward war magic as well. You are a student of this discipline, wielding arcane forces to fight. You are currently an apprentice, knowing only a handful of elemental attack spells, but with experience and training you could learn spells to poison foes, absorb magic power from others, or even unleash the ultimate black magic spell, Ultima. Indeed, you're talented enough to master them all over the course of a Pilgrimage, much like Lulu.

Warrior (100CP, free Guardian)- Life is harsh in Spira. Whether as a member of the Crusaders, a summoner's guardian, a warrior monk, or just a villager who needs to battle rampaging fiends to survive, you've learned to fight with the skill of a professional warrior in a weapon of your choice, whether something mundane as a sword or spear or an exotic Machina weapon such as a gun or flamethrower.

Mentor (200CP, discount Guardian)- A summoner's pilgrimage is dangerous business, the kind that

often leaves orphans behind. It isn't uncommon for a guardian to wind up looking after a friend's child. Even if you have failed, hope must live on in the next generation. Thankfully, you have a knack for dealing with kids, able to get at least some respect even from spoiled brats. You're also a good teacher, especially when it comes to getting your pupils to follow in their parents' footsteps.

The Pilgrimage (200CP, discount Guardian)- People have a way of bonding through shared adversity, and what is a summoner's pilgrimage if not trial of hardship? When you fight beside others, you will find your bonds strengthening and prejudices being set aside. Whether it's racism, differing religions, or years old family or romantic drama, you and your fellows will find that, as long as you all genuinely share the same goals, you will all be able to let that go and appreciate each other as allies. You may choose for this not to effect you, if you'd really rather hang on to your own prejudices.

Guardian's Skills (400CP, discount Guardian)- Merely swinging a sword isn't enough when facing the strongest of Fiends. You have trained in combat techniques above mundane fighting, learning a certain style of skills of your choice. You might be a thrown weapon user who wields elementally charged ammo and knows strikes that will blind or silence an enemy, a gunner with a quick trigger finger and a variety of trick shots, a berserker who can enter an out of control rage, or something else along those lines.

Sacrifice's Will (400CP, discount Guardian)- Not everyone who sets out on the pilgrimage, and it isn't always a fiend's claws that stop them. Some people can't make the necessary sacrifices when the time comes and abandon their purpose. Not you. You have the willpower of those guardians who accompanied their summoners all across Spira and then gave up their lives to become fayth, all for a scant few years of peace and the remote hope of an eternal calm. You aren't required to give everything for a cause you believe in, but you now have the courage and dedication necessary to go through with it should you desire. Perhaps you could even fight off control from being possessed by Yu Yevon even longer than Jeht could.

Final Aeon (600CP, discount Guardian)- Guardians are more than bodyguards and a pilgrimage is more than training for the summoning arts. The greatest Aeon is formed from someone to whom the summoner has a strong personal connection. The pilgrimage is a way to ensure a prospective high summoner will forge such an unshakable bond with their guardians, so that one of them can be transformed into a fayth to provide the summoner with their Final Aeon.

You have undergone this process, your soul placed into a statue where it can dream of an Aeon. When a summoner comes to your statue, called a Fayth, and prays to it, you may choose to form a bond with them. The summoner can then summon your Aeon form to them temporarily. At minimum, you will be as strong as Anima when summoned by Yuna. The more skilled your summoner and the closer the emotional tie between the two of you, the stronger your Aeon form will be. A supremely powerful summoner with whom you share an unbreakable tie could give you the power to fight against Sin itself. While in your statue, you can send out a ghostly, invisible avatar of your normal body surrounded by pyreflies to any of your bonded summoners. Unlike normal Fayth, you may only have one avatar or Aeon in existence at a time, but you are not bound to obey your summoner's commands. After this jump, you will be able to return to being a Fayth as an alt form so that you can be summoned by allies.

Overdrive (600CP, discount Guardian)- You have developed a supremely powerful combat technique, one that might turn the tide of battle. You may design an attack of your own which is highly damaging and may include other secondary effects, such as having an elemental affinity, inflicting a status ailment on the target, or being able to strike all enemies within range. This attack is not freely

available, but rather something that must be charged up over time through fighting. After performing it enough, you will perfect another, related technique, somewhat stronger and with different effects. You can continue innovating a whole suite of attacks in this manner.

Alternatively, you could forsake explicit Overdrive attacks to instead use it to boost another ability. You can choose to cast a single spell many times in rapid succession, mix two battlefield items to create a stronger one, or donate your charged Overdrive to an ally or summoned Aeon who will use their own attack.

Sending (100CP, free Summoner)- The most vital day to day functions of a summoner is to officiate over funerals, sending the souls of the dead to the Farplane to ensure they do not linger in the mortal world to be twisted into Fiends. Performing the ritualistic dance of the sending ceremony will force nearby lingering souls to move on to their final destination. This will even work on those souls who have returned as undead, though they must be either willing or so weakened that they can not resist the pull of the afterlife. As a small side benefit, your spiritual attunement allows you to walk on water while barefoot.

Summoning (100CP, free Summoner)- A rare skill, one which provides what scant hope Spirans cling to, you have been trained as a summoner by the temples of Yevon. This allows the summoning of a powerful magical beast called an Aeon, though it takes so much concentrate to maintain them that you cannot fight by their side. To learn new summons, you must commune with a Fayth, a special statue containing the soul of a person who is bound to dream the Aeon into life, a process which is very exhausting and can take hours.

For the normal Aeons you find here, you do not have to worry about losing your bond through moving on to another world or having the Fayth put to rest permanently. You will be able to conjure these Aeons forth as purely magical creations. All other Aeons will require you to have the Fayth available in the same Jump you currently occupy.

Cloister Conquerer (200CP, discount Summoner)- The inner sanctum of each of Yevon's temples is protected by a cloister of trials, containing a series of tests the supplicant must pass to proceed to the chamber of the Fayth. Your training has left you with a knack for solving these kinds of puzzles, allowing you to intuitively figure out the solution to any puzzles that impede your progress.

White Magic (200CP, discount Summoner)- Summoners rarely learn to fight themselves. That's what guardians and Aeons are for. A summoner's place is supporting these front line warriors, and this is the reason most become skilled white mages. White magic is full of spells of healing and defense, with a smattering of utility effects. You start knowing all the more basic spells of the school, and can quickly learn more with training.

Maester in the Making (400CP, discount Summoner)- Rising through the hierarchy in the Church of Yevon requires a keen political mind and a talent for scheming your way past your superiors and fellow rising stars. You're a natural in this kind of environment, knowing just who to cozy up to and how to garner favor on your way to the top. You could even become a Maester of the Church with this talent, assuming one of the current ones were to die in what is sure to be a tragic accident to make room for you. Of course, as a member of the Church's upper echelons you will be required to keep the populace in line and faithful, but no worries, as you'll prove equally able at keeping people true to your dogma and unwilling to consider the words of heretics. And those skeletons in your closet and pesky facts about the past that might upset your control? You have your ways of keeping those under wraps as well.

Pillar of the Church (400CP, discount Summoner)- Yevon is the only hope Spira offers for its inhabitants. Many would rather die than admit that hope might be false. Once you are in a position of respect or become a symbol of hope, such as a summoner, high priest, or leader of a nation, your supporters' loyalty will become nearly unshakable. Whether it's continuing to support you even when you are branded a heretic or helping you to cover up your murder of your own father and releasing monsters into a crowded stadium so you look like a hero when you defeat them, those who you give hope to will cling to that hope in spite of fear or even common sense.

Disciple of Yevon (600CP, discount Summoner)- Yu Yevon was the greatest summoner to ever live, a savant whose skill was without peer. You are his near equal, holding a sublime potential in the summoner's arts that could vastly empower your Aeons. But perhaps more important, you have learned the ancient Zanarkand art of creating Fayth. You know the rituals needed to prepare a statue as a receptacle for a donated soul, the statue's form dictating what can be summoned from it. This can be used to create new Aeons of your own, but Yevon proved that summoning can be even more versatile than that, creating landscapes and even new living people, though it will take experimentation on your part to continue his research into the boundaries of summoning.

Unsent (600CP, discount Summoner)- Spira is a spiral of death, where monsters formed of departed souls outnumber the living. But not everyone who clings to unlife goes mad. Some continue on, pursuing what goals they had in life, hiding their true nature from the mortals around them. You are now one of these unsent, your body formed of pyreflies. When you are ready to stop hiding and unleash your true power, you may assume the form of a Fiend, giving you strength equal to Seymour Omnis and your own suite of special attacks and magic. With time, your unsent form can grow even stronger.

Light Hearted (100CP, free Sphere Hunter)- You have a way of seeing the brighter side of life. Maybe a couple of years ago there was a monster who had personally killed at least one loved one of basically every single person on the planet. That's no reason we can't take time for a concert or a trip to a hot springs! You're able to brighten the mood a bit and get people to relax and smile, no matter how bleak the situation should be.

Hot Spots (100CP, free Sphere Hunter)- When you're a treasure hunter, you've got to strike while the iron is hot. Being slow to pick up on rumors could give a rival the head start they need to grab that ancient treasure before you do. This job has given you something of a sixth sense for where in the world interesting things are going down, as well as a vague sense for how dangerous things might get there. This doesn't guarantee every lead will pan out, certainly not in the way you expected, but at least you'll never have to suffer through a dull day when you can feel that call to adventure tugging at you.

Pilot (200CP, discount Sphere Hunter)- Sure, maybe the sphere hunters who go out and battle fiends get the glory, but where would they be without a ride to take them across Spira on their hunts? You're an expert at the use of vehicle Machina, from boats to airships. Of course, most of those are ancient relics of centuries past and mainstream society sees them as unholy abominations. That's why you've had to learn to salvage, repair, and upkeep them too, all on your own.

Mercenary (200CP, discount Sphere Hunter)- People can get entrenched in their own ideologies, letting their hatred cloud their judgment towards those who have wronged them. But with you? It's just business. When offering to work for someone, people are willing to ignore past transgressions against them, as long as you were acting solely for yourself and not aiding any of their foes. Sure, maybe you did steal that sphere from the temple, but at least you kept it out of the Youth League's hands too. Water

under the bridge!

Give Peace a Chance (400CP, discount Sphere Hunter)- One thing that you learn through watching the many spheres of Spira's past, it's that people turning on each other never ends well. Drawing on the lessons of the past, you have learned how to bring people together and teach them to set aside their differences by tugging at their heartstrings. Just let them hear some sappy story about true love torn apart by war and follow it up with a heart rending love song, and you'll have people willing to abandon their hate for the other side in no time.

Jumper Syndicate (400CP, discount Sphere Hunter)- Some people go out and adventure to earn their wealth. What a bunch of suckers. You have people to do that for you. You have the charisma and leadership needed to found your own organization and gather a legion of mooks to populate it. They'll still want to be paid of course, but they're still willing to put up with a lot more from you than they might from someone else. Put on the costume and come into your bedroom to give you a message? Whatever you say, boss!

Sphere Science (600CP, discount Sphere Hunter)- Spheres, orbs of water laced with the power of pyreflies, serve as the strange cornerstone of much of Spira's technology. They can be used to store memories, but the technology behind them is responsible for everything from the watery arena of the Blitzball stadium to the sphere-oscillo finders that scour the world for information. You have a good grounding in all of this technology, even able to create entirely new dress spheres based on your own memories and skills. Perhaps you could even learn to harness the underlying spiritual energies as a power source... though learning to do that could take centuries of research.

The Past is Ours (600CP, discount Sphere Hunter)- Yevon controls the world because it controls what people know about the past. Spheres, as records of the truth, are dangerous. If the knowledge in them became widespread, it could undermine all of society. In a few years, people who want to cut through all Yevon's lies will form the Youth League to uncover Spira's true past. But with you around, showing people the truth, perhaps that can happen even earlier. You are an expert at firing up the youthful, idealistic, and discontent against the established order, especially when you're in possession of proof that those people are being deceived. Your message of the real past will spread like wildfire, and you could easily become the head of a revolution like this.

Items

Weapon and Shield(100CP, free Drop-In)- Spira is a pretty dangerous world. Wouldn't want to go traipsing around it without some protection. You have a basic weapon of your choice, from the standard sword to a blitzball to an enchanted moving doll, along with a basic protective item like a buckler or magic ring.

Shoopuff(200CP, discount Drop-In)- This giant green elephant like creature is used as water transport and as a beast of burden. It comes with reigns and its own howdah for passengers to ride on. Dead shoopuffs will be replaced the next day.

Blitzball Stadium(400CP, discount Drop-In)- Luca has some competition as the seat of the worldwide Blitzball competitions now. You are the owner of your very own Machina that can generate a giant ball of water to serve as the playing field for this most extreme of sports. It can be placed in its own Warehouse attachment in future jumps or deployed somewhere in each new world.

Fiend Stadium(600CP, discount Drop-In)- Post game content you say? This stadium allows you to

create Fiends on demand for fighting. You decide the type and strength. Be careful, as it can produce some truly frightening beasts, but the rewards they drop can be well worth it.

Battle Consumables(100CP, free Guardian)- The pilgrimage is a dangerous undertaking, best to have some supplies in case of an emergency. This set of items includes both curatives and offensive items for use in combat. Its stock regenerates once a week if used.

Chocobo(200CP, discount Guardian)- The Crusaders have a wing called the Chocobo Knights who ride these iconic giant yellow birds into battle. Whether or not you were one of them or merely someone who prefers riding these things to walking, you've got a chocobo of your own. Dead chocobos will be replaced the next day.

Ultimate Weapon(400CP, discount Guardian)- You possess one of the strongest weapons in the world, something on par with Yuna's Nirvana or Rikku's Godhand if you don't want an exact copy of one of those. It even comes fully upgraded, so you don't have to worry about any sidequests.

Airship(600CP, discount Guardian)- A marvel from the world before Sin, you have a large air vessel on the scale of the Celsius or the Fahrenheit, able to serve as a home to many people in addition to being a vehicle. It doesn't need any fuel and can zip you from one end of the world to the other, as well as containing a sphere-oscillo finder with which to monitor the entire world.

Clothing(100CP, free Summoner)- What's with all this luggage? Are you planning to walk from one end of the world to the other or not? Regardless, you have a wardrobe full of the elaborate and wacky outfits in the style of Spira's fashion.

Ship(200CP, discount Summoner)- This sailing ship comes in either normal wooden chocobo powered style or one of the Al Bhed's Machina designs. Regardless, it comes with a crew of followers to man it and some basic weapons for self defense.

Machina Guard(400CP, discount Summoner)- The leaders of Yevon in Bevelle hypocritically maintain armies of Machina. You have received your own honor guard of several powerful machina and a few waves worth of mooks to soften people up beforehand.

Temple(600CP, discount Summoner)- You are in charge of your own temple of Yevon. It can be as large and grand as Remiem or more humble if you desire. It contains its own Fayth of your own design, which counts as a follower. You and your own Companions can summon the associated Aeon even without the Fayth, however. You may have the temple follow you as a Warehouse attachment or insert it into other worlds as you arrive.

Microphone(100CP, free Sphere Hunter)- What are you going to use this mic and speakers for? To throw some kind of concert?

Gil(200CP, discount Sphere Hunter)- Most sphere hunters are in it for the money, and you seem to have gathered quite a bit of it. You have enough gil to fund your own organization on the scale of the Leblanc Syndicate.

Sphere Grids(400CP, discount Sphere Hunter)- Sphere grids are items that allow the insertion of Dresspheres, allowing them to be switched in battle. Each one comes with extra effects they grant in battle, mostly activated as you have switched between more of the Dresspheres set in it. You have a

complete collection of canon Sphere Grids and four Dresspheres of your choice for use with it.

Dresspheres(600CP, discount Sphere Hunter)- Dresspheres are spheres containing someone's memories. By activating it, one can take on the strength and abilities of the one it was based on. You have a full collection of canon Dresspheres as well as a powerful custom special Dressphere along the same lines a Floral Fallal, Full Throttle, or Machina Maw that can only be activated after having switched to every other Dressphere on your Sphere Grid. You get a basic Sphere Grid to use with the Dresspheres as well.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a background and 600CP to spend.

Canon Companion (50+ CP)- For 50CP each, you can take one person from this world as a Companion.

Drawbacks

You can take up to +600CP worth of Drawbacks.

Daddy Issues(+100CP)- You have a real love/hate relationship with your asshole of a dad. You can't help but have nightmares about trying to measure up to him, no matter how much you try to deny it. Too bad he'll be an important part of your journey here, always showing up in person or having done something that will remind you of him.

HAHAHAHAHA(+100CP)- Good God, what the fuck is coming out of your mouth? You can't help but have touching scenes and emotional gestures ruined by... by whatever the fuck that is you're doing.

Phobia(+200CP)- Much like Rikku's fear of thunderstorms, you're overcome by terror by some natural occurrence, rendering you nearly useless when exposed to it.

Racism(+200CP)- Geez, did EVERYONE's brother die while fighting with an Al Bhed weapon instead of a normal one or what? It seems that hatred for your race has taken an extreme upswing, as if everyone had a personal grudge against your people.

Heretic(+300CP)- You've been branded a heretic by Yevon. You will be hunted wherever you go and are unlikely to be able to count on help from any civilized

Sin's Toxin(+300CP)- Oh dear. It seems you've been exposed to Sin's toxin for real and aren't just saying that to excuse the fact that you don't know anything due to being from a different world. You have complete amnesia not only of the chain but also of your Background if you have one.

End Choice

Go Home

Stay

Continue Jumping

Notes

A Generic Jump by Generic Anon.