



Version 0.4
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An era of war and conflict rages over the world. The Emperor has formed a pact with Hell, unleashing a nightmarish army upon the land. Cities are destroyed, orphans are made, and yet a group dares defy the power of the Emperor and the Palamecian Empire.

Which side will you find yourself on, Jumper? Will you be caught in the middle of the struggle, or perhaps take up arms with the rebellion? Or even go so far as to join the Emperor at his right hand, to find what powers await? The choice is yours, but take **1000 CP** to prepare for this adventure, where the Emperor has attained the power to reign supreme over Heaven and Hell.

Age, Gender, and Affiliation

Roll 1d10+15 to determine your starter age. Your gender is the same as you come in with. You may pay 50CP to choose both age and gender, should you wish to change them. Your affiliation can also determine your starting location, as seen on the following page.

Drop In

You're here in this unfamiliar place, but you're still you. No memories of something to clash with what you know, but conversely, nothing is pulling you in one way or another. Your loyalty is your own, without needing to worry about anyone pulling you one way or another.

Wild Rose Rebellion

You refuse to sit idly by while The Emperor and the Palamecian Empire spread across the world like wildfire. They may have already taken your home, but you will stand resolute, aiding the Resistance however you can.

Palamecian Empire

For the Empire! You know which horse to back, and Palamecia has already conquered half the world! It won't be that much longer until the Emperor brings them all under his thumb. All the same, you have access to the Palamecian Empire's resources to crush those rebels.

Residence

There are many areas available for you to start from. Roll 1d10 to determine your starting location. If your Affiliation is the Wild Rose Rebellion, you instead roll 1d6 for the first four options. If your Affiliation is The Palamecian Empire, you instead roll 1d6 for the second four options. You may also pay 50CP to pick.

1 - Altair

The home of the Wild Rose Bellion after Fynn was attacked and destroyed. The rebellion is run by Princess Hilda, with Prince Scott, Prince Gordon, and the White Wizard Minwu acting as her supports.

2 - Salamand

A small town in the cold North. They've been attacked by Palamecia and the men were taken for slave labor to work in the mines. Without a military presence, the rebellion has started to slowly reform here.

3 - Deist

The Dragoons make their home here, but a poisoned water supply has killed off most of the people and wyverns who remain, leaving it a veritable ghost town. Still, it's not under control of the Empire.

4 - Mysidia

The magic users of the world had founded this town in order to hide away from the rest of the world, not wanting their power to be used for nefarious purposes. They have been able to resist the Empire thus far.

5 - Fynn (1 for Palamecian)

The former home of Princess Hilda, it's now under occupation by the Palamecian Empire after Borghen had betrayed them for Palamecia. A great number of soldiers are keeping the citizens under control.

6 - Kashuan (2 for Palamecian)

Similar to Fynn, Kashuan is the former home of Prince Scott and Prince Gordon, and home to Egil's Torch, a container to hold the Sunfire, a source of flame said to have come from a fallen star.

7 - Bafsk (3 for Palamecian)

A relatively small town, but one that the empire uses due to the cave system nearby to build its super airship, the Dreadnaught.

8 - Palamecia (4 for Palamecian)

The focal point of the Palamecian Empire, and where Emperor Mateus makes his home. Those in the Empire will find this area a safe haven, and a terrible danger for those of the Rebellion.

9 - Rebellion Choice (5 for Rebellion or Palamecian)

You may choose locations 1-4 as your starting locale, even if you are allied with Palamecia.

10 - Palamecian Choice (6 for Rebellion or Palamecian)

You may choose locations 5-8 as your starting locale, even if you are allied with the Rebellion.

General Perks

Balanced Aptitude (100 CP)

Jumpers have the ability to learn many things in any discipline, but primarily do so through Perks. There are natural inclinations to be had that can interfere with learning through practice. With this Perk, that limitation is removed. While this doesn't increase one's learning speed, there is no longer anything blocking your ability to learn any trade or talent, given the time and inclination to learn it.

Chocobo Training (100 CP)

You're a master of Chocobo training, clear and simple. The big, feathery yellow birds just seem to love you, and you've always had a knack for getting them to do what's needed. While they flee from most others after dismounting, they'll stick around for you, fetch what you need, and allow you to form strong bonds with these creatures. Additionally all other avian creatures, flightless or not, will generally seem to like and trust you.

Speak with Animals (200 CP)

(Discount for the 'Kind of Stupid' Drawback)

Somewhere along the way, you've taken some time to sit down and learn the animal language. Others aren't exactly sure how you managed it, and honestly, neither are you. But all the same, you can speak and converse with all mundane animals, including Chocobos. They aren't always necessarily intelligent, but they can still provide a great deal of information, or perhaps get it for you with the right motivation.

Warfare (200 CP)

The world in which you live has been embroiled in war for what seems like an eternity, and due to this, learning the arts of warfare has become paramount. With this, you no longer need to 'learn' anything, as you will know it all. From the angles and degree of tension for catapults and ballistae, to the organization and training of troops for maximum efficiency, warfare and all of its intricacies are second-nature to you.

Train the Basics (300 CP)

There are those that will find that their skills, their understandings, their power seems to struggle to increase once a certain point has been reached. You are not those. Even repeating the most basic of training will increase your skills. Form practice with your blade every morning, even after you've mastered the forms? You'll continue to increase in your skill as if it were all new to you, without limitations.

Beyond Limits (300 CP)

There is a presumed limit that will be reached. That once you have the ability to strike at your opponent three or four times before they can attack you once, or once you've reached the third level of a spell, that such is the end. Not at all. Your talent can be refined and practiced again and again, whereupon even the most basic spells can reach cataclysmic levels, or your weapon skill surpass logic and explanation.

Affiliation Perks

For each Affiliation, one 100CP perk is free, while the rest of the perks are Discounted at 50% of the listed value.

Drop In Perks-

Ditch the Losers (100 CP)

When in a group of people, sometimes you need to separate yourself from them. As long as there is even a miniscule distraction (even one you have to make yourself) it's very easy for you break off from the group, and even then, the group you dipped from can only find you if you choose to be found.

Reputation (100 CP)

Your reputation precedes you in all forms. The very mention of your name (or a title that refers to you) can inspire hope or fear, as determined by the actions you've taken thus far in the Jump. Your reputation is established in the Jump as soon as you will it to be, and will retroactively include everything you've done so far. Once you activate your reputation, it cannot be turned off, so make sure you do so when you're ready.

Betrayal (200 CP)

Your ability to work alongside those you dislike is exemplary, but more importantly, your ability to betray them without a single bit of expectation is even moreso. If you've worked yourself into an organization or a group, if you do ever choose to betray them, you will be able to do so without them ever suspecting you of it prior to.

Actions Speak Louder Than Words (200 CP)

There are those that play the political game quite well, working to convince those above them that they are worth more than they are. You no longer need to play that game. When you successfully execute tasks, those you are trying to impress will see that as far more valuable than any lip service from those who would contend for one's favor.

Unnamed Successor (400 CP)

When part of an organization, kingdom, or similar, as long as you are of some renown within it (such as a minor noble or similar), and the leader is deposed, killed, or so forth, as long as no other successor has been named, no one will dispute your claim to become the successor in their stead.

Mind Control (600 CP)

While others require time or effort to sway the masses to their banner, you don't need to worry about that. You can, en masse, mind control others to do your bidding. Those who have less willpower are more easily controlled, such as an entire town of villagers. Of course, the more you practice this talent, the stronger it will become, and with enough practice your power can break down the resistance of those with significant will.

Wild Rose Rebellion Perks-

Strength in Adversity (100 CP)

There is a strange sense of strength when backed into a corner, and you have that in spades. Whenever your group, military, organization, etc is on the losing side of things, your group's resolve strengthens, and the worse things are, the stronger it grows. Beyond that, your attempts to cut supply lines, interfere with their organization, and so forth are more successful in the same way that the resolve increases: the worse things are, the greater your successes will be against your oppressors.

Piloting (100 CP)

Ships that sail in the water, or those that fly in the sky, or even other contraptions that would require some level of piloting skill doesn't at all for you. You can handle them easily, performing feats in them that would normally take years of practice as it all comes to you naturally.

Keywords (200 CP)

Of course, making yourself a master conversationalist and inherently beautiful to improve your relations with people is one way to do it, but simple, careful listening is another. When speaking with people, you will inherently know which words are important, and furthermore, you can use these same words with others in order to pierce through further communication. Additionally, no one will get suspicious or confused if you bring up a particular 'Keyword' that has no relevance to them.

Beyond Blacksmithing (200 CP)

Blacksmithing is a trained talent, of course, and one that one can learn over time. Of course, you needn't worry about learning how to do that, as all the knowledge of master blacksmiths is now available to you. This knowledge can also be applied to other disciplines. Working with metal, even types you've never even touched before, becomes as easy for you as working with iron- no matter how difficult it might normally be.

Leadership (400 CP)

There is a difference between having an army and leading one. People are willing to sway to your cause, even if you don't intend them to do so. A natural charisma that inspires people to follow you suffuses your being, as long as you have an attainable goal set to accomplish. Without a goal, or after accomplishing it, you will find it harder to convince would-be allies to follow you, however.

Pierce the Veil (600 CP)

In dealing with supernatural threats, you've come to learn that killing something doesn't necessarily mean that it will stay dead. Too often something will return from beyond, stronger and more powerful than before. This particular perk will provide you with the option that, when killing something, you also destroy its soul, preventing it from returning. Avatars or clones, when destroyed, do not return their power back to the original. Additionally, you can send short messages to the souls of the deceased, before they are fully at rest, allowing you to communicate with them (as allowed by the afterlife of the setting).

Palamecian Empire Perks-

Morale (100 CP)

There's a certain splendor to being in control of a situation. Something that makes it seem like nothing can really go wrong for you and your organization. In fact, the more control you have over a situation, less can go wrong. Discovering rebel hideouts, or a new product that could threaten your hold on the market, and so forth just happen to fall into your organization's lap. And the tighter your hold, the easier it is to keep it.

Absolute Authority (100 CP)

Your word, at least when speaking to those beneath you on the military or corporate ladder, is law. It goes even beyond law, as defying an order is tantamount to death (either actual or social/career, depending on the setting), as they know that what you can do should they fail is far worse than what they might deal with otherwise. This doesn't stop there from being repercussions from your orders, of course, but they won't be disobeyed.

Draining Touch (200 CP)

Your touch isn't quite necrotic, but there are many who think it is. In reality, you've become a siphon for the force of life itself. Unfortunately, this touch doesn't transmit through a weapon, but if you were to strike someone with your fists or feet, you can pull their life force into yourself. Roughly half of the damage they would take from your blows is converted into life force that you absorb, restoring your own damage and fatigue.

Beguiling (200 CP)

You have a talent for making those trip over their words simply from being present. Whether it's beauty, a manner of bearing, or something else entirely, nonetheless it is present within you, and those around you know it. You're entrancing, bewitching, and unless someone is naturally resistant to your charms, they'll be hard pressed to stop spilling spaghetti while you're wrapping them around your finger.

Above All Alignment (400 CP)

You're perfectly capable of altering what you would call your alignment, and how things are picked up by others. This allows you to, should you attempt to enter the afterlife, choose which direction you'd like to go, no matter how horrible of a person you might be. In addition, items that are restricted to alignment hold no such issue for you. You are above such mortal perceptions of such a thing.

Not Evil Enough For Hell (600 CP)

There are those that rule over a certain domain, where they have absolute law. But those laws, those long-standing traditions are not yours to obey. If you are the one to personally oust a leader from his position, then you may succeed that leader without any interference from any of his allies, even if a successor is named. Clearly, Satan wasn't evil enough for Hell and the Emperor showed him who the true evil was, and you'll do the same to whoever you dethrone. Booting out a Deity will allow you to also take over their domain, as you now rule what they previously had ruled.

Items

Healing Kit - 50 CP (1 Free Palamecian)

An endless number of basic potions, ethers, antidotes and so forth, everything an adventurer needs to stay healthy. The kit never runs out.

Portable Cottage - 50 CP (1 Free Drop-in)

An exceedingly comfortable cottage that can break down small enough to fit in a backpack. When fully constructed, it can fit five people extremely comfortably, and up to ten semi-comfortably.

Monster Parts - 50 CP (1 Free Rebellion)

A collection of arms, tails, horns, etc. Each is brimming with magical energy, allowing you to use them to cast spells in lieu of knowing magic. They use the power of the monster, rather than your own.

Elixir Pack - 100 CP

Twenty elixirs, capable of restoring its imbiber to full life and power. Elixirs return at one per week after use, to a max of 20.

Sage's Wisdom - 150 CP

A concentration of raw black magical power. Once consumed, your black magic potency will be at its maximum possible for five minutes. Returns once per month if it had been used prior.

Saint's Spirit - 150 CP

A concentration of raw white magical power. Once consumed, your white magic will be at its maximum possible for five minutes. Returns once per month if it had been used prior.

Cid's Airship - 200 CP (Discount for Bafsk)

The airship of the man who first found the use of Sunfire in their engines. Remarkably well-made and upgraded with the finest technology available.

Bag of [Tomes](#) - 100/150 CP

(Basic Free for Mysidia)

All the standard magical tomes. Once read, it will commit to your memory and the pages will become blank. For another 50CP, the text will remain, allowing multiple people to read them. Contains all the spells aside from Ultima, Revive and Destroy.

Map Ring - 100 CP (Free Altair)

A nice ring with the inscription 'Select Button and Cancel.' You're not quite sure what that means, but you will find that this projects a full world map of any planet you're on, including your location and any important vehicles that you use to get around.

Goddess' Bell - 100 CP (Free Drop-In)

An ivory bell, with the clapper formed in the shape of a key. This can open Kashuan Keep to retrieve the Sunfire, but more notably, this can be used to destroy seals that bar entry to any location. For extremely strong ones, this can still weaken the seal, allowing an easier time in breaking it.

Egil's Torch - 100 CP (Free Palamecian)

Despite being called a torch, it looks more like a lantern. Crafted from the same meteorite that fell from space and gave the planet its Sunfire, it's able to safely store and transport Sunfire. This can keep any flame within, no matter how hot, magical, or mundane, burning forever without a source of fuel.

Wind Drake Egg - 200CP (Discount Deist)

The egg of a Wind Drake. It requires incubation in order to hatch, but once it does, it creates a fiercely loyal Dragon that is built for flight and speed, but still has powerful fiery breath of its larger cousins.

Sunfire - 200 CP (Requires Egil's Torch or other equivalent to carry)
(Discount for Kashuan)

An impossibly hot flame, arguably on the level of plasma. The flame burns endlessly, but is incredibly difficult to contain. Can be used as a source of power for many machines, or as a weapon, if it can be fashioned to do so.

Dragoon Pendant - 100 CP (Free Rebellion)

A pendant from Deist, proving your membership as one of the great Dragoons. Additionally, while it's worn, any dragon-based creatures or Companions (including the Jumper's alt-forms, if any) will have their strengths and senses heightened.

Ultima Tome - 100/150 CP
(Basic Free for Fynn)

The Ultimate Black Magic, Ultima. Ultima grows more powerful for each other spell you know. This tome will teach whoever reads it the spell, and then the Tome will become blank, as the other tomes. For another 50CP, the tome will not be blank afterwards.

Cyclone Tome - 100/150 CP
(Basic Free for Palamecia)

The Emperor's Cyclone, in a learnable format. If you train it to its maximum power, it can decimate towns and host a defensible castle in the middle. It persists as long as you're to concentrate upon it. For another 50CP, the tome will not be blank afterwards.

Masamune - 100 CP

A katana unparalleled in both sharpness and speed. Simply holding the blade increases your attacking speed by a great deal, letting you move like the wind for brief periods.

Gungnir - 100 CP

A spear wielded by several might warlords. Wielding this increases your strength and speed, letting you move quicker and strike harder.

Rune Axe - 100 CP

A gold-colored axe with runes inscribed upon it, fog emanating from it. The more magical the target, the more damage it will deal to them.

Staff of Light - 100 CP

A staff seemingly forged of light energy. Resonates with the user, empowering all magic cast through it, either curative or destructive.

Dancing Dagger - 100 CP

A lightweight dagger that increases the holder's movement ability, either for traveling or dodging, a substantial amount, letting you move deftly around the battlefield, like a dancer

Yoichi's Bow - 100 CP

A bow with a draw you will struggle with, but when used in battle against a hated foe, it empowers you, it draw feels weightless but retains its power.

Dragon Armor - 150 CP

A shield and armor layered with dragonscale. It confers a natural resistance to all elemental attacks, from mundane to magic.

Genji Armor - 150 CP

A suit of armor from a faraway land. It is remarkably more sturdy than other armor, offering great defense.

Properties

The following are also available for purchase, and will be yours to use during your time in the jump. Going forward, they will follow you into future jumps, and will adjust as necessary in the setting (unless you wish them to be out of place, in which case they will appear as you wish them to, within reason).

Mythril Mine - 200 CP (Discount Salamand)

A full mythril mine that you have the ownership deed for. The mine follows you from jump to jump, and can become a different ore (or combination of ores) of your choice at the start of each jump, as long as you have some of it on-hand when the jump starts.

Dreadnought - 400 CP (Discount Drop-In)

An enormous Airship with several levels, the Dreadnought is a mechanical marvel to behold. Heavily armored and has enough firepower to reduce several towns to rubble before its engine overheats. Has enough room for you and up to a hundred others.

Hideout - 400 CP (Discount Rebellion)

A vast underground base that cannot be detected by your foes. Networked under one (or several) towns, those who know of it cannot betray its secret. Despite being hidden, a vast intelligence network feeds information in and you have enough space to setup many different facilities.

Castle Pandaemonium - 400 CP (Discount Palamecian)

The capital of Hell, risen from the depths is yours to command. Virtually unassailable, the halls are stalked by dozens of evil creatures that are under your command. It has little offensive ability, but it is nearly impossible for one to not only enter, but to make it to you.

Chocobo Farm - 100 CP

A farm for raising Chocobo (or other farm-like animals). Has a fenced in field, stalls, food, equipment and a staff of workers needed to safely contain twelve creatures.

Companions

Your allies are ones who can help you through some of the most harrowing situations that you may find yourself in, and as such, you may bring your companions with you into this jump, to a maximum of eight. Each imported companion costs 50CP for the first three, or you may import up to 8 for 200 CP. Companions may not have an Affiliation opposite yours (Rebellion vs Palamecian), but if you are a Drop-In, they may have either. And if you have Rebellion or Palamecian as your Affiliation, they may be of yours or Drop-In. Companions start with 600 CP.

Canon Ally - 100 CP

Through happenstance, creative situations or pure plot contrivance, you find yourself befriending, and forming a close friendship with one of the characters of Final Fantasy II. The Emperor cannot be reasoned with and is ineligible for this benefit, but all others can be convinced and will come along with you following the conclusion of the Jump.

Chocobo - 50 CP (Free with Chocobo Training)

One of the oversized yellow birds has determined that you are much safer to remain around than their own home and has decided to follow you. This particular chocobo is remarkably brilliant, with near human-like intelligence, able to learn and grasp concepts and understand (though not speak) your language.

Adjustments & Drawbacks

To make this a bit more challenging for you, there are drawbacks that you can take at the cost of more power.

Canon Replacement (+0 CP)

Would you rather *be* Firion, rather than simply an ally of his? Or perhaps replace the cowardly Gordon with someone a bit more capable? You can now replace one of the playable characters instead of coming in fresh.

Your choices here will simply meld into the existing story seamlessly, and it will accommodate this choice.

Borghen, Again! (+100 CP)

Borghen is one of the Emperor's trusted aides, a former Count of Kashuan who betrayed the people of Fynn, allowing the Empire into their home. Borghen is a sadistic, if cowardly man who will continually return to antagonize you, even after all attempts to stop him from returning. Be ready to deal with one very persistent, very annoying, and mostly harmless foe.

Kind of Stupid (+100 CP)

It's not your fault that you were raised by animals. Your family had mostly disowned you and left you to fend for yourself, and you had to rely on the animals to help raise you, at least until you got introduced to society. With this drawback, your ability to speak will be reduced to someone who struggles with the language. Even if you can understand complex ideas... no one will ever trust you with them. "We not let you die!"

Costly (+100 CP)

For some reason, everything in the jump has the costs of the NES version, rather than remakes. Expect things to cost anywhere from 5x to 10x as much as they would normally, including the basic healing items, tomes, weaponry, and so forth.

Obfuscated Mechanics (+200 CP)

Okay, seriously, how does this all work? While in this jump, all previous knowledge on the mechanics of how to increase stats, skill and magic levels, and so forth, are locked. You'll have to figure out the black sheep of the Final Fantasy games on your own through trial and error. Expect your progress to be very slow and frustrating.

Stop Hitting Yourself (+200 CP)

Normally, striking yourself and taking damage is one of the easiest ways to get higher HP. Not anymore. No self-targeting attacks will have any affect on your stat growth. Additionally, your skills and magic will only get stronger through in-battle use. You can't practice outside of battle to get any better.

Realistic War (+200 CP)

This is a dangerous land, and war makes it even moreso. With this drawback, the JRPG filter that keeps things from getting too dark and dreary is removed. This is war, Jumper. It will be gritty, long, and dangerous for soldiers and heroes alike. No easy answers, no quick battles. Long, demanding, and exhausting.

Weapons and Armor? Not For Casters (+300 CP)

Once more, you've found yourself inheriting the rules of the NES version, rather than the streamlined later ones. As such, all weapons (including magical staves) will reduce your accuracy with all of your spells, both offensive and healing. Beyond this, nearly every piece of armor that exists, from breastplates to robes to hoods and helmets, and *especially* shields will reduce your magical power, for both offensive and healing magics. Not only that, because of their encumbrance, actually raising those skills when wearing armor is even more difficult. If you want to use magic, you'll be a prime target for any dangers without all that protective gear.

Betrayal (+400 CP)

One of your Companions will defect from you during the course of this Jump. Notably, whichever of your Companions will pose the greatest threat to you, interfering with whatever plans you have for this particular area. If one of them isn't enough to cause serious difficulties, then multiple will defect, and each of them will concert efforts to make things worse for you. In the final years of the Jump, you will win them back over to your side, but the majority will be a constant, unending headache in dealing with them.

Scenarios

Seeking an extra challenge? While outside of the war there is very little to find, there are a few secrets buried here in this world that you can unearth and uncover. Or even go beyond the mortal coil, and venture to see what treasures lay beyond the world of the living?

Scenario 1 - The Arcane Labyrinth

A constantly changing environment, warped to the words that you speak. The Labyrinth has three sets of dangers: dungeons with 4 Floors, 7 Floors and 10 Floors. Each dungeon changes depending on the Keywords that you provide to the keepers, each with different meanings, and every combination providing a new and different challenge. If you complete all three dungeons, you will meet the Guardian of the Arcane Labyrinth: Deumion. He will offer a single reward to you based on the choices made, to a maximum of four total items:

Ragnarok- A sword with enormous power. It surpasses even the Masamune when it comes to enhancing the wielder's attacking speed, allowing one to move as a blur, unleashing an endless assault against your foes.

Longinus- A spear charged with energy. Notably, defenses of your opponents, including an immunity to physical damage, are overcome by this weapon, able to wound and kill immortals with relative ease.

Gigantaxe- An enormous axe of terrifying destructive power. It requires a great deal of strength to wield effectively, but even in the hands of the average soldier, it could destroy a castle wall in a single swing.

Stardust Rod- Supposedly crafted from the same material as Egil's Torch, this contains the power of the Sunfire within its core. All fire-based attacks using this as a focus will pierce all absorption and immunity.

Artemis Bow- An exquisitely crafted bow that, when drawn, creates arrows of shimmering moonlight. The power of this bow stems from your magical ability, the attack being magical in nature, rather than physical.

Bracers- An unassuming set of bracers that cover one's forearms. These remove physical limits from the user, allowing one's full power to be unleashed without causing physical damage to the user due to that strength.

You may do this Scenario once. However, if you have the Keywords Perk, you may perform it three times.

Scenario 2 - Destroy and Restore

The most powerful Black and White magics ever devised. Destroy makes the power of Ultima look tame, unleashing a torrent of magical energy that rips apart everything around you as a wild, untamed force breaks apart reality itself. Of course, your allies are not safe from this and it is suggested to keep them away if you wish to unleash this powerful magic. Restore, on the other hand, does the opposite. All friendly targets within a hundred feet of you are revived, and restored to full health and mana as the very power of life energy is concentrated into those that you deem to be an ally.

To earn the Tome of Destroy, you will need to do battle with Deumion, a spellcaster with such incredible talent that he was sealed away as the guardian of this Tome. Defeating him in battle is the only way that he would ever relinquish the Tome, as he will not give it over for any other reason.

To earn the Tome of Restore, you must learn Deumion's past and remind him that there is still hope left in the world, and that you *are* that hope for him to relinquish the Tome to you. If you can do so, he will bequeath the Tome to you, allowing you to learn its powers.

Scenario 3 - Satan

It seems that when the Emperor overthrew Satan in Hell to bring Pandaemonium to the surface, the Lord of Hell was merely humoring him. Bored of countless millennia of nothing happening, he found the Emperor's zealousness amusing, and allowed himself to 'lose' the fight, just to see what would happen. However, given that you have enough power to actually defeat the Emperor, he is now curious to see what level of power you can bring to bear against him, wishing to do battle.

Second only to the one who rules over Heaven, he will be all but impossible to defeat. However, if you can at least entertain him for a time, he will be willing to bequeath upon you the same gift that he had offered the Emperor when the pact had been made many years ago:

-An army of powerful demons that will follow you into future Jumps. They will be loyal to you and you alone, but can be directed to follow the orders of others. You can also increase the power of basic soldiers through exposure to the demonic energy. You can increase your and your companions' power this way, but the effect will be far less than it would be upon the rank-and-file

Scenario 4 - Arubboth

While Satan's castle of Pandaemonium raises into the sky, its opposite, Arubboth, the citadel of Heaven, remains in the afterlife. Should you wish to lay claim to it as well, then you will need to find allies willing to do this for you. Unless you can cross the boundary into the afterlife, you will need to remain in the world of the living, and thusly, allow your Companions to leave this mortal coil to champion your cause in the land beyond.

The entirety of this area is hallowed, suffused with holy energy, but there appears to be no higher power here. However, the fallen angels Lucifer and Beelzebub have infiltrated this area, and, depending on when you attempt this scenario, you may see the light half of the Emperor already here as well, or he may show up after you've started to establish your control here. He is far stronger than he was back on the planet that you originated from—a pure vessel of magical energy. Should your allies manage to defeat Lucifer, Beelzebub and the Light Emperor, there is no higher power here, but you will receive the following benefits:

-Arubboth itself. While it cannot manifest in the real world, if you have access to planar travel, you can freely come to this location. You may send any foes you slay here, serving as a prison of ivory and radiance. Unless they are remarkably powerful, they will be stuck here, allowing you to meet with them even after killing them.

-Additionally, you can be the focus of Holy Elemental energies, rather than through some other Deity. This allows the strength of those magics to scale with your own power.

The End

With the war having ended in one way or another, you need to make your choice, Jumper.

Go Home:

Take all the powers gained thus far and return home, at the moment in which you left.

Stay Here:

The world needs to rebuild, and ensure that another Emperor rises. Or perhaps you will be that Emperor, ensuring a peace through subjugation?

Move On:

The war is over and so is the action. Your adventurous spirit cannot be held here, and the wanderlust compels you ever onward.

Changelog-

0.1

Posted on /tg/ on 5/30

0.2

Added Chocobo Farm, Cyclone Tome, Arubboth Scenario

Adjusted Item Pricing

Moved Mine to Property

Clarified Pierce The Veil and Not Evil Enough for Hell

0.3

Clarified some wording on various items and perks

Added some links for magic to the wiki

0.4

Clarified Speak with Animals to include Chocobos

Clarified Arcane Labyrinth to earn a maximum of 4 items from it.