# Final Fantasy III

Long ago the Ancients used the Crystals of Light to build an advanced civilization and triggered a cataclysmic flood of light. Four Warriors of Dark were chosen to restore the balance of the world, and the Ancient's civilization fell into ruin. The Gulgans, sightless sages, predicted that history would repeat itself and that four Warriors of Light would be appointed to stop the darkness.

Ages pass, and an earthquake opens a passage to the Altar Cave near the village of Ur. The orphan Luneth falls into the cave and discovers the Crystal of Wind, and is told to seek out his fellow Warriors of Light. Joined by his fellow orphan Arc, they head to Kazus the village cursed by the Djinn. There they find the runaway apprentice blacksmith Refia in an airship made by the craftsman Cid. Together they travel to the Castle Sasune to meet the king and receive the mithril ring needed to end the Djinn's curse. There they meet the knight Ignus, the fourth Warrior of Light, and discover that Princess Sara Altney has vanished with the ring. Tasked with finding her the Heroes of Light set forth on their quest to save the world.

Welcome to the world of Final Fantasy III, take this +1000cp and set forth on your own journey.

Gender and age is free to determine within reason at jump start

**Background**

*Orphan (Drop-in)*

As you ever were, with no family, friends or new memories. You begin in the village of Ur, the day Luneth falls into the Altar Cave.

*Craftsman*

You are a craftsman, maybe a blacksmith or more of a tinker like Cid. You may have even been an apprentice to Cid or maybe Takka alongside future Warrior of Light Refia. You begin in the city of Kazus, the day of an unexpected earthquake.

*Knight*

You are a warrior, once squired to a knight you are now one yourself. You may be in service of any of several royal families from across this world. Maybe you serve King Altney alongside Ignus, or King Argus across the sea from our heroes. You begin in the castle of your liege lord, the same day as the earthquake which sets this all off.

*Gulgan*

A sage, one who has spent their lives dedicated to pursuit of knowledge and understanding. Unlike your fellow you have yet to give up your eyesight in exchange for the power of prophecy, but you are still more learned than most in this world. You begin in the City of the Ancients the same day as the other backgrounds, and your fellow Gulgans are excited with the knowledge of what is to come.

**Racial Options**

Normally you would be an ordinary Hume, a baseline human just like so many others. There are other options, however, and you may choose to be a single non-human race free of charge. You can choose to start in the home of your chosen race instead of your default starting location.

Moogle

Small, fuzzy critters with bat wings and a red pompom in their head. Moogles are not as strong or durable as most other races but are highly intelligent and possess greater magical power and a deeper well of power to fuel their magics. They can fly with their bat wings, although not much faster than a human walking. For your time here you have the urge to end your sentences with “Kupo!”, unless you have taken the Classic Style drawback in which case “Nyaaa!” replaces the standard “Kupo!”.

Dwarf

Short and stout and blessed with with impressive facial hair, Dwarves are a strong a durable race. They are also quite intelligent and skilled engineers, and you are privy to the dwarven password “Lali-Ho!”

Gnome

Tiny creatures, as small as a person afflicted with the “Mini” spell, Gnomes are an illusive lot. Their size makes them incredibly stealthy, allowing them to pass unnoticed by most. They are incredibly frail as a result.

Fairy

Almost as small as a gnome and blessed with insect wings, Fairies are almost as magically powerful as the Moogles. They can fly much faster than Moogles, and are incredibly agile in the air. Once again they are quite frail due to their size.

## Perks

Perks are discounted 50% to respective backgrounds with 100cp perks being free.

### General

*Eternal Legend of the Wind* (Free All)

The soundtrack of Final Fantasy III as arranged by, of course, Nobuo Uematsu with both instrumental and vocal version. This music is now yours, and can be played at will. You may determine who can and cannot hear this. You also receive your own personal theme and leitmotif composed in the style of Uematsu himself.

*Freelancer* (Free All)

You have the potential and skills of a freelancer, able to use basic magic and a variety of simple weapons and armour. This isn't much to be honest but it's better than nothing.

*Crystal's Blessing* (200cp)

It would seem you have gained access to the basics of the Job system, allowing you to switch to and from the basic classes: Warrior, Monk, Thief, Red Mage, White Mage, Black Mage and Freelancer. Each of these classes comes with a selection of powers and skills, and while the skills you develop in a single class can be used in any class they are less effective when you are the incorrect class. Class can only be changed outside of combat.

*Extra Warrior of Light* (200cp, requires Crystal's Blessing)

The rest of the job system has opened up to you. This allows you to set your class to Geomancer, Knight, Ranger, Scholar, Bard, Black Belt, Dark Knight, Dragoon, Evoker, Viking, Devout, Magus, Ninja, Sage, and Summoner. Each has its own weaknesses and strengths, powers and skills. These classes are subject to the same limitations as the ones from *Crystal's Blessing*, but you have a feeling there is another class out there waiting.

### Orphan (Drop-In)

*The Adventurous One…* (100cp)

You have always been rather adventurous, and it shows. You are fit, agile, and skilled in navigating the wilderness. This applies not only to running through the brush and climbing trees, but also to survival such as starting campfires and gathering edible berries.

*...And the Scholarly One* (100cp)

Maybe you aren't as outgoing as some of your peers, but you make up for it through your scholarly nature. You know many of the common stories of this world, and your reading speed and comprehension has been greatly improved.

*Get Gains Bro* (200cp)

Experience points are an abstract, something that represents the improvement and acquisition of skills, and experience grinding is an age old tradition around here. Your learning

speed is enhanced, and any skills of yours (including those from classes, freelancer or otherwise) improve almost twice as fast as others in this world.

*Four as One* (200cp)

There are four Warriors of Light, as there were four Warriors of Darkness. The only way these heroes did/will come out victorious is through teamwork. You are exceptional at working alongside others, able to fall into a rhythm with any number of allies. Something about your presence also seems to lessen any interpersonal conflicts within your allies.

*The Light of Courage* (400cp)

You are infused with the courage of a true hero. You willpower is great, and fear will never hold you back although you can still feel and understand it. You are also an eternal wellspring of cheerfulness and optimism, able to bring light to even the darkest of situations.

*The Light of Kindness* (400cp)

You are infused with the kindness of a true hero. You can easily relate and empathise with others, and they will be able to feel your sincerity. You readily attract friends and allies, and are capable of talking up those who are in emotional duress or lack self-confidence.

*The Onion Knight* (600cp)

Here it is, the final class. It comes with the ability to use all eight levels of black and white magic, and skill in every weapon imaginable including some that don't look like weapons at first. The most important part of being an Onion Knight, however, is their potential. In game terms a max level Onion Knight has perfect stats, for you this means that training as an Onion Knight will improve all of your attributes equally even ones you don't use.

*Extra Warrior of Darkness* (600cp)

The Warriors of Darkness existed to save the world from being devoured by the light long ago. You are now a Warrior of Darkness, in reflection of the Warriors of Light, and the benefits of this are twofold. Firstly any of your abilities are more potent against creatures of light, and secondly you have the ability to assume the form of a guardian beast. You have a single choice from Echidna, Ahriman, Two Headed Dragon and Cerberus for your form. Each form is incredibly powerful, has a variety of special moves, and have a physical attack which causes a status ailment (Silence, Petrification, Silence and Poison respectively).

**Craftsman**

*Simple Smithing* (100cp)

You are a trained and skilled craftsman, with a firm handle on smithing all kinds of regular metals, woodcarving, leatherworking, and other common crafting methods. You also have become immune to the side effects of this, such as mercury poisoning, hearing damage, and accidental cuts.

*Serial Run-Away* (100cp)

Like Refia you can't be held down, and have acquired a variety of skills to aid in your escapes. You know how to pick simple locks, slip between metal bars, fashion good ropes from bed sheets, diving out of a moving vehicle safely and other similar skills.

*Enchantress* (200cp)

More than just simple arms and armour, you can create equipment with elemental effects and resistances. Most anything you craft can be reinforced with a measure of magic, either for simple reinforcement or basic effects coming from the standard final fantasy elements.

*Alchemist* (200cp)

Equipment is one thing, but not the end all be all of an adventurer's kit. You know the methods of brewing healing potions and elixirs, the various concoctions for curing status ailments, all manner of bombs and single use weapons, and how to properly grow Gysahl Greens. Even the mighty Phoenix Down, which can bring back those on the brink of death but have yet to truly slip their mortal bonds, can be made with the right resources.

*False Soldiers* (400cp)

Takka, Refia's adoptive father and the one who taught her smithing, would go on to create truly wondrous creations. Specifically mechanical soldiers capable of fighting with actual skill in combat. You now know the methods to create these soldiers, but lack the secret to giving them *true* intelligence.

*Light of Affection* (400cp)

You are infused with the love of a true hero. The depths of your affection are great, and you will always find more love to give within you. You have the making of a parent-like figure, one your allies look up to and those who call you ally will always take you scoldings to heart. You also contain a great passion that touches on those you consider more than "friends", letting them know that your feelings are always true.

*Out of Their League* (600cp)

You have ascended to the rank of legendary blacksmith, and are capable of forging equipment beyond that of an ordinary smith. What you make can only be called legendary, producing varied effects and multiple boons. Most importantly you know to to smith magical metals such as mithril or orichalcum, and can quickly adapt to the mystical metals from other worlds. If you could get ahold of some orichalcum you would be capable of forging ultima weapons.

*There is Always One* (600cp)

If there wasn't already one here, the name would fall to you: Cid. You have a brilliant mind, one with a knack for engineering and is highly inventive. You already know how to construct a vast array of advanced technologies, such as airships or perpetual motion engines, and can easily come up with new and novel technologies as well. Combined with something like

*Out of Their League* you have gained a measure of insight into the creations of the ancients, able to construct massive air warships the size of a village like the Invincible.

**Knight**

*Squire-y* (100cp)

You have received proper training as a knight, having spent your youth as a squire. You know you way around swords, axes, bows and polearms and are trained in wrestling, how to properly put on and use armour, and horse riding. You can also perform basic maintenance on your arms and armour.

*Knightly Duties* (100cp)

A knight's duty is to serve his liege lord, perhaps as a bodyguard of sorts. Like many knights before you, you happen to have some luck in love when it comes to those under your protection. Spend a little while protecting a princess and she'll be swooning in no time.

*Gil-Man* (200cp)

Beyond the bottomless bog lies a manor, in which everything is made of gold. Much like the warrior Goldor you have great luck in acquiring money, especially gold. Jobs pay more and found treasures contain as much as double. For some reason any equipment or objects made from gold work exactly like a normal version in your possession.

*Don't Need to Be Rescued* (200cp)

Sometimes you need to do things on your own, but sometimes people don't understand that. Now when you head out on your own your allies will know whether or not you intend for them to follow, and if you did not intend for them to but they *will* be needed for you to succeed they will also instinctively know as well. You likewise get these feeling when one of your allies goes off on their own.

*Royal Hero* (400cp)

More than a simple knight, you are a full fledged member of the royalty. Your charisma and leadership skills have taken a sharp upturn, and you know the ins and outs of running a kingdom. You know how to hold yourself at court, navigate political labyrinths, and inspire loyalty in your people.

*Light of Determination* (400cp)

You are infused with the determination of a true hero. It will take monumental efforts to stop you, as you fight through any pain or damage short of being fully destroyed. Mental and social manipulations slide right off of you, and you will never grow bored or restless when working towards a goal.

*Masamune* (600cp)

You have touched upon the absolute heights of a warrior, at least from this world. You are like a whirlwind in combat, able to tear through dozens of men. Your speed, strength and

agility allow you to run across a battlefield in full armour and cut down any ordinary man you pass on the way at a startling pace. You have also learned the arts of stealth and infiltration, able to sneak into an enemy palace and cut down generals and kings in their sleep without being noticed.

*Crimson Aspirations* (600cp)

It is said that all knight aspire to be a mighty Red Mage in the kingdom of Sasune. You haven't become a full on Red Mage with just this, but now your magical and physical might shall always be equal. Enchanted weapons or powerful spell foci will apply their boons to both phsyical and magical actions as well.

**Gulgan**

*A Wizened Man* (100cp)

All knowledge can be dangerous, and knowledge of the future especially tends to lead towards misfortune. You know when to tell what you know and when to keep your mouth shut. You have a gut instinct for what information may set someone off, or cause problems should said info get out.

*Gift of Mortality* (100cp)

Unlike a particular wizard, you have come to grips with your own mortality. You understand that death is a part of living and no longer fear it as the end of everything. You won't be running into suicidal situations, but your understanding will help you remain calm in even the midst of great danger. You can also help others come to terms with their own deaths by sharing your wisdom.

*A Thundara and a Wink* (200cp)

Been spending some time with a particular amnesiac warrior, have you? You seem to have a way with your preferred gender, you have a flair when flirting that is frankly astounding. As well, people tend not to mind when you flirt or pursue multiple individuals.

*Something That Must Be Done* (200cp)

It seems there is a drive deep within you, something that guides your actions. Even if you lost your memory and were sealed away for thousands of years, when you come to you will have a feeling of what you are supposed to be doing.

*Far Traveller* (400cp)

You have been taught by Doga and Unei the methods to travel to other worlds. You have increased luck in finding portals to other dimensions, are capable of performing complex rituals to send yourself to other worlds, and can enter the world of dreams when you sleep in order to communicate with others.

*Guiding Light* (400cp)

The light of courage, kindness, affection, determination. These are how the heroes of this land are described. You are a mentor to heroes, able to guide them in such a way as to nurture their greatest traits. A student under you would find their positive personality traits growing stronger, their negative ones growing weaker, and will in general improve themselves at a quicker pace.

*The Lost Summons* (600cp)

Odin, Leviathan, Bahamut. These are names from legend, ones that inspire fear and awe. The warriors of light would have to go on a grand quest and best these three beings in order to acquire their aid. You on the other hand have been marked by them, capable of summoning all three. In fact, you can use both the evoker and summoner variations of them at full power even when not set to the proper class. These spells are enough to obliterate most foes here, so wield this gift with care.

*Gift of Sight* (600cp)

Your training as a Gulgan has completed, and as such you have been blessed with the power of prophecy. You can gaze into the past, present and future, seeing events and individuals of great importance. Unlike your fellows your regular sight is intact, and visions you receive are clearer and less arcane than most.

## Items

Items are discounted 50% to respective backgrounds with 100cp items being free.

### General

*An Iconic Accessory* (Free All)

Every warrior of light has one. Whether it is a pendant, a silver belt buckle, a cross-shaped brooch, or three buckles worn across the chest. It is a simple piece of gear with no special effects that finds a way to integrate with any form or equipment you have. Think of it as a signature.

### Drop-Ins

*Vest* (100cp)

A sturdy leather vest, nothing too special about it other than the fact that there is only one other of these around, in possession of our protagonist Luneth.

*Gnomish Bread Supply* (200cp)

A replenishing stock of gnomish bread, tasty and magical. Eating some generates the same effect as the Sight spell, granting you a perfect mental map of your surroundings.

*Chocobo Mount* (400cp)

Wouldn't be a Final Fantasy without one, right? You have your own yellow chocobo mount, fully trained to for riding in and out of battle. It comes with a saddle, reigns, and all other equipment one would need to ride it properly.

*Class Card* (600cp)

An artefact like this is not something to be taken lightly. This relic allows you to choose a single class you have access to and immediately acquire abilities equivalent to a level 99 member of that class, and gifts you with the class's unique item. Each class has their own unique item, either a piece of gear or a weapon that provides the greatest boosts imaginable short of an ultima weapon. This is a one use item.

**Craftsman**

*A Hammer* (100cp)

A large hammer, useful for both smithing and combat. It is a great tool, the highest quality a smith could ask for, while also being perfectly weighted and suited for combat.

*Pouch of Destruction* (200cp)

A small pouch, with a strap so that it can be attached to a belt. When you reach into his pouch you will always find a grenade type weapon containing a basic fire, blizzard or thunder spell. A new one will appear in the pouch after the previous one is set off, and it will always have the element you want.

*Supply of Special Metals* (400cp)

A whole variety of special ores for crafting magical weapons, including a large supply of mithril and enough orichalcum to create a single ultima weapon. All material will replenish when used up except the orichalcum, which will restore at the beginning of every jump.

*Nautilus* (600cp)

A high speed airship designed to resist even the strongest of winds, and is easily one of the fastest airships around. It also bears an enchantment allowing it to dive beneath the waves to explore the further depths of any ocean.

**Knight**

*A Pauldron* (100cp)

A single large shoulder plate and a strap. When worn this pauldron somehow manages to catch a large number of hits, protecting you despite that fact that it only covers your shoulder.

*Levigrass Boots* (200cp)

A pair of enchanted boots, these allow one to travel across chasms or bottomless pits as if walking across land. They do not allow one to fly, only to traverse across two points that are separated by a potentially massive gap.

*Not Quite Ultima Weapon* (400cp)

A full set of unique, mithril armour and a mithril weapon. They are designed to your specifications and carry powerful enchantments placing them just short of unique class items and the ultima weapon.

*Castle Jumpune* (600cp)

A large, beautiful castle with aesthetics of your choice. The interior is very complex, almost like a dungeon in a video game, and is fully furnished. It also comes with tons of statues of knights, which can come to life to defend the castle from intruders. These statues are similar to the ones made with the *False Soldiers* perk. Post-jump the castle can follow you from world to world or become a warehouse attachment.

**Gulgan**

*Eye Mask* (100cp)

The red eye masks of the Gulgan, worn over their useless eyes. This mask is special in that it does not impede normal vision despite covering one's eyes.

*Noah's Lute* (200cp)

An enchanted lute, copied from the one which belonged to the powerful mage Noah. When played it can awaken anyone from their slumber, even those suffering from a cursed sleep.

*Curse of the Five Wyrms* (400cp)

A large, magical mirror and five statues of wyrms. Not exactly the most portable set up, but a powerful set of artefacts nonetheless. Any you trick into entering the area with the mirror and statues can be sealed within the mirror, unable to be freed unless five people of pure heart arrive with the intention of freeing them. Of course a sufficiently powerful being could resist this curse, and at the end of a jump the mirror dumps out whoever was sealed within.

*Jumper's Gulch* (600cp)

A large mountain range, seemingly impassable. Within the range lies a valley, and within this alley lies a village. The village is populated by Gulgan sages, going about the business of being sages and oracles. These Gulgans are loyal to you and count as followers, but cannot leave the village. They are wise, and if presented with any manner of scholarly or philosophical question will work tirelessly towards finding you an answer. Post-jump the mountain range and village can follow you from world to world or become a warehouse attachment.

## Companions

*Fellow Warriors* (50cp each, or 200 for all 8)

Each purchase of this allows you to create or import a companion, with free choice of background and race as well as 600cp to spend.

*The Crystal's Champions* (200cp)

The Warriors of Light: Luneth, Arc, Refia and Ignus. Each one with their own personality and traits. They have abilities befitting a warrior of light, and can switch to and from any class from freelancer all the way to onion knight. They are incredibly capable, and by purchasing this they are now your companions.

*A Very Stylish Lady* (100cp)

There are a variety of other interesting people around here from, princesses to sages to even a monster or two. You can select any other canon character as a companion, even boss monsters. Although in the case of the latter, they may not be as powerful as they appear especially outside this world.

**Drawbacks**

*Classic Style* (+0cp)

You can choose to instead of going to the modern remake, go to the original or manga timeline. The major difference is that the Heroes of Light are instead called Onion Knights, and all four are orphans from Ur.

*It's a JRPG, Right* (+100cp)

And what is the primary trait of a JRPG? Grinding! Now you will be encountering monsters a lot more, almost constantly outside of towns and such. They may not always be strong enough to hurt you but they will be annoying and waste your time.

*Gysahl Scented* (+100cp)

The good news is that you will never have problems finding a Chocobo, because they will keep finding you. Somehow you now smell just like Gysahl Greens and chocobos will come from far and wide to take a chomp out of you. Even the more powerful non-yellow chocobos will make an appearance, throwing around powerful magics in hopes of tasting that delicious jumper flesh.

*Status Vulnerable* (+200cp)

Some monsters from these parts throw status affects around like candy, and now you are particularly vulnerable to them. Status effects from this world (poison, blind, silence, petrification, toad and mini) are all guaranteed to affect you. May I suggest not getting hit.

*Sight Unseeing* (+200cp)

You are blind. Your eyes no longer work, much like a Gulgan sage. For your time here you will be unable to see anything, and nothing will be able to restore your sight.

*Gilga-Companion* (+200cp)

It seems that one of your companions has become a stereotypical evil advisor and is now working against you. Of course you won't remember taking this, and will still believe this companions is your trusted friend and accept their advice freely.

*The Crystal Jumpers* (+200cp)

It seems the four Warriors of Light died long ago, when Cid's airship crashed. Now the world will fall to a flood of darkness unless someone else raises to the occasion. That means you and your companions jumper, if you fail to save this world it will be the end of your chain.

*As Prophesied* (+300cp)

It seems your arrival was foretold by the Gulgans and Xande has learned of you. He knows what you are capable of and believes that by killing you he will become immortal. His power seems to have risen as well, making him and the forces he conjures into potential threats to you.

*Those Fucking Wyrms!* (+400cp)

You have fallen to the curse of the five wyrms, and are now trapped in a mirror out there in the world. You need five people of pure heart to come and free you, so hopefully you have some allies lying around who fulfill hat criteria. Of course, they will still have to find you, since nobody knows where you went only that you have been cursed.

*Free Mode* (+600cp)

Time to up the difficulty. You have been reduced to bodymod, stripped of all your perks from other jumps, items and warehouse access. You have also been trapped in the freelancer class, and will be unable to change from it for your ten years here.

**Notes**

-Far Traveller is subject to the standard restrictions: it cannot be used to travel further than nearby dimensions and planes, and cannot be used to travel to other settings/IPs/jumps.