

Legend Of Heroes: Trails From Zero and Trails To Azure

Crossbell City, Crossbell State, Zemuria. Known as the City of Sin, Crossbell is a small nation formed from a contested region between the Erebonian Empire and the Calvard Republic. It has a hobbled government dictated by those two great powers and is often little more than a front for illegal activity. As year 1204 of the Septian Calendar begins, it seems like the status quo will continue forever. However, a special division of the Crossbell Police, the SSS, will be created and greatly influence the fate of Crossbell over the coming year.

You'll be here for one year, from January 1st, 1204 to January 1st, 1205. This is a short jump, but a great deal happens in that one year in both Crossbell and other regions of Zemuria. You won't lack for things to do unless you go out of your way avoid trouble.

This jump assumes you're familiar with the Trails series Crossbell arc in particular. Familiarity with Trails In The Sky is also recommended, just like it is if you play Trails From Zero and Trails To Azure. This jump does not assume or require familiarity with Cold Steel, Daybreak or any future arcs. In light of that, this jumpdoc will avoid unnecessary spoilers for Cold Steel and future arcs. Likewise, you're only here a year because the Trails series happens over several years, to stay here ten years will involve you with far more than the events of Trails From Zero and Trails To Azure.

If you're not familiar with Trails, you're welcome to read this jump, but some things are going to go over your head. Also beware spoilers if you care about those.

Now take these 1,000 Crossbell Points and make your mark in this turbulent time.

Age and Sex

Choose whatever you like, so long as it makes sense for your origin. It's all free so don't worry about the cost.

Location

Any public location in Crossbell City.

Origins

Any origin can be a drop in. Drop ins come with a bare bones identity and any necessary identification. Drop ins can also forfeit their default position from their origin if they don't want any attachments at all.

Special Support Section

You want to join the heroes of the game? This will get you a job in the Crossbell Police and a spot with the Special Support Section once its formed. By default you'll be an additional member of the SSS.

Bracer

The bracers are a good and heroic pick if you don't want to join the police. You may not be the primary focus of the Crossbell arc, but the bracers always have plenty to do. This gets you a position as a low ranked bracer.

Mafia

Some say the real power in Crossbell is organized crime. You can throw your hat in with them and become a gangster, be it Revache, Heiyue or some other mob family. You'll get a position as a loyal foot soldier.

Conspirator

Past the heroics, past the greed of man, sits those with a vision for Crossbell and beyond. Choose this option to throw your hat in with the Crois family and the other conspirators. Your exact position will depend greatly on who you are and what you can do, in this you have a great deal of flexibility.

Ouroboros

The snakes that slither through the recent history of Zemuria. While they support the Crois family in Crossbell, Ouroboros has designs far grander than the events in Crossbell. This will make you a member of Ouroboros, a common enhanced jaeger.

Perks

All perks for you origin are discounted to half price, and 100 point perks discounted are free. General perks are not discounted unless noted otherwise.

General Perks

Cross-Belle (0)

My, isn't Crossbell filled with lovely ladies and handsome fellows? It wouldn't do to have you not fit in. This perk raises your attractiveness to that of a typical Trails series party member. Oh, and this comes with free anime colored hair if you want that.

Level 1 (0)

Namely you are. Well, let me elaborate on that. You now have the combat skill of a typical start of the arc Trails PC. You can choose the exact details, but no matter what you choose, you'll start at the bottom of the heap. You'll have to grow further on your own.

Crossbell's Longest Days (0/400)

You might've noticed that Trails protagonists never lack for time to complete side quests. It doesn't matter how urgent things are, they'll always have time to beat up monsters for sepith, complete a few optional requests, fish, make purchases, fish, rest up, talk around town and fish some more. This grants you that same luxury. Now it doesn't matter how desperately you're pressed for time, you'll always somehow have the time in the day to get everything done.

This perk is free for this jump and 400 points to take with you in future jumps.

Divine Child (400)

You have a shadow of KeA's power within you. While it's not the full potential to be the Sept-Terrion of Zero, it's enough to empower you. You're smarter than you should be, a natural genius able to grasp difficult material years ahead of the curve. Knowledge comes to you with ease, you'll wow everyone with your talent. What's more, people like you. It's nigh impossible to find someone who hates you, and even your enemies will show fondness towards you.

In reality you're a low level reality warper. You manipulate the higher elements of mirage, time and space on a subconscious level. You're smarter than you should be and knowledge comes to you because you cheat. You see, you draw on the vast knowledge of Demiourgos, the lost Sept-Terrion of Mirage. It's easy to be smart when you have that sort of advantage, isn't it? Likewise, you subconsciously nudge people to like you.

This perk also acts as a capstone booster. It enhances the powers of all other 600 point perks and 400 point items.

Special Support Section Perks

Academy Trained (100)

You put in the time and got the skills. Well, maybe you did, but regardless if you get this perk? You have the skills of a graduate of Crossbell Police Academy. This gives you skill in police investigations, orbal technology, combat, battle orbments and how to drive. If it fits your background, you can have gone through this in truth, or simply have the skills downloaded into your brain instead.

Gunner Girls (200)

Gun skills? Yeah, those ladies of Crossbell have them, and now you do too. You know how to use any gun you get your hands on. In particular you know how to use the quirks of orbal guns to get the most out of them. Plus you can dual wield guns with no loss of accuracy, and regardless of that, you always have great aim. Finally, you know how video game characters can make great shots while on the move? You can do that now, you suffer no penalty to your aim for shots on the move.

Tot's Tech Support (200)

Now hey, you may have a leg up on some of this already. After all, ENIGMA are glorified cell phones and orbal computers are computers. All of this new fangled technology isn't so new fangled to you. Still, that might not be enough of a leg up. This makes you a natural with both orbal technology and orbal arts. What's more, you have several years of intensive training with them, so you're not just a gifted amateur. You can hack like it's a movie and then throw down orbal arts with deadly power and efficiency.

Gnostic'd (400)

Super senses without the trauma? Here you go. All of your senses are boosted to peak human, except for your hearing, which is above peak human. You can hear things no other human can, and your hearing will never degrade. Since you're on a timer this jump, you'll have no difficulty with your enhanced senses and need no time to master them. Your intellect is also enhanced, which propels you to near peak human intellect.

Jaeger Days (400)

To be a jaeger is to do dirty jobs for as little mira as your contractors can get away with. It's a brutal lifestyle but it certainly has upsides, so let's forget all the bad and focus on the upsides. You have several years of practical combat experience. You're knowledgeable in jaeger tactics and battle in general. You have the stamina and fortitude, both mental and physical, to handle the jaeger life. You also have the clarity of mind and strength of will to put it aside for something better, and in the future anything else you should really leave behind.

Hope Of Crossbell (600)

It's funny how things work. It starts with a little win, a small bit of community service that no one thinks twice about. Here's the trick, though. So long as you work to improve the world around you, you'll find your efforts always build on themselves. That little win will grow over time, a steady escalation that can turn you from a mocked nobody to an icon of a nation in a year's time. You will make a difference so long as you try, and while it doesn't soften the danger you face, you'll always be rewarded for your victories. Your setbacks will always be something you can overcome so long as you're alive.

Be the change that a corrupt city and nation need, jumper.

Capstone Boosted

Oh, and since you need to stay alive to benefit from this, you're now a Trails main character and have the plot armor to match. Things may get dark, you may suffer setbacks and worse, but somehow death's grasp on you is weak. You'll be amazed at what you can survive, how timely your allies can be to save you and how the power of friendship can overcome great adversity. This will give you multiple opportunities to live up to your potential, make a better tomorrow and yes, get over the barrier.

Stigmatized (600)

Sure, I get it. Stigmas are cool. Kevin, Wazy, T-wait never mind, spoilers. Forget I said that. Anyway, you want a stigma? Here you go, no need for trauma and an artifact. You can choose any known canon stigma or design your own, within the general power levels of other stigma. If you choose an existing stigma, you get a copy of it, so you might want to not let the Graalsritter get wind of that.

Stigmas are potent and give you a great deal of power, but remember that if you exhaust the power of one, it will claim your life.

See the notes for more information.

Capstone Boosted

You can now train your stigma. It'll grow in power as you grow, and with time you can overcome its downsides. Rather than a foreign addition, it's like it's a natural part of yourself.

Bracer Perks

Braced For Trouble (100)

This is the basic skill set of a bracer, as if you served as a junior bracer and went through further instruction at Le Locle over in Leman State. You know how to do a little of everything, as well as how to investigate, solve problems and deal with people. You have at least basic competency at anything a bracer can reasonably be expected to deal with. Should your background support it, you can have actually gone through this training before the jump begins. Yes, that includes combat and orbal arts.

Anelace Senpai, Aeolia Kouhai (200)

Cuteness motivates you. No, cuteness is your reason to exist! The energy of cuteness is something you can now harness. When you're in the presence of cuteness, when you indulge in cuteness, heck when you yourself are cute? You can use this energy to provide yourself vast reserves of vigor, enthusiasm and willpower. You can go on for days without rest with enough cuteness, and your willpower is almost unbreakable. This only lasts as long as the cuteness does, however.

Taito Fu (200)

Want to get your chi on and make like Zin, Walter, Kilika or Lynn? This will give you a solid foundation in Taito. It's not mastery or even close, but it's enough for you to develop your own branch of Taito in time. The use of chi allows superhuman physical feats and the philosophy of the Living Fist encourages self perfection through fair combat. The rest is up to you, so get on with the self perfection.

Black Fang (400)

Stealth, assassinations and all the dirty work done in the shadows. That's your jam now. You know how to do dirty deeds and do them well, a comprehensive course in the nastiness Joshua got up to in his previous life. It's an ugly skill set but it's one Joshua's put to good use for better ends, so maybe you can do the same. Also makes you ambidextrous so you can copy Joshua's battle style, in case you want to engage in the sincerest form of flattery.

Bracing Work (400)

A bracer is one part trouble shooter, one part hero and one part monster exterminator. It's an odd set of skills to be sure, but it's all skills that you have a natural aptitude for now. This doesn't provide skills directly, but instead a knack for all a bracer does. Bracer work comes easily to you, you learn it exponentially faster than others and what's more, you find you enjoy it. You find bracer work fulfills you, and this guarantees you can find similar work in future jumps. This work is guaranteed to come in a form that's agreeable to you.

Eight Leaves, One Blade (600)

This is it, the super special sword style of Master Yun Ka-fai. You may choose one of the eight forms to be moderately skilled in, and two others to be competent with. You have basic familiarity with the rest. This makes you a skilled combatant from the word go, equal to someone like Anelace or Richard. This comes with the physical and mental conditioning those skills require.

You can choose the exact forms of your style and can copy another student of Eight Leaves, One Blade if you want to.

Capstone Boosted

Well, you're not a divine blade yet. So hey, better news jumper, this provides you with the raw talent to get there. This isn't merely skill, it's that undefinable knack that sets you apart from lesser swordsmen. You learn and improve as a swordsmen much faster than others, it takes you an hour to learn a day's lesson, a day to learn a week's lesson, a week to learn a month's lesson and so on. Combat makes sense to you and you're a natural at it. High pressure, difficult battles are where you thrive and grow the fastest. You can reach peaks others can barely imagine exist with this sort of talent.

Sunshine (600)

There's a rare few people out there who shine as brightly as the sun. Well, metaphorically, anyway. They're the natural, vivacious types who grasp life with both hands and don't let go, and in that inspire everyone around them. That's right, you're the Estelle now, jumper, figuratively speaking. What that means is that you radiate charisma that inspires others to be better. Be it one special person or everyone around you, you can be the person who makes a big difference. You're the one who can pierce the night with your light. Those around you can draw strength and hope from you, and push themselves to be better and reach farther than they would otherwise.

Capstone Boosted

Those you inspire now gain the plot armor of a typical Trails character. That means death won't find them easily, and even if it looks like it does, it usually turns out otherwise. No matter how dark things are, those you inspire won't falter and will find the strength to push through towards a better tomorrow.

Yes, if you combine this and Hope Of Crossbell, you and your friends can live your chain like Trails characters. Have fun.

Mafia Perks

Dirty Fighter (100)

Whatever veneer of honor gangsters hold to aside, you know how to fight in the streets. You're a brawler who learned the hard way. A street fight is where you're at home and you know all the dirty tricks to win, like dirt in the eyes or an improvised weapon to smash heads. You also know how to rely on reinforcements and skewed odds, since only chumps fight fair.

Guy On The Inside (200)

So the life of a mafioso isn't a nice life. Extortion, drugs, theft, assault and so many other crimes are what you do. This gives you the expected competency in those fields, but there's more. You know where the lines are and when something is too far for you to come back from, be it for your own morals or society at large.

UnBearable Strength (200)

Yeah, I'm with you, I want to be strong enough to piledriver people in combat too. This gives you the strength to throw around grown men like it's nothing, the toughness to take orbal arts, melee attacks and even magic lasers to the face and stay in the fight, and the explosive speed of a well honed body. Optionally, this comes with the size and build to take further advantage of this strength. If you're already stronger, tougher or faster than this perk provides, no worries, it gives you a flat increase instead.

Calvardian Connections (400)

You have them. Well, connections to a powerful group in another country in Zemuria, your choice of which. This group will send you a steady trickle of support, resources and aid. You'll always have a safety net with this, and once per jump (or ten years post chain) if you really get in a pickle, you can pull on these strings to get way more support.

These connections may or may not be legal, but they'll help you with no questions asked. In future jumps you can choose a new group each jump.

Yin And Yang (400)

The eastern arts of assassination and mysticism are yours now, jumper. You can do all sorts of tricks complemented by the skills to back them up. You can disguise yourself and use esoteric arts to make yourself appear as the other sex, use smoke bombs to give yourself cover then eastern mysticism to enhance your escape speed and more. This is the sort of blended arts Yin uses, and pair well with any similar skill sets. Comes with a sixth sense for how to make effective getaways, as well as another sixth sense for where a target's weak points are and how to exploit them.

This perk pairs particularly well with Black Fang, in case the obvious thought occurred to you.

Outrageous Beauty (600)

Cross-Belle's a nice perk, but some people want to be even prettier. This takes your beauty to the next level, to the sort that makes people stop in the streets and stare. Something about your looks captures the eye and won't let go. You could be a star with just your pretty face alone, but this also provides ample talent in the performance arts. You'd be a natural fit for Arc-En-Ciel with this perk. Well, as long as you put in the work.

Capstone Boosted

Somehow, some way, your beauty gets bigger over time. Your beauty isn't content to stay where it is, but it's in a slow process of improvement and expansion. You'll forever be a little prettier each day, a little more of a stunner. Not that there's anything little about your beauty, it'll be the biggest around and if not, it'll catch up and surpass anyone else. Your talent in the performing arts also constantly grows to match, so between beauty and talent, you have an ever growing pair of advantages.

City Of Sin (600)

One of Crossbell's problems is that its laws are intentionally weak, as it suits Erebonia and Calvard's political aims. Crime flourishes under this atmosphere, so take this to have a sixth sense for how to exploit corruption. You could start with twenty mira and build that into a criminal empire, all through pure savvy. This comes with the smarts, cunning and ruthlessness to rise to the top.

Capstone Boosted

Upset this perk won't be as good after you finish this jump? No problem. So long as you run criminal enterprises, you'll find similar corruption to Crossbell's blossoms around you. The longer you're a criminal, the more this will progress. By the end of ten years, the law won't be able to touch you, even if it wants to. Nothing will stand in the way of your criminal empire except for other criminals.

Conspirator Perks

Conflicting Passions (100, Conspirator only)

The conspiracy that manipulates Crossbell's future has agents in many places, so it's only apt they can go undercover. Choose a second origin for this jump only. You treat both origins as your origin for the sake of discounts. Additionally, you gain skills for undercover work. You can keep a secret, act your role and know how to keep your true sympathies under wraps.

For those who choose to have a history in this world, you can have a history that matches your second origin. Another bracer that's in bed with the Crois family? A new member of the SSS who secretly reports to Mariabell? It's possible.

Since this perk hands out a great deal of flexibility for free, it comes with a downside. Regardless of your history in this world or lack of it, you're obligated to meaningfully participate in the Crois family conspiracy now.

Special Support Stock (200)

Now not all of us are lucky enough to have a banking empire to supply their schemes. It can be tough to get the materials you need, but somehow you always make it work. You'll always find a way to get the materials you need. Scarce? Illegal? You can handle that and get them safely. It won't make the truly impossible happen and it can't get things that don't exist, but otherwise you'll always get over the barrier of supply difficulties.

Grisly and Grizzly Skills (200)

Sunshine and hopes? That's not what a conspiracy runs on, so let's give you the skills you need. First of all, you have a lawyer's education so you can wade through and manipulate the legal system. Secondly, you know how to deal with the problems that legal trickery can't handle. All those loose ends like evidence, a paper trail or the like? You know the tricks to get rid of them. Third, for when a person is a problem? You get basic gun skills and the willingness to shoot someone in the back.

Also, since conspiracies tend to go south sooner or later, you're both tougher than the average bear and have a knack at survival. Unless someone really goes out of their way to kill you, you'll probably survive.

Double Crois (400)

Politics are all about smiles, smooth words and willpower. Oh, and manipulation of the masses. Can't forget that important part. You're a charismatic political operator and competent administrator. What's more, you're a master planner who can keep massive conspiracies under wraps. Heck, you could build one of the keystones of your conspiracy in front of everyone, disguise it as something else and have everyone marvel at it, none the wiser.

Cry For Me (400)

Be it misplaced ideals, patriotic fervor or the bonds of friendship, the villains of the conspiracy are sympathetic. It's a Trails thing and if you take this, it's now your thing. No matter how horrible the deeds you do are, people will always see the more human sides of you. They'll hear your arguments, see your reasons, understand your motives. This makes you far more sympathetic, and that sympathy can be a powerful tool if you want to redeem yourself, or to lessen or even escape the consequences of your actions.

You can toggle the effects of this perk freely.

Delusion Of A Thousand Years (600)

The knowledge of alchemy is what interests you? It's yours. This is the equivalent of a through education in Crois family alchemy, several years of study. You have some knowledge of everything, from ritual circles, the construction of powerful equipment, the creation of alchemical monsters and more. You can do things beyond the reach of orbal science and arts, secrets lost to the ages.

As a bonus, I'll throw in a foundation the various battle skills of the Crois family, such as the ones used by Mariabell.

Capstone Boosted

Who stops at a through education? You can choose any one area of alchemy, you now gain several more years of study in that one field. What's more, you learn and advance in that field far faster than average. Not only do you learn it fast, advancements seem to fall into your lap. If you seek them, you'll also find the skills to create a divine child, if you're so inclined to go down that path.

Demonic Drive (600)

Oh jumper, I knew you were smart enough to try suspicious drugs from shady alchemists. This little perk grants you the benefits of blue gnosis for up to four hours a day. Everything you do is better. You're stronger, tougher, faster, while instincts are superhuman as is your luck to match. It's easy to lose yourself and ride the high when you're in this state, as well as suffer from increased aggressiveness. Try not to do anything you'll regret later.

As a bonus upside, there's no chance you suffer demonization from the power of blue gnosis. Likewise, there's no worries about mind control from it.

Capstone Boosted

Demon form? Demon form. Like a certain angry gang leader, you can now demonize and do so safely. Your demon form is large and inhuman, and you can design the exact details of it. Regardless of the details, it's powerful. It's enough to propel you past enemies you couldn't keep up with before, and can grow stronger as you train. One day you might catch up to the Blazing Demon.

Also, you now have full control of yourself when you use the power of blue gnosis. Any bad choices you make will be all you. You can train to increase the daily duration of blue gnosis.

Ouroboros Perks

Serpent's Jaegers (100)

Ouroboros uses jaegers to its own ends, but they cheat. Rather than years of combat experience, they get enhanced bodies to make up the difference. This gives you that same treatment, which lets you fight at a level equal to a typical jaeger with multiple years of experience with minimal experience.

As a bonus, you don't get the mental conditioning that comes with this normally. So even if you betray Ouroboros, you won't lose your memories.

Enforcement (200)

A foot soldier? No, you've tasted the darker side of the world and snaked your way to a better gig. You now have a position as an Enforcer of Ouroboros. You don't have to have so-called inner darkness to take this perk, but you gain a benefit related to that. Any unresolved trauma you have strengthens you. The worse the trauma, the more your inner darkness propels your growth and strength forward.

A small trauma? A moderate increase that might propel a weak Enforcer to the middle of the pack with effort. A serious, life-affecting trauma that haunts you every day, like the death of all your friends and family? You might become one of the strongest of Ouroboros in a short time.

Remember that Enforcers gain a great deal of personal freedom within Ouroboros, so long as they don't oppose the Grandmaster's plans.

The Jumper (200)

Maybe the Stahlritter are onto something? If you think they are, take this and choose one word to describe yourself. You'll be strengthened in a way that matches the word you chose. For example, Stout would make you tougher and better on defense. This is a moderate boost, enough to make a capable fighter excel in the area chosen. The more widely applicable the boost is, the less it boosts everything.

This comes with complementary membership in the Stahlritter if you want it.

Sidewinding Past Defeat (400)

Have you ever wondered how so many members of Ouroboros can lose a fight and somehow still get away in (relatively) good health? Now you can, too. So long as you hold back a large amount of your true power (say 25% or more) and aren't outclassed by your enemies, you're guaranteed to survive a battle. You also have much greater odds of escape mid battle or immediately afterwards.

Don't worry. If your enemies are too much or you don't hold back, you still have mild plot armor that helps you survive. It's weak but it skews the odds in your favor.

Slither Away (400)

One of the Society's perks is teleportation. You can't be mysterious, cryptic villains without a get out of jail free card, can you? This gives you teleportation on a continental scale. It takes a few moments to wind up and requires focus, but it'll take you to where you want to go. In this jump the use of this perk is dependent on your good standing with Ouroboros, but post jump it lacks that restriction.

Unfathomed Force (600)

You're interested in what Miss Sandlot has to offer? I get it, jumper. She makes quite the impression, doesn't she? This is the dedication, charisma and willpower that drove her. The noble spirit of a knight, unbowed by the long years. This comes with the skills of a knight as well, a package of combat ability, chivalry and etiquette. It's dated for the modern day, but don't let that stop you. It's still a vast amount of capability.

Capstone Boosted

Hoh? You're right, time and experience are a great advantage. As you get older and more experienced, the weight of that only grows stronger. This amplifies everything that you do by the weight of time and experience you've put into it. A day, a week, a year? Trivial boosts at best. A decade of experience? You'll be notably better. A few centuries? You'd be the sort of implacable force that is unmatched at what you do.

This also ensures your skills and abilities never degrade from disuse or the passage of time.

'Renne' (600)

Ah, tea parties and super powers. I can work with this and so can you, jumper. You're now the sort of super genius that can hold multiple PhDs before puberty. Your mind is upgraded in ways that make you impossible to keep up with by anyone but fellow super geniuses. This doesn't affect you otherwise and you're still you, your new intelligence only enhances you, rather than changes you or tears you down.

Capstone Boosted

Combat? Esoteric Arts? Everything is easy to you now, you have the same superlative talent at anything you try. All it takes is some time to learn, but you learn exponentially faster than others. As a mere child you could hold your own in combat against several trained, adult opponents. You overflow with potential, your mind awakened to a higher level. Train hard and show them how good you are.

Items

All items for you origin are discounted to half price, and 100 point items discounted are free. General items are not discounted unless noted otherwise. Any items may be merged with a similar existing item, or even another item purchased here.

You may be a bit short on points by now, so have a +200 point stipend for this section.

General Items

Basic Equipment (0)

Low grade, rookie level equipment and armor. It's nothing special, but it'll get you started. Save your mira up and get some better gear.

ENIGMA (0/100)

Brand new and in no way an excuse to make you go through the sepith grind again, the ENIGMA are new orbments that have taken Crossbell by storm. Well, at least the SSS and a few others, anyway. You now get one of your own. In addition to its ability to slot quartz, it also functions as a cell phone.

For 100 points, your ENIGMA gets several improvements. First of all, its quartz slots are automatically fully upgraded. Secondly, it is now universally compatible. It can use quartz of any type, from the older style orbments in Liberl to its native quartz to even the new ones those fancy ARCUS units over in Erebonia prefer. It can switch between quartz styles or even integrate all of them, to get the best of all worlds. Finally, it'll update to handle any future redesigns as well. Does a future orbment have a fancy new feature? No worries, you get an update to get those features. This even extends to similar things in worlds beyond this jump.

The 100 point option comes with simple, easy to follow blueprints to make more ENIGMAs that have all the benefits of the 100 point option.

Sepithed And Quartzed (0/100)

Quartz and orbments are fun, but you need a steady supply of sepith to make new quartz. This is a free stipend of 100 of all sepith per month. It's complementary so that even when you walk trails beyond Zemuria, you'll still have a supply of sepith.

For 100 points, it's 1000 of all sepith per week. For the serious quartzier and scientist. This comes with the equipment to make quartz out of sepith as well as simple, easy to follow how to make quartz guides.

Special Support Section Items

Badge (100)

One brand new, shiny and not at all battle scarred SSS police badge. If you're a member of the SSS or the Crossbell Police in general, this badge will be your badge. Otherwise it can be a top notch forgery. Regardless of your choice, it'll give you the authority of a police officer when you show it to people. No matter how you look, people will believe you're a police officer.

In future jumps this can change to any type of police badge that you want.

Orbal Car (200)

This is a top of the line ZCF orbal car. It has seating for up to six, drives like a dream and runs on clean orbal energy that never runs out. To make things sweeter, it has a button in the car that can change its paint job at will. What's even better, the car comes with orbal charging stations to fully refuel your orbment on the go. Post jump, this charging station will recharge electrical devices as well as restore any mystical energy reserves that you have. It can be yours for only 200 choice points, or 100 if discounted. Order today!

SSS Base (400)

Hey, want to take a slice of Crossbell with you? Here. This is the deed for the SSS building. In this jump, it's already set up to be the SSS's base, but you'll be entitled to monthly rent from the government. Post jump, this becomes a property you can bring into future jumps. It'll maintain itself and always have basic supplies and food, plus the utilities are taken care of. Finally, it has an orbal computer that'll update to keep up with computer systems in future jumps, and can always interface with local computers.

You can make this a warehouse attachment in any jump you don't want to import it into.

Capstone Boosted

Really want a home base of your own? Sure. Let's upgrade this one. It'll expand with more rooms as you need them for new companions and followers. It'll now have a supply of police equipment, and next door to it is a weapons and armor shop that'll cut you good deals on quality equipment. Also, there's now a black cat that lounges around. You can't get rid of him, but if you spoil him, he'll occasionally cough up useful rewards. Once per jump he can give you something rare and highly valuable, even something unique.

Bracer Items

Bracer Emblem (100)

This emblem gets you recognized as a bracer across Zemuria, as well as access to bracer facilities. Great, right? It also gets you free rooms and food at hotels since everyone likes bracers. This works in worlds beyond Zemuria too, even if they have no idea what a bracer is. Never pay good mira to rest up again, like any respectable protagonist.

Due to the fact the Erebonian government is in the middle of a spat with the bracers, this emblem unfortunately doesn't work there until that changes.

Grail Locket (200)

From sewers to dungeons to exotic locales, bracer work takes a bracer all over. It's great if you want to see all sorts of exotic places, but that comes with all sorts of exotic status effects. Not keen on that? Here. This locket will protect you from all of them, and that includes instant death. It's 100% negative status effect immunity.

Zemurian Ore Weapon (400)

It's poor form to start with one of these, you know. A weapon made of Zemurian Ore is supposed to be something you earn at the end of your adventures. Still, if you insist, here. This weapon is of exceptional attack power and will give you some secondary boosts, such as to speed, arts power or defense. You'll be hard pressed to find a better weapon here in your time in Zemuria. It's also unbreakable and will return to you in a day's time if you lose it.

Capstone Breaker

Strange. As you go through adventures in this jump and in future jumps, you'll see your Zemurian Ore Weapon keeps up. You'll find ways to improve it every so often, so that it maintains its advantages. While it will only get new powers rarely, expect steady escalation on what it can already do.

Mafia Items

Sharp Suit (100)

Forget protagonist duds, you want to look like Crossbell Quarterly's sharpest dressed goon. This is for you, a black suit typical of Revache goons. It looks great, is durable, highly bloodstain resistant and provides an acceptable amount of personal defense. Comes with a hat, tie and shiny orbal watch, but that's not why you're here. You're here because this suit either makes you look perfectly respectable or with an air of menace, whichever works best for you at any given time.

Doven Kaisers (200)

This is a squad of a dozen, well trained and monstrous Doven Kaiser armored attack dogs. They're completely loyal to you and always obey your commands, even if brainwashed or controlled. This comes with a kennel for them and a free supply of food, so you can get on with your gangster business.

Revache & Co (400)

This doesn't make you the head of Revache, no no. It's the headquarters of Revache & Co. For this jump, it's already occupied by Don Marconi and he'll pay you rent for it. Don't ask me how and why, I'm sure it makes sense to him.

Post jump, this becomes a property you can bring into future jumps. This is the entire building and includes the various death traps and monsters inside. All the monsters are completely loyal to you and will be happy to rip apart any intruders. It also comes with luxurious offices, large caches of weapons and illicit goods and all the things you need to run a mafia family.

You can make this a warehouse attachment in any jump you don't want to import it into.

Capstone Boosted

That not enough? Now with each new jump, the building updates to include new monsters and traps from the new jump. To make it even sweeter, the weapons and illicit goods also update in the same way. Go out there and make every world your oyster, not just Zemuria.

Conspirator and Ouroboros Items

Rosenberg Doll (100)

This is a single one of the famous Rosenberg dolls. You can choose the details, but it's of lifelike craftsmanship and worth a great deal of mira if sold to a collector. Also, so that it doesn't sit in your warehouse and collect dust, this doll is also unusually receptive to technological or alchemical enhancement. This makes it far easier and effective to modify to those ends than normal.

Crois-ed Up (200)

This is a big, fat pile of mira. 50 million to be exact, all ready to be spent on whatever you like. This mira replenishes at the start of each jump and changes to the local currency at a reasonable exchange rate.

Aion You (400)

Fair enough, who doesn't want a powerful mecha? Choose this and a copy one of the three Aions is yours. From the all around and powerful Type-a, to the aerial unit Type-b to even the powerful, fortress like Type-y, any choice will give you a powerful weapon. Each comes with a powerful Ether Reactor, which gives them nearly unlimited energy, so that's never a concern.

Capstone Booster

Oh come on, who wants to pilot their own mecha hands on? Like KeA, you can control your Aion remotely with the power of your mind. This starts at line of sight, but can be improved over time once you learn how to see through the Aion's cameras. Better news, the Aion acts as an amplifier for your Divine Child powers. With enough practice, you can begin to pull off so called miracles through the manipulation of the higher elements, all through your Aion. These will start small and far inferior to the Sept-Terrion of Zero, but who knows how far you can take this?

Companions

As Trails games have big casts that emphasize friendship, have a +500 point stipend for this section only.

Necessary Reinforcements (50)

Import up to three companions into this jump. They get 600 points to spend in this jump as well as their choice of origin. You can purchase this option as many times as you like.

Friendly Reverie (400)

You might make a lot of friends in this jump, and I've never felt it's fair to sell you a limited number of companion slots. Seen it happen too many times, a group has to leave members behind because the jumper didn't or couldn't purchase enough companion slots. Purchase this and for this jump, you can bring along as many people as you want. Now you too can have your oversized cast of companions. All they have to do is be told about jumpchain and agree to come along out of their free will.

Toggles

These are free and you can choose any that you like.

Bestelle/Master Rean

Do you prefer Trails In The Sky or Trails Of Cold Steel? You can use this jump to participate in the events of those arcs instead. Your stay begins at the start of the first game in the arc and ends when the last game in the arc does.

Drawbacks will adjust to fit the arc you chose if necessary.

That's Not What Bracer Means

So you want to experience this jump as a gauntlet? Fine, you can do that. You get zero choice points to start with, as well as no item or companion stipend. Additionally, you have to take the Trails From Zero drawback for zero points. In exchange this jump is a gauntlet, which means you don't chainfail if you die or otherwise lose the jump. Instead you proceed to the next jump but lose everything from this jump, except for the memories.

If you like, you can also forfeit that extra protection. That's right, this can be a gauntlet that could end your chain. Die and it's all over for you. There's no reward for this, only the appeal to senseless masochism.

To Be Continued!

Want more time in Trails than one year? Sure jumper, one year may not be enough time to do everything and there's lots more to come. You can choose how long you want to stay, to a maximum of ten years.

I suggest that you familiarize yourself with the events of future arcs and choose your departure time wisely.

Drawbacks

As always, drawbacks trump perks and are tenacious, so you're stuck with them the entire time here. You can take as many drawbacks as you like, except if you qualify for and take First Jumper.

First Jumper (+400)

Is this your first jump? Congratulations! This isn't the easiest first jump, so let's give you a leg up. You can only take this drawback if this is your first jump. If you take this drawback, you can't take any other drawbacks. In exchange, you get +400 points and two additional benefits.

First, you get the Crossbell's Longest Days perk to take with you in future jumps for free. Enjoy a complementary gift and take a little of the Trails universe with you.

Secondly, you receive one floating discount to apply anywhere in this jump. You can double discount a perk this way, which halves its price a second time. Round down any prices that aren't an even -00. A 600 point perk discounted twice would be reduced to 300 and then to 150, then rounded down to 100. A perk reduced to less than 100 points is free.

That's it, no added difficulty. Good luck on your first jump.

KeA's College Fund (+100)

About halfway through your time here, in between the events of Zero and Azure if you don't change anything, you'll find you lose all your accumulated resources from Zemuria. Items, sepith, mira and even equipment. Fiat backed purchases are exempt, but otherwise you'll lose everything. Why is up to you, but there's no way to get around it. It's entirely possible they'll go towards a good cause, but that good cause isn't you.

That Crossbell City Pay (+100)

You can't import any wealth items, businesses or similar into this jump. This includes purchases from this jump, such as Crois-ed Up. You're limited whatever money you can scrape up in Zemuria. Also, you'll find the sepith exchange rate drops into the basement for you, just to add insult to injury.

Trails MC (+100)

You like to fish. No, you love to fish. It's your favorite hobby and that's one thing, but the real issue is that you'll fish anywhere you can. This includes dangerous places like abandoned mines and deep in the monster infested Geofront. While most of the time your hobby won't be a problem, expect to get into trouble at least occasionally from it.

Travel Pass Revoked (+100)

Erebonia? Liberl? Calvard? Forget about them. You're stuck in Crossbell State for the duration of your time in this jump. You have to stay here and deal with what's to come for Crossbell.

Elie's Wallflower Bouquet (+200)

So you're a vibrant person with rich motivations, ample beauty and natural charisma? I'll take your word for it, jumper. Regardless, you have a distinct role in any group: that of the wallflower. No matter how important something is to you and how integrally tied you are to events, most of the time you're just there. Oh, you may chide someone and be terribly disappointed in them, but actual character growth? Attention? Nah. Not your scene. You blend in instead and leave it to others.

Emo-Tio-nal Backstory (+200)

You have one. Something really, really bad happened to you in your background this jump. The sort of thing that screams PTSD and psychologist bills well into your thirties. You're functional but expect to have some problems and the aforementioned PTSD. The only good thing is that with how Trails is, you can expect to get better with your friends over time. You do have friends, right? Anyway, you can choose the exact details of what happened.

So you're a drop in? Then you get all of those problems, but the memories are fake. That doesn't make it seem any less real to you, but at least it didn't truly happen. I'll leave it to you if that's any better.

Lloyding It (+200)

Hoo boy. Lloyd's my boy, but you know he goes around and says cheesy speeches when the mood takes him. You share that tendency with him. You'll drop plenty of your own this jump and be oblivious to how you come off. But that's not all you get for your mira, you also get Lloyd's particular denseness with romantic interests. Now there's some argument that this is at least partly intentional by Lloyd, but in your case it's pure, genuine denseness. Like Lloyd, you may one day say Noel's all yours, too.

Randy As Randy (+200)

Yeah, you're a player. You appreciate your preferred sex(es) and aren't shy to take your shots. Shame? What's shame? While you aren't so bad as to seriously endanger yourself or your job over this, expect a lot of embarrassment. This is paired with distinctly poor romantic luck. No matter how good your game is, you strike out almost all the time. You might eventually find someone, but expect a whole lot of setbacks.

Combine this with Lloyding It at your own peril.

Second Lieutenant (+400)

At some point in this jump, events will conspire to make you willingly choose to betray your close allies and switch sides. This will hurt people you care about and set back that side. Your allies won't take this and do nothing, of course. Now if you're a heroic type that means you'll be redeemed by the power of friendship, but the damage will be done and you'll regret your foolishness deeply. On the other hand, if you're part of a less than savory group, they may not forgive you so easily or at all. Good luck in that case, jumper. Don't expect to survive against all odds and logic in such a case, too, even if you have plot armor.

Yin's Understudy (+400)

Early in this jump, it will come to pass that you'll be hired by Cao to eliminate Heiyue's enemies. You'll be forced to commit several assassinations throughout your time in Crossbell. If murder for hire wasn't bad enough, many of your targets are strong and well connected. Be careful, because if you fail a mission and they find out who you are, they'll be more than happy to get you arrested or send their own assassins after you. Whichever fits better, anyway.

Trails From Zero (+600)

That means you. You start with nothing but your body mod, while any out of jump perks and items are banned, as well as your warehouse. Any companions you bring into the jump are treated the same, reduced to the level of a base human and limited to any purchases they make in this jump.

No freebies, if this drawback isn't worth +600 points of challenge to you, you can't take it.

Trails To Azure (+600)

It's all locked in now, jumper. This fixes you to the rails on the trails. You're destined to see the canon events of the two Crossbell games come to pass. The exact details can vary due to your influence, but the plot can't be derailed. If you manage to anyway, whoops, instant timeline reset from the Sept-Terrion of Zero. You'll forget everything but a few hazy memories and have a strong desire not to do what you did to derail things. So as not to reward failure, any time lost due to a timeline reset doesn't count for your time in this jump.

Oh, and fate seems determined that you participate in the events in Crossbell. Duck out and you'll hit a timeline reset. Expect to be woven into the story of Crossbell and all the danger.

Finale

You made it through the year here? Congratulations. You now have a choice to make. Which of these trails will you go down?

Go Home

The sweetest trail to walk is the one that takes you home at last. I understand, jumper. Rest well and enjoy the rest of your days.

Stay Here

So this world is your home now? Have +1000 points to spend on this jump before we say goodbye, and may you find fulfillment here.

Continue On

This is the well worn trail to continue onward. I wish you well, and maybe this trail or one in the future will take you back to Zemuria.

Notes

If you're wondering why there's only one 100 point perk for each origin, it's because everyone gets Cross-Belle for free.

Level 1

The exact details of your growth are up to you, as are the crafts and S-crafts you can learn. You can crib from an existing Trails character's crafts if you want, but you'll still need to learn them the hard way. This won't get you a stigma or similar powers above and beyond the norm.

Crossbell's Longest Day

It's up to you how far this can stretch and how. As written you could theoretically say that it's infinite time and abuse that horrifically. I suggest more restraint than that, but it's your chain.

Divine Child

You can take this perk and decline part or all of the powers if you want, or even treat it as a blank perk to enable capstone boosts. Likewise you can decline part or all of a capstone booster if that's your preference.

By the way, most of the capstone boosters involve potential, development and growth in some way. After all, this is a journey from zero.

Stigmatized

Not every stigma is known as of now, so use discretion and good judgment if you design a new one. In general this perk is light on details because of that. The various stigma users across the series give us a good idea of some of the things a stigma can do.

Enforcement

I didn't make a perk to become an Anguis, so if a jumper wants to be one, it's not unreasonable to have this serve instead as one.

Sidewinding Past Defeat

Of course, survival doesn't mean you can't be knocked out, captured, seriously hurt or all sorts of other complications.

Conspirator and Ouroboros Items

Ouroboros doesn't use much of its own materials in Crossbell besides the Aions and archaisms, so the two origins share an item pool.

Bestelle/Master Rean

There's some rough edges you'll need to smooth over with this toggle. It's up to you how you square something like the SSS origin in Trails Into The Sky.

Further Questions

Use your own judgment.

Changelog

V1.0: Jump published.

As far as future updates go? A Campanella power, plus maybe a science perk to represent F. Novartis's role in the plot. Both of those feel like notable omissions to me. Maybe some day they'll get added. Also possibly unique items for Ouroboros.

Also probably a few tweaks based on any feedback I get, as well as typo extermination. They always seem to pop up somewhere.