

Trails in the Sky Jumpchain

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On the continent of Zemuria, there is a small kingdom in the southwest called Liberl. Over the past five decades, a new form of energy was made usable to the populace of the continent. This power was known as “Orbal Energy.”

Scientists quickly began to make use of it and they developed “Orbments”, technology that made use of orbal energy to perform feats like magic. Technology advanced at a rapid rate until a world that was previously limited to steam power began to work with airships and early computers.

With this advancement comes strife. It is a true technological revolution with all that entails. The power of a man using a combat orbment could break apart groups of soldiers who were still using old methods. The world is changing into something new.

The evil strives for new power while the good stick to their hearts and keep pushing on.

The current year is S.1193, one year after the hundred day war that shook up the nations of Liberl and its neighbour Erebonia. In four years time, a certain Bracer will bring a young boy to his home. Five years after that would be the start of Trails in the Sky FC and the year after that would be the second chapter.

What will you do in this world? Will you try and make it better or will you enter the darkness for your own purposes? It's all up to you. Take this +1000 CP to get what you need. You'll be staying here for ten years until just before the start of Trails of Cold Steel 1 and Trails from Zero.

Origins:

First things first, let's find your age. You start at 12 + 1d8 and you keep your gender from the last jump. Alternatively you can pay 50 CP to pick either freely.

Now, onto the origins:

Drop-in

You're not a native to this area. Not in the least. The people of Liberl generally don't judge though so you're fine. You have no connections to this land but your memories haven't been tampered with.

Bracer

Bracers are investigative and combat specialists whose mission is to maintain the stability of their respective regions. They work for the Bracer guild; A non-governmental organisation whose priority is to increase the peace and protect civilians wherever there is conflict throughout Zemuria. By default you are a fully trained Bracer of rank F.

Royal Army

While Liberl has the smallest army on the continent, by no means does that mean it's the weakest. Liberl keeps a technological advantage over the other nations when it comes to warfare and has the largest fleet of airships. You fought in this army and likely fought in the hundred day war.

Your rank in the army is based on the highest tier of perk you bought from this origin. If you didn't get any of the royal army perks, you are a Private. If you take the freebie 100 perks, you are a Corporal. Take at least one of the 200 perks and you are a Lieutenant then Captain (400), Colonel (600) or General (Both 600 perks)

Orbal Expert

Liberl are one of the leaders when it comes to the development of orbments. Their craftsmen are some of the most skilled. They also tend to be the type who research lost technology (Even if that should really be left to the church)

Snake

What sort of person are you? A snake in the grass? No you are someone of the darker part of this world. You make your own plans in this world, for good or for ill. If

you were to show most people the truth of who you are, most would hate you. Good thing you are good at disguises and acting then.

You may choose to be a member of Ouroboros but by default you are an observer like Campanella.

Location:

Liberl is not actually that large a country. You can circle the country in only three days after all. It still matters where you start though.

Roll 1d8 or pay 50 CP to pick your starting location. Each origin has a location they can pick for free. Alternatively if you are not a Snake, you can roll a 1d6 instead

1. Rolent

The region resides on the eastern side of the Liberl Kingdom. It neighbours both Bose to the North-West and Grancel to the South-West. In Liberl, this region is responsible mostly for mining, timber and agriculture. In its mines, high quality septim can be mined. To the northwest of the region is Esmelas Tower, a relic left behind by the first people to settle in Liberl.

Drop-ins can start here for free.



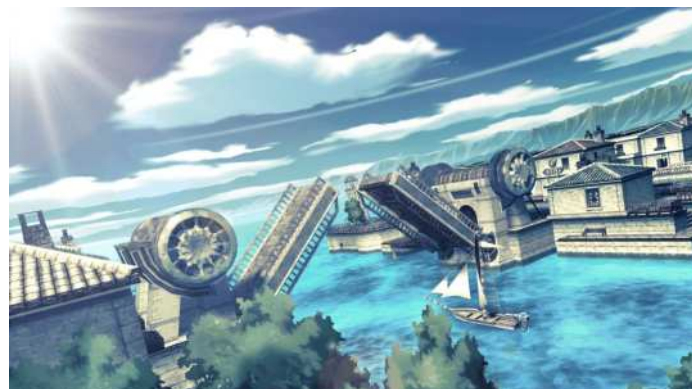
2. Bose

To the north of the kingdom is the region of Bose. Renowned for amassing both goods and expatriates by means of Haken Gate in the north, Bose is a veritable melting pot of commerce and community. At its center lies Bose city, the second largest city in the kingdom. Its speciality is trading. To the south of the city is Amberl Tower, another relic left by the founders of Liberl. Even further than the tower is Valleria Lakeshore, a top tourist destination bordering the great lake at the center of Liberl.

Bracers can start here for free.

3. Ruan

The region on the west side of Liberl. A top tourist spot, it is also the location of the largest docks in Liberl. It's also the source of most of Liberl's seafood. It also contains the Jenis Royal Academy, a school for all of the young nobles who are just getting started and



beneath the old building of the school are a set of ancient ruins. Speaking of things made by the founders, the Ruan region is also home to the Sapphir Tower.



4. Zeiss

The region at the southwestern part of Liberl, and the source for modern Orbment development. It has the Zeiss Central Factory in the middle of it's main city, the source of most Orbments in Liberl, just don't ask why the main road between Zeiss and Ruan runs through an underground tunnel to the bottom of the factory. To the south of the region is Elmo Village, a small village with hot springs and a popular spot for tourists. Also in Zeiss is the Carnelia Tower, another relic left by the founders of Liberl.

Orbal Experts can start here for free.

5. Grancel

The capital of Liberl and one of the more peaceful regions of it thanks to the presence of the royal guard who work to keep the roads clean of monsters.

The capital itself has an arena and a shopping mall just as big as Bose's. In the castle the royal family works to keep the relationships between themselves and their neighbours peaceful. However, deep beneath the castle lies something mysterious.

Royal Army members can start here for free.



6. Another country

You start in another country. Something like Erebonia would probably be best if only because Crossbell and Calvard aren't as important to the events of Sky

7. Somewhere secret.

Oh, it looks like you are in an Ouroboros secret base. Are you even sure you're in Liberl? If you aren't a member, you should probably make yourself scarce. Whatever Ouroboros does to trespassers probably isn't nice.

Snakes can start here for free.

8. Free choice

Lucky you, pick anywhere on the continent to start (You should probably start in Liberl though, just a thought.)

Perks:

What sort of perks are you going to get then?

Discounts are 50% off and 100 point perks that get discounts are free.

Drop-in

An odd one (100 CP)

You may stand out quite a bit in this world, what with your different cultural assumptions and strange powers. Yet there are strange people everywhere, take a certain noble bard's example and play around a bit. Sure, some people may figure out you're more than you seem but none of them will figure out any more than you show off or tell them.

A moment of peace (100 CP)

Even in bad situations, there is enough time for people to talk.

No matter how great a time constraint there is, you have as much time to talk as you want. Just know that the moment a fight begins time does become an actual worry. Even if the world is falling apart around you, make sure you say what you need to say. This could be used to get a moment when the building you're in is falling apart or the vehicle you are in is crashing.

Mongoose (200 CP)

There sure are a lot of snakes around don't you think? This perk allows you to know instinctively when you are looking at someone who is plotting something you wouldn't like. In addition, you become better at fighting those kinds of people.

What do you mean? (200 CP)

Just talk to each other! There are too many problems that could be solved if people actually explained their problems and burdens. It's an oddly common problem for main characters. You can inspire a feeling in the people you interact with to tell people, normally those they care for, about their problems. If you're not a person they trust, then they aren't likely to tell you but they will certainly tell someone that they trust.

Delicious and nutritious (400 CP)

You're highly skilled at cooking. Not only can you cook normal foods but you can also cook food with supernatural properties such as healing the consumer or boosting their stats. As an added bonus you can figure out a recipe just by eating it. In addition if you find any "Food" that can be used to hurt people when eaten (Either by you or them) you can also discover the recipe. That doesn't work on food that you poisoned though. The harm needs to be... baked in.

A wrench in their plans (400 CP)

If you don't want to be predicted, people will find it hard to figure out what you're going to do. Not only does this prevent people basing plans around what you're going to do, this allows you to mess up any of their plans that you get involved with. This will allow you to mess up the schemes of villains like the Ouroboros and in future jumps you won't have to worry about those villains smart enough to find ways around your powers.

Impossible odds (600 CP)

Some people are lucky, you're a miracle. When you really need it your luck will save you. Feel free to take a swan dive off a roof, there will be somewhere safe to land below you. It should be noted that you have no control over this luck. It will activate on its own when you are in danger and grow in strength relative to the threat. This will not overcome skill though, if you fight a dangerous opponent, you shouldn't expect their shots to miss you.

Read the walkthrough (600 CP)

How did I know that there was someone in need there? How did I know exactly what to say? I read the walkthrough!

It's a type of precognition, it doesn't tell you "Events" though. It tells you what to do to achieve your chosen result.

While it can't help during combat, it will tell you what to do before combat (for example, telling you to put on fire resistant equipment just before an enemy arrives that fights with fire attacks). This also doubles as a danger sense.

As an example: if you set the goal as "Achieve the highest bracer rank." You would keep getting pulled towards people in need of help and you'd know just how to help them to get the best results.

You can set multiple goals at the same time and this perk will try to achieve them all in the most time and effort efficient path possible.

Bracer

Basic Training (100 CP)

There is a certain level of combat skill any qualified Bracer is expected to have. This includes the use of a tactical orbment and a weapon of your choice (Though this perk doesn't actually give you either, look in the item section). You could expect to achieve victory over most normal monsters in the world. You won't be the best but this is the kind of training any full Bracer would be expected to have. Strong enough to take on most threats before the towers activate. Also, you can block bullets. Guns in general don't worry you any more than any other type of weapon. It just depends on who is holding them.

Bracer Notes (100 CP)

You're not about to forget something important. Passwords, confessions, clues. You've memorised it all. Sure, someone could probably wipe your memory but your mental notes will return within a few minutes.

Eight Leaves One Blade (200 CP)

Bracers are skilled in swordplay, this perk gives you training in a style of swordsmanship used by the best Bracers. It wasn't invented in Liberl but that doesn't matter. It's a style designed for single edged blades but you could probably find ways to use it with other weapons. It should also be noted that this style is quite rare, it's possible that some people from Liberl might take notice of you if you don't explain how you learned it. You may add in to your pre-jump backstory that you were taught by Yun Ka Fai. If you are a Bracer this may instead be Cassius Bright. Your skill is equivalent to Anelace at the start of the jump but with steady training you will be able to match the skill of a Divine Blade-class swordsman within a handful of years (This second function acts as a training booster to this one style of combat to crush decades of training into only a few years).

Informant gathering (200 CP)

You can easily find informants in any new place you visit. Heading to the local bar lets you easily learn about the goings on in town and going to an area full of crime could probably get you someone willing to sell you dirt on the criminals that infest it. It isn't strictly limited to bars though, anywhere seedy could ensure you find someone to ask. Of course, if you need informants of a different persuasion, you could probably find them by going to other locations and asking around.

S-break (400 CP)

A technique to be used to win fights. You gain an S-break, a special skill you can only use after building up your power. At its base level it is already guaranteed to be more useful than a conventional technique but you can push it further by saving power to twice the threshold required to use your S-Break. At that point it becomes even stronger and can even have added effects depending on its purpose. Effects for your S-break could include attacking all enemies in the battle with a strike slightly stronger than your normal attacks, attacking a single enemy with great power or even some support effects like healing all of your allies or shielding them from harm for a few seconds.

Third Party (400 CP)

Some issues can't be dealt with without a third party. Both sides of a situation may want peace but the people they work with might not be as peaceful. In this case it's good that you are here. While you act as a third-party for a deal or incident, people can accept options that would be otherwise untenable. You may also allow them to come to additional decisions. Convince two countries on the verge of war to put it off to help you defeat some villains that are causing a disaster. This works regardless of who you are and what you've done in their eyes as they will accept you as a

mediator regardless. You might even get the chance to tilt the result that they come to, but only if it isn't a situation where either side is just a proxy for your whim. It can work on deals involving companions but only if your stake in it isn't higher than any other person.

S-rank (600 CP)

Remember back in the origin information. I said you started as a F-rank Bracer? Not anymore. You are officially A-rank though in truth you have the skill of an S-rank Bracer. The S-rank isn't a normal rank that can be gained just by doing enough odd jobs so it depends more on your actions if you can claim it. Try saving the continent from an ancient threat that could threaten life as we all know it, that would probably do it.

Bracers of this level are very skilled, trained soldiers are basically nothing to you now. Even elites don't really bother you. The only thing that has a chance to take you down are multiple highly skilled opponents such as a party of highly skilled Bracers, criminals or just someone else of your level.

It should be understood that those of this level get well known fairly quickly as a mover and shaker. Enemies will take your skill into account and non-enemies will rely on you more and more easily befriend you.

If you aren't a Bracer, you still get the combat skills of an S-rank Bracer. If appropriate to your origin, you might have been an A-rank Bracer before you quit.

Great Leader (600 CP)

You have a gift for leading those in the light. You are likely to end up being the one that they come to for help. People will take you in the way you want them too. Allies will see you as someone to look up to, enemies will fear you and the common man will try his best to help you.

Royal Army

Army's knowhow (100 CP)

If there is one job an army is meant to do, it's to fight other people. For that there's a type of awareness you need in order to keep your head in a fight. This perk allows you to keep track of every fighter, their team and (if you've learned them) their strengths and weaknesses. This is an instinctive awareness that doesn't take any time to check.

By my side (100 CP)

There's a certain advantage to fighting with others. Your ability to work with others is greatly increased. Team up with multiple allies and attack at the same time or block an attack aimed at an ally. You can act in the best way for the team. Some Bracers might call this a "Chain craft."

Bodyguarding an idiot (200 CP)

...There are some people you should just pity. No, not the people you're guarding. Don't pity them, they don't deserve that pity if they're acting like that.

Generally this perk gives you two advantages, first it gives you the skills to guard someone well, you know how to look out for danger like an expert. The secondary function of the perk is probably more useful though. If you are meant to be keeping someone safe and they get out of your sight, they'll probably be alive when you find them next. I expect that a wandering group of Bracers might have picked them up or something.

Fan club (200 CP)

You attract followers with your every positive action for a group. When you save a town, that town will make a fanclub for you without your request (or strictly speaking, even if you specifically request they not). This fan club's members are treated as followers but it's not that they follow you to new worlds, but the idea of the fan club will. Your deeds to help one group will be remembered by your fanclubs in other worlds too. They lack combat abilities but aren't bad as a network of informants as the group typically has members from throughout the group you helped.

Pull Rank (400 CP)

As a member of the military, sometimes you get in over your head and need help. This perk ensures that if you contact a legal authority and ask for backup, they will send appropriate assistance, regardless of who you are. Different authorities will have different equipment but keep in mind who you can call. In future worlds you can (and probably should) call in help from supernatural authorities to keep up with any higher threats in that world.

No one will find it strange if you call in the police to help you rob somewhere but if you call in help too often or call them to try and lead them into a trap then people will start asking questions. You cannot call in help from an authority if that authority is coming after you for an abuse of power.

Super Trainer (400 CP)

Have you heard of Sieg? He's a bird trained by Julia and owned by the crown princess of Liberl. He's also insanely skilled for a bird. This perk allows you to train animals to the same level or higher. You can train any animal in any skill that humanity has ever taught to an animal (Such as a dog's intelligence in following orders or a messaging bird's ability to find the recipient of a message). The only limit to that is that you can't teach a thing to an animal that lacks the ability to perform it. You can't teach an animal without wings to fly or a fish to walk on land.. You can also "Teach" an animal to go beyond their normal limits such as by teaching a bird to fly as fast as an airship. As a last bonus, you may apply any Fiat-backed training method to an animal (If you had a perk that could allow you to teach magic to anyone, you could teach magic to the animal just as easily as you could to another human)

It's for your own good (600 CP)

Aren't those some nice words? That idea, you're doing everything for the sake of someone else's safety and happiness. Isn't it bad that people just don't believe you and even start fighting against you when you lock up your allies to keep secrets or when you let your enemies free in order to start a false flag attack?

Good thing then that you get so much respect from your allies. As long as you are part of an organisation, nothing you do can be held against you as long as you are doing it for their own good. Soldiers will still follow your orders after you've locked away the queen they're meant to protect in order to reach the power to protect your nation. To help you claim this power, you can quickly rise in rank in whatever military or other highly structural organisations you join and you will easily earn the respect of those under you. If you eventually get caught by some plucky band of heroes, just say it was for your organisation's own good, explain your reasoning and your only punishment in the long term will be losing your job.

Maybe you'll even get the chance to team up with those heroes at some point after that.

Send in the troops! (600 CP)

When commanding an army, you always need up-to-date information and for your orders to be carried out quickly once given. This perk grants you both.

If a subordinate makes a report, you become aware of its contents the instant the report is given to you or a member of your command staff. You can recall any report given to you this way until the end of the current conflict, even if the report is removed from your possession. At no time do you actually need to read the report and if the report is in a code you know of, it's instantly decoded when you first get it. On the other hand, you also need to give out orders. When you compose an order and have a subordinate in mind to receive it, they receive the order instantly as if you briefed them in person, they may ask questions and you may give short responses. This part of the ability isn't designed for detailed conversations though, you cannot just leave the chat open. The "Mission" can only begin after the briefing is finished. Both halves of this perk are unblockable as long as you can trigger them properly but a foe can still stop you by preventing reports from reaching you or your command staff.

Orbal Expert

Magical Material Science (100 CP)

Isn't it funny that lots of worlds have their own magical materials. This world has Septim of course but other worlds have their own things. This perk allows you to figure out the special properties of any supernatural material with a minute or two of study. As a note this is only the material's properties. Examining an enchanted sword made of some magical material only tells you about the material's properties, not the enchantment.

What does this button do? (100 CP)

All of this ancient tech is so confusing, let's simplify it. You will always know which button is used to turn on a piece of lost technology. If the technology is broken, you know how to get one last gasp out of it (If possible). This does not allow you to know what would happen after turning it on, you've got to learn that yourself.

Infinite stock (200 CP)

"Ammo and fuel." Those things that are important for using non-orbal technology. Well, strictly speaking, Ammo can be used with orbal weaponry too but anyway. As long as you can use a piece of technology (IE; you aren't in an orbal shutdown field or something like an EMP in another world), that technology is treated as being full of fuel and ammo. It doesn't actually create any new fuel or ammo but it allows the item to act as if it had it. Guns will fire bullets that only exist long enough to hurt the target and vehicles will keep going until you get off, at which point they'll run out until you get back on.

Orbal Technology - Single Function (200 CP)

It really isn't that hard to learn the basics of orbal technology. It's just another branch of science and engineering. This is the knowledge to build orbments, a device powered by orbal energy. The machines you can make can be of any size that you have the material and Sepith to create but each "Device" can only have one function. In return though, these devices recharge themselves from their own internal Sepith as long as you aren't within range of an Orbal Shutdown Phenomenon. You cannot create highly detailed quartz with this perk alone. You can only create the basic circuits that your orbments need. As a bonus, any inert sepith in your orbal technology won't attract monsters so they will be far easier to repair.

Orbal Technology - Multifunction (400 CP)

Advanced orbal technology is all about making a device that can have different functions with different Quartz installed. The problem of these devices is that they are less efficient than the single function devices (relative to their size) which means that their energy cannot be entirely generated within the device itself forever. The orbment will need to recharge every so often. The bigger a Multi-function orbment is, the less stable the circuits are, reducing efficiency. Additionally, different functions can exhaust the internal supply more quickly. As an added bonus, this perk allows you to create any modern type of quartz and your orbal technology will never malfunction or go berserk.

Wacky Science (400 CP)

Isn't it great when people ignore the explosions, EMPs or anything else strange that comes from your workshop? As long as the location of one of your bases is public knowledge then no one will be curious enough to go there, no matter what disasters you are causing as long as they are coming from there. People can still come to your

base, as it is public knowledge where it is, but it will never be because of something you are doing in the base.

Wonders of the ancient world (600 CP)

“Lost technology” is such a disappointing term. Someone figured out how to make it once after all. You can do it again. Studying any technology, you can figure out how it works and learn how to replicate it as long as you understand the basics of whatever methodologies the technology uses. This study needs to be detailed, you can't just glance at something and deduce everything about it. You need to analyse it properly, take it apart and you know how to put it back together. Study each of the pieces and you'll learn how they were made. This perk gives you no ability to innovate with the old ideas but you can certainly rework the things you discover. For example, finding an artifact that places you into a mental illusion that you can interact with can be reworked into a man-machine interface. Or you can use that artifact's ability to create phantasm worlds to create a highly efficient data storage system. Just keep in mind you need to study the entire technology, not just its wireless terminal. Lastly, this perk gives you in-depth knowledge of creating the powerful combat orbment quartz of the pre-collapse age.

When did you build that? (600 CP)

No really, when? You've been wandering around Liberl, when did you have the chance to build and launch a satellite with a laser attached that could beam down death on your enemies? This perk allows any crafting project to be done retroactively as long as you had the spare time to build it. It doesn't let you build any faster but you can use time you weren't doing any other crafting (Such as when you were travelling) in order to retroactively set things up. This means that you can even have an answer to something that should be a total surprise; Someone sets off an orbital shutdown phenomenon, luckily you already have a zero field generator ready!

Snake

Mask of peace (100 CP)

You'll need to be able to walk in the lands of the just without getting caught; this is a fairly simple perk. You can put on a disguise and pretend to be someone else and others will fall for it. Of course, you might cause a problem when your true identity is revealed.

Enhanced (100 CP)

Ouroboros has many ways of making a person stronger. Sure it doesn't always work but for you it did. Your strength, dexterity and stamina are all boosted to near-peak human level (Or past it if you already had similar levels).

Be careful though, as this doesn't enhance your skills at all.

Unexpected power (200 CP)

You're just a normal person, really. A little girl or an archeologist perhaps? Whatever you are, it's clear you aren't a threat. If you don't show someone how powerful you are, they won't suspect a thing. You'll never get called on holding back unless they've actually seen you going all out. Additionally, this perk can act as a power limiter, allowing you to fight at a much lower level if that would be needed.

Ringling bell Illusionist (200 CP)

A trick you picked up from Luciola the bewitching bell, a form of her illusion magic, a technique to fool the senses. This is non-orbal magic that relies on an extensive knowledge base and good stamina to maintain any illusion. Your illusions are phantoms made of physical sensations but unless you're careful, a target can realise they're fakes. The fact that you must ring a bell when you create an illusion can give a clue to those who know about this power that not everything they're seeing is real. Combine this perk with highly advanced technology and you can use it to direct illusions that are even more real, trapping targets in dream worlds formed out of happy memories.

Stigma Craftsman (400 CP)

A Stigma is a supernatural power that can improve one's physical and magical abilities. You have access to Weissmann's "Superhuman" research on Stigma allowing you to recreate them in a subject of your choice. The first requirement is that the subject be under a lot of mental stress, grief works well. You may then inscribe an artificial Stigma onto their consciousness. The recipient can use its power just as a true user to boost their physical and magical power but they may additionally use the framework you've constructed to perform perfect self-hypnosis and the manipulation and deadening of their emotions.

...Maybe you shouldn't tell them that you can still use the framework to control them with hypnosis.

Snake pit management (400 CP)

You know, there's something weird with how efficient Ouroboros is. They are a secret organisation and yet they get all their funding, staff and materials without anyone noticing. Now you can do the same. When you are trying to hide, no one can find your supply lines. No government will cut off a line of diverted funding and you can always manage your supplies, be they funding, staff or material. As a little bit of help, your materials last longer than they should and your staff are treated as followers. As long as they aren't a "Main character" in some way, they will never betray your organisation.

That battle didn't count (600 CP)

No matter how badly you are beaten, you can call a fight early and escape. When you do this, you are guaranteed to escape and can even fulfil part of your plan if

done right. If you want you can even reverse this ability, no matter how badly a foe is defeated, you can allow them to believe that they still have a chance to defeat you. Think of this perk as a “Soft” 1-up. It doesn’t expend itself on use but it ensures you always have an out, even if that out is just throwing up your hands and saying that you’re leaving when your opponent is about to deal the killing blow. The only limit is that this only counts for “Battles.” This perk doesn’t protect you against something like an assassination targeting you.

Wheels within wheels (600 CP)

It’s much easier to fool a foe who isn’t even looking in the right place. If defeating an enemy is hard, trick them with another plot. This perk makes you skilled in creating plans to serve other plans. While it’s impossible to make a plan that cannot fail, you can get very close. Additionally, you may create “Decoy plans”, while they would still advance your overall plans if they succeed, you’ve mostly created them to distract your enemies. Anyone caught in one of these decoy plans is far less likely to notice any other plans you’ve got in the works. Their attention is too caught up in the plan elsewhere to notice your masterstroke where it matters most.

Items

Item cost isn’t affected by origin but you gain 100 CP as a stipend, you could probably use it to get a tactical orbment.

All you can cook (50 CP)

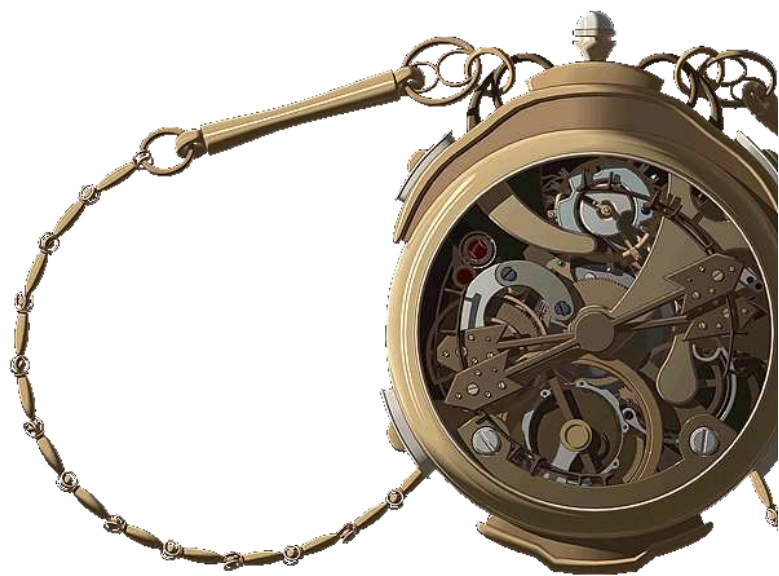
A basket containing a supply of all the ingredients that Estelle and the others collect on their journey. There is always as much of each ingredient as you need but if you use the ingredients for something other than cooking, that ingredient will need a few days before you can obtain more of this from the basket.

Fishing rod (50 CP)

What is with Trails protagonists and fishing? Regardless, this is a fishing rod. By baiting the rod and casting it into any body of water, even one devoid of life, one can catch fish. The fish will typically have some special item in its belly or just a small node of Sepith. Actually gathering a large amount of Sepith with this method, though, is likely to take a while.

Tactical Orbment (100 CP)

A small orbal device about the size of a pocket watch and with about as many moving parts inside. The tactical orbment, also called the Combat orbment, is a must-have for most Bracers. This one starts as a basic Orbment with six neutral slots and a decent capacity for EP. If you



want to have more EP though, some of those slots can be specialised to only hold Quartz of a particular element. As time moves on, this Orbment will be replaced with a new one with seven slots and the same rules for improved EP. All the slots on the first orbment will be unlocked from the start and all slots on the second Orbment will start at level 2. Each slot must still be upgraded to level 3 using Sepith. Quartz placed in a slot that fits it grants a passive and active ability. They will passively have an effect such as increasing your speed, attack power or letting you see an enemy's weaknesses, each quartz will also allow you to channel Orbal energy into progressively more powerful spells as you insert Quartz of the same, or related, elements. Revival spells revive from unconsciousness, not death.

Basic Weapon (100 CP)

Just in case you don't have one already, this is a weapon that a fully trained Bracer might carry. Not anything legendary but anything from paired swords (paired weapons count as one purchase as long as it's the same weapon), a staff, an orbal gun or a scythe is possible. Feel free to get creative, just remember it is a "Normal weapon", no making a gunblade or an otherwise multi-functional weapon.

Sepith veins (100 CP)

This item gives craftsmen (or anyone with a creative idea for the material) access to a constant supply of Sepith of all seven elements. In this world you generally need to collect it from various mines (Or find someone to collect it for you) but in future worlds you may either choose to have it delivered to you in boxes or allow Sepith to gather around any natural dragon lines/ley lines the world may already have.

Quartz Supply (100 CP)

This gives you 1 of each level 1 and 2 quartz from Trails in the Sky 3rd to use at your leisure. These are fiat backed to return if broken or lost. While you'll have no use for them without a Tactical orbment, this will still save you a lot of grinding. Included are such quartz as the defense line which allows you to resist physical damage, the Yin-Yang quartz which helps you hide from enemies and heals you over time and Deathblow 2 quartz. While the Deathblow 2 quartz won't return if broken, the fact that it guarantees a non-immune target's death makes up for that.

A full list can be found here: [https://kiseki.fandom.com/wiki/List_of_quartz_\(Sky_3rd\)](https://kiseki.fandom.com/wiki/List_of_quartz_(Sky_3rd))

Holy medicine (100 CP)

Fun fact: all of the store bought healing items in Trails in the Sky use recipes invented by the church! In your case though, you just have the recipes for most common medicines and healing items along with a refilling stockpile. Revival items can heal someone who's knocked out but not dead. You don't get recipes for Zeram Powder or Zeram Capsules. You just get a box of 10 of the former and 5 of the latter once per jump. The former can revive you from unconsciousness (And possibly even a coma) at full strength, the latter does the same but it pushes you beyond your

normal maximum and it can be used even from the edge of death (Though still not actually from death)

Newspapers and books (100 CP)

Ah, the good stuff. This is a library that can either be imported into a building you own or kept in your workshop. This will update with newspapers of your choice from any jump you go to. It will also provide copies of some popular novels from each jump too. By default it has the Liberl News as the newspaper and it comes with complete collections of the Carnelia and Gambler Jack series.

Talking Chests (200 CP)

Does it get a bit lonely exploring dungeons? Do you wish you could find important resources while exploring? Then this is for you.

After taking this, you will begin finding chests out in the world. They tend to be more common in dangerous areas but you're still unlikely to find more than a few per day.

They cannot be found at long range through any means, it's as if they despawn when too far away from you and spawn back in as you approach them. The chests

only exist within about a 10 Selge (1 kilometre) of you and you can find various treasures within such as various types of Sepith in large numbers, fully formed quartz, equipment and healing items. What you find is always random though.

Lastly, if you check a chest you've already opened, they will talk to you. It's only a single line but combined with nearby chests it could be anything from a running joke, to lines from a short story to even encouragement when you're near the end of your adventure. It seems that the voices are affected by your emotions though as if you've fallen into depression and guilt, all they'll say is "The chest is empty."

Zemurian Ore (200 CP)

A supply of a rare ore found only on this continent. You receive one piece a year and each piece can be forged into the highest quality of weapon that can outshine almost any other natural weapon you may find. Maybe you can pull out even more potential with crafting perks?

Airship (200 CP)

A fairly normal airship. It's similar to the passenger airships that the party uses to travel around during SC. It is unarmed but you could likely install some weapons on it if you wanted. It functions from an orbal engine so it won't fly during a shutdown phenomenon.

Steam Tank (200 CP)

Wait, are we sure this should be here? This is an Erebonian tank that runs off steam instead of Orbal energy. It might just end up being useful during a shutdown phenomenon. It also probably gets quite hot inside so be careful not to get yourself steamed.

Ancient Quartz (400 CP)

Quartz supply's big brother. This is a box you can receive during this jump with a supply of every level 3 quartz from Trails in the Sky 3rd. Each is fiat backed to return when broken or lost. To make up for the fact that it will take a while before tactical orbments would naturally be able to hold this quartz, the center slot of a fiat-backed Tactical orbment will be able to hold level 3 quartz. It will not have the EP generation of a level 3 slot and it won't even be able to hold a level 2 quartz.

These quartz include Soul which transforms your EP into Stamina to perform special techniques with, Divine Eye which grants a full awareness of the environment at the cost of giving off a pungent smell to monsters that lets them track you and Nothingness that makes your attacks inflict a random status ailment without fail.

Sealing crystals (400 CP)

These... aren't meant to exist? Ah well, these might just be convincing fakes. If I told you that these glowing golden prisms were pokeballs, would you believe it? I hope so because that's basically how they work for you. When you have someone or something at your mercy, you may use one of these ten crystals to trap them. Their "Existence" is frozen within the cube and they are placed into suspended animation. Their body fades away but will reappear if you decide to free them. You can free them at will but it would take a lot of effort for someone else to free them.

Liber Ark (600 CP)

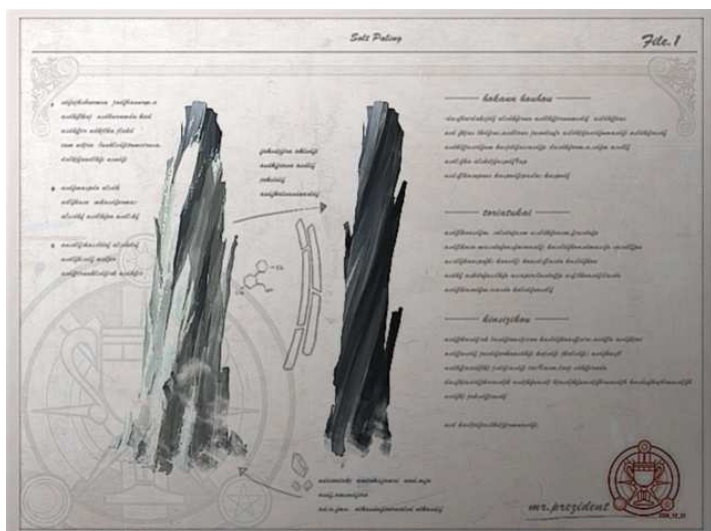
A replica of the floating city that a faction of the ancient Zemurian civilisation lived on before it settled on the land below and founded it as Liberl. It lacks the Aureole but it has a fiat backed power source. Other than the beautiful but abandoned city, there are systems to create new Gospels, a type of early orbment that can perform many different tasks. Within this city though they mostly act as identification devices that pair with the recipient of the gospel to allow them to use the city's functions. These gospels can also emit a field where other orbments (or other types of engineered magitech) don't function. This causes an orbital shut down phenomenon within the range of a city.



With the Liber ark itself you can release a stronger version that starts at the size of a country but can grow to cover a continent if given enough time.

Salt pale fragments (600 CP)

Are you asking why these tiny fragments of what look like salt cost the same as the entire Liber ark? That's because this salt



creates more of itself when in contact with any living matter, transforming that matter to more salt that will pass on the effect. This means that if you make a weapon with one of these fragments, it will kill its target with certainty. You get a small fragment, enough to coat the edge of a dagger or make an arrowhead out of, once per year. Once per jump (or once per ten years, whichever is shorter), you may receive a larger amount that you could use to make a shortsword if you really wanted to. Do remember that it is basically just well packed salt though, it will break apart easily.

Companions

So, who will join you on this adventure? No companion can buy another companion.

Your close allies (50 per, 8 for 300)

Your friends and allies, from this world or past worlds. You may either import or create entirely new (OC) characters from this world. In either case they get 600 CP and no origin. You may optionally pay an extra 50 cp to give an extra 100 CP to all allies purchased with this option.

A Hero of Liberl (100 per)

You may choose any canon character in the setting, you are guaranteed at least one positive encounter with them and if you manage to convince them to come with you on your chain you may recruit them as a companion. They don't gain any CP but anything they can do already is kept with them by fiat and will work in future worlds.

Dragon Slayer (100 CP)

Unlike all of the other special companions, this one has a pre-set name and identity. Meet Falcom, a red-haired adventurer from another world called the "Hyperdimention." I'll skip most of the briefing and just advise you to look her up [here](#) if you want a deeper description. Why is she here? Well as she puts it "It feels like home to me here." And no, she didn't explain how she got to this world. She's also fairly new here and while her instincts for plots are sharp, she isn't that knowledgeable about the in-depth parts of this world. Just treat her as you would a first-time Jumper. She has the following: A moment of peace, Mongoose, Basic Training, By my side, Unexpected Power, Basic Weapon (A sword she calls "Dragonslayer")

Harem Protagonist (100 CP)

Who's that coming now? Well, it's a rookie Bracer with a lot of potential and a strange attraction to the opposite sex. If they're a boy or a girl is up to you but they do tend to form strong bonds with their allies. Strictly speaking that ability isn't limited to the opposite sex but you could entirely see them as the protagonist of some sort of Harem anime. Other than social skills (and density of a neutron star), they also have skill with a sword and are actually good at dealing with all the minor activities that a Bracer has to deal with in everyday life. They have the advantages of the

following perks: Basic training, Bracer notes, Eight Leaves One Blade, What do you mean?, Tactical Orbment and Basic Weapon (A sword of some sort)

Super Trainer (100 CP)

A member of the royal army that works with their trained dogs. She is skilled when it comes to getting dogs to do whatever the current task needs of them with her quick thinking and talent for teaching them to do utterly ridiculous things. She's also very fond of her dogs and she's got a small fanclub dedicated to her and her dogs from the community. They typically don't carry a weapon, the closest they come is a parade rifle used at special events that can't actually fire. On the other hand, she does always have a dog with her that she trained personally. Don't underestimate its looks if you don't want to take some nasty injuries. This can also be a man if you want but either way they will have the perks: Super Trainer, Army's Knowhow, By My Side and Fan Club.

Crazy Genius (100 CP)

At first glance you'd look at this guy or girl and think they're just another Orbal engineer. The type that are everywhere around Zeiss. But you'd be mistaken- because this guy or girl is absolutely mad. They are a specialist in using orbal tech to make things explode. Fire Sepith is their favourite to work with for its innate ability to create quartz circuits that generate heat and explosions. Purchasing them means that you get them as a companion, they'll like you because you can give them interesting projects. They aren't limited to making explosives but that is what they are best at making.

They have the perks: Infinite stock, Orbal Technology - Single Function and Wacky Science.

Secret Agent (Wo)Man (100 CP)

International (From a certain point of view) man (or woman) of mystery. While they only know the basics, they're a member of Ouroboros and a skilled information gatherer (AKA; Spy). Most stuff is above his pay grade so you may be able to convince them to turn their back on Ouroboros if they don't like what their bosses are doing. They also have the physique to fight in an emergency such as if they are revealed but combat skill is a different matter.

They come with Mask of Peace, Enhanced, Unexpected Power, Tactical Orbment, Basic Weapon (A concealed weapon) and Informant gathering.

Drawbacks

Need more points to get access to more perks? Then feel free to take as many of these as you want (As long as they are compatible)

Ride the rails (+0 CP)

A simple toggle. You'll continue on to Trails of Cold Steel after this jump, choosing the jump doc of your choice that features Trails of Cold Steel. Considering your age (at minimum you'll be 23 after all) and your history in these games, you'll probably be a teacher.

If you also take "No time to waste" you may set your age in this jump to a 12+1d4 for free so you'll be of the right age to join Thors military academy as a student when cold steel 1 begins.

Ring the bell (+0 CP)

On the other hand, if you want to do a crossbell jump, you can. After finishing this jump you may immediately start a "Trails: Crossbell" jump when someone finally writes it.

Before the war (+0 CP)

As a parallel to the above, this is another toggle, you can't take both. This drawback ensures you start your adventure in Liberl a year earlier in January of 1192. While this does give you a chance to change the fate of the events in the story, do keep in mind that if you take either of the "You can't foil..." drawbacks, The Tragedy of Hamel along with every other event in the war that shaped the main characters will occur regardless of how you try to stop it.

No time to waste! (+100 CP)

Instead of starting in 1193, you're starting in 1202, appearing in the world the minute that the story of Trails in the Sky begins. This means you have far less time to set things up. Time will move quickly during the years and the pace may restrict your actions.

Bumbling Bracer (+100 CP)

You... probably failed your basic training.

Whenever it's important for you to make a choice in your work, you'll typically pick the wrong choice by mistake. If it is important that you do something quickly, you'll trip and mess it up. This won't ever kill you or get you fired but don't expect many promotions.

You don't have to be a Bracer for this drawback.

Holding back (+200 CP)

Your power level, either stemming from skill, in-universe powers or out of context powers, is limited based on who you stay around. If you have a team, you are limited to the level of the team. You will not be particularly more powerful than them in combat. The only thing you have over them is life experience. If you don't have a team though, you're limited to the strength of any enemy or enemies you fight. No fight will be easy for you, you'll always need to expend effort to deal with even the weakest monster if you fight them alone.

Sinner's guilt (+200 CP)

You have done something jumper, something horrible that you cannot ever tell anyone about. Maybe this would be something like permanently killing a companion? Maybe you did something your benefactor might hate you for. Or maybe it was some other great sin (as your jumper would consider such a thing) and this sin has broken them. You may only start recovering from this guilt after the fall of the Liber Ark, until that point, your grief will weigh on you. You may be able to put up a happy smile but beneath that is only pain. Even after the Liber ark falls, your recovery won't be instant. Perks that would restore you to a more normal emotional state will fail until you come to terms with your guilt and admit the sin to those you wanted to hide it from.

Claiming the top rank (+200/+600 CP)

You're going to start at the lowest rank for your group and you're going to have to go from there to the highest rank in Liberl's branch of that organisation before the end of Trails in the Sky 3rd. A daunting task with fitting punishments if you fail. If you fail the 200 CP version, you will lose access to 400 CP worth of purchases from this world. Yes, this actively lowers your budget if you fail. However, that is much less than the 600 version which inflicts a chain-fail if you don't make the top level. This is meant to be A-rank or the equivalent to your origin.

You can't foil stage one (+200 CP)

No matter what else happens, the events of Trails in the Sky FC will happen. The Aureole will be unsealed and a number of people are guaranteed to survive and stay free to that point regardless of what you try to do. This list includes Estelle, Joshua, Weissmann and Loewe along with Alan, Morgan and Alicia. You also can't change their backstory in a major way.

You can't foil stage two (+100 CP)

Requires "You can't foil stage one."

The protection extends even further. You can be sure that the Liber Ark will be unsealed on time by Ouroboros and until the battles on the Liber Ark, even more people are guaranteed to stay alive and free. This list includes the entire cast of playable characters that are brought to the Liber Ark, all of the Ouroboros enforcers, Professor Russell, Sieg, Cassius and Ragnard. You also cannot change their backstory in any major way (And yes, that means you won't be able to save Renne from her... early life either, just to make sure you understand that.)

Unfair Fiat (+100 CP)

Requires "You can't foil stage one."

The protections from "You can't foil stage one" and "You can't foil stage two" no longer apply to your allies. While your foes will be fiat protected from death and imprisonment, your allies won't be. You'll need to stay careful as neither side will be entirely safe from danger. They may not need your help all the time but still...

Escortee (+300 CP)

Trails in the Sky has escort missions, the kind of missions where you're given an uncontrollable NPC who you can't direct in battle and if they die it's game over. Problem is, that is now you. While you can still carry a weapon, your fighting skill is reduced and locked at the level of the common man for the duration of the jump. Even basic monsters will be a danger for you. You might want to hire some Bracers if you want to travel around.

Perk Shutdown Phenomenon (+400 CP)

Yes, this is the basic power loss drawback. Any out of context power you might have gets disabled. Only perks from this world (Including Cold Steel or Crossbell perks if you're doing these jumps in the wrong order) will function normally.

Puppet (Variable CP)

Ah, it seems you've attracted the attention of one of the most evil people alive at the start of the jump; Weissmann. Also known as Professor or The Faceless, this is the man that most of the problems within Trails in the Sky can be blamed on. He is capital E- Evil. He would make a man murder his lover because it's funny to him. If you take any of these levels, he is protected by Fiat at least until he frees Joshua from his control at the end of the first chapter.

For 100 CP, any perks that could allow you to resist mind control don't work when you're protecting yourself from him. Additionally this puts you on his radar and he can take you into account in his plans without ever meeting you. He isn't aware of your full potential, only what you bought in this jump. He also needs to be there in person in order to manipulate you.

For 200 CP he can do everything from the 100 CP section and he can censor your memories at will. This works by fiat but from his point of view he's still using his normal method of mind control. He can use this to hide away or reveal any memory of yours that he wants. He can also set triggers (as long as he is in your presence) for these changes such as making a memory vanish if you get captured or begin to tell someone about a secret.

At 300 he places an even more strict limit on you, A Stigma. Part of his research into superhumans, while this does improve your physical, mental and magical limits it also gives him the power to control you, your emotions and manipulate your memories at will with various triggers (That he needs to be within your presence to set them). You may keep a purified version of the Stigma into future jumps if you wish but remember it's not truly strong enough to push you to being superhuman from base.

For 400 CP the Stigma's control grows. He doesn't need to give his triggers in person anymore and can set them up in advance. This can force you to betray allies or allow yourself to be captured by his allies or any other number of ideas he could have.

Finally, at 500 his control over you is absolute. Your perks are no longer safe as he can lock and unlock them at will. He is aware of what all of your perks can do so he knows which to lock to keep you following his orders. He does need to be physically present to perform a lock or unlock though, they cannot occur through a trigger. As a bonus you may add 100 CP to how much this drawback gives you. In the past you were forced into betraying the background from your origin and in doing so you were left without allies. If you were a drop-in, no organisation (Other than Ouroboros) trusts you enough to let you join but they won't hunt you down. With Snake though, you were still kicked out of one of the organisations in the past but they specifically are hunting you down. With any other origin, you have been blacklisted by that group and they've passed on the message to other organisations, while they're not guaranteed to help you, it will likely be difficult to get them to listen. This drawback doesn't stop you making friends and allies in any organisation, but individuals who recognise you will think poorly of you at first.



Time's up.

Well that's it. The year has just turned to 1204. You now have a choice of what you want to do next. Unless of course you chose the "Ride the rails" drawback which would mean you're going straight from here to the Trails of Cold Steel jump of your choice. If you took "Ring the bell" you could also go to a Crossbell jump of your choice, if anyone makes one.

If you didn't take those drawbacks though you've got three options;

Go home

If you truly have seen enough, you can go home with all of your perks.

Stay

Enjoy trails of the cold steel, you might as well have some fun there. As an added bonus though you gain +1000 CP that can be spent either on this jump or on a cold steel or trails jump of your choice. You're stuck here though now. There are worse places a Jumper could live out their lives.

Move on

Other jumps await you, so go ahead and seek them.

Changelog:

0.1: First build done

0.2: How did I forget the entire companion section in the first build? Fixed now.

0.5: Added drawback "Before the War." Added Item: "Talking Chest." Added pictures.

1.0: "Official release", still looking for problems to improve and reordered drawbacks.

1.01: Added the "Ring the bell." Drawback, fixed some spelling and capitalization.
Added pictures.

1.02: Updated "Read the walkthrough" and "Eight leaves, one blade" to better explain their functions.