

Final Fantasy 6 CYOA

The World of Balance, a planet that has seen at least two apocalyptic wars shatter its surface, and is fast approaching its third. In the south sits the mighty Gestahlian Empire, which has conquered the majority of the world already with its Magitek, technology fueled by magic, and its Magitek Knights, those who have been gifted the power of magic in an echo of the much hated Magi of the times of old. In the north, sits a series of small independent kingdoms, such as the technologically advanced nation of Figaro, the militaristic but simplistic country of Doma, and the mineral-rich, isolationist city of Narshe, among myriad other, lesser nations. The Empire has its sights set on these kingdoms, and they prolong their existence only through ultimately futile efforts, open or secretive, funding going to a group of guerrilla fighters and rebels known as the Returners who resist the Empire at all costs. It's only the beginning, however, and before long the Empire will further delve into the secrets of magic to ease their conquest, and they may very well destroy the world in the process. You arrive a few days before a seemingly small and routine military action known as the Raid on Narshe, an event that will one day prove to be key to the fate of the World of Balance. Take **1000 CP** to decide your role.

Locations

Roll 1d8 to determine your starting location.

1. Narshe

A coal mining town in the north of the world. Settled high in the mountains and cold year around, Narshe is a isolated but still independent town ruled by its Elder. Narshe tries its hardest to remain neutral in the conflict between the Returners and the Gestahlian Empire, but a recently unearthed Esper frozen in ice threatens to ruin their efforts, both sides having turned their interest towards the town and the Empire in particular eager to get their hands on the Esper, at almost any cost.

2. South Figaro

Situated close to the water, South Figaro is a major port town close to the desert capital of the Figaro Kingdom. Plenty of trade comes through here, and both thieves and the wealthy live in this town because of the convenience. More curiosity, South Figaro is also home to a popular martial arts dojo. Because it's part of technologically advanced Figaro, South Figaro is a member of one of the few independent nations left in the world, and opposes the Empire secretly through funding the Returners. However, there is evidence the Empire may be preparing to stage another invasion quite soon.

3. Doma Castle

The militarily powerful nation of Doma is one of the stronger remaining opponents to the Gestahlian Empire, but their complete rejection of technology means that their struggle is ultimately futile. An open supporter of the Returners, Doma makes no secret about its hatred for the Empire. Left to its own devices, Doma is a relatively peaceful and simple country with proud people, but it is currently under constant threat of attack, and another could come at any moment. Because of this, Doma is surrounded by large stone walls and is always prepared to outlast any siege from its enemies.

4. Vector

Here, the Gestahlian Empire makes its home. Capital of the massive nation, Vector is an extremely advanced city, but life for most of the citizenry isn't much improved over that of other countries. Fog from industry and patrolling soldiers, Magitek Knights, and Magitek machinery give it a very unfriendly and paranoid atmosphere, especially towards foreigners or 'suspicious' individuals. Both the stone and metal castle and the Magitek Research Facility are located here, making it the single most important location to Emperor Gestahl and his ambitions. One would do well to stay out of the way of him or any underlings if they wish to live.

5. Zozo

A dangerous town made up of outcasts from the more prosperous city of Jidoor to the south. Zozo is a miserable place full of the worst criminals and thieves, caught in a constant unending rainstorm. People are stacked high in metal multistory buildings because of the danger here, because not only does Zozo have gangs, but even monsters wander the streets freely, attacking anyone they see. There are rumors that more dangerous spirits live here as well, but since the nosy tend to lose their heads here, no one is certain.

6. Thamasa

Isolated on its own continent in the far east, Thamasa is remote and independent, wholly divorced from the affairs of the outside world. On the surface, the town is completely unassuming. The people are normal yet unfriendly and distant, often refusing to sell anything to outsiders or interact with them in anything beyond the most basic of ways, but the city harbors a secret only the natives know. Everyone born here is a descendent of the Magi from same War of the Magi between them and the Espers that threatened to destroy the world, and are thus the second generation of humans who were infused with magic. Shame and the danger to their lives if anyone were to find out is what keeps them hidden here.

7. Veldt

Not a city in and of itself, the Veldt is instead a massive, nearly endless plain filled with hordes of dangerous monsters. It is said that all the monsters of the world congregate here, leaving the Veldt entirely inhospitable to human life. People simply do not attempt to cross it at all. Luckily, the town of Mobliz is relatively nearby, just north of the Veldt itself. This small and isolated town can only communicate with the outside through carrier pigeon. Mobliz is at least free from the wars that plague the rest of the world. The only known way out of the Veldt is through the Serpent Trench, a rapidly moving underwater river that lets out near Nikeah.

8. Free Choice

You may choose to start in any town in the World of Balance.

Backgrounds

Roll 2d8+10 to determine your age.

Drop-in (Free) - You wake up in your starting location with no new memories from this world. You're free from any new influences, but are also alone and unknown in the middle of a global war. At least you have access to all sorts of strange and offbeat new abilities.

Returner (100) - The power-hungry Gestahlian Empire is your greatest enemy, and to that end you've joined the famed resistance group known as the Returners. Whether for the sake of your home, family, or just yourself, you've now been trained to serve in a combat or messenger role in the movement. While you aren't the leader, the Returners have very little command structure and are often left to their own devices to pursue their goals except when the group needs particular missions undertaken. Plus, you didn't hear this from me, but it seems that if nothing in particular goes wrong, a certain group of heroes will soon join your group.

Magiteknician (100) - All your life, you've experimented with machines. Instead of begging your parents to buy you toys, you just built your own gadgets and gizmos to play with. Simple at first, they became increasingly complex as you got older. When you were offered the opportunity to study magiteke, you just couldn't resist, no matter how you may have felt about the Empire's actions. Because of this, your technological knowledge is on the cutting edge, and few could claim to know as much as you do. While you're technically not an official part of the Gestahlian army, a certain amount of loyalty is expected, and the Empire may react poorly if it's discovered that one of their prodigies has released the secrets of their technology or joined the enemy.

Magitek Knight (100) - At an early age, you were experimented on by one Cid del Norte Marquez, the genius behind the majority of the Gestahlian Empire's magitek technology. It wasn't anything too inhumane, really. The kinks were luckily worked out after the unfortunate Kefka Palazzo had his sanity shattered by the procedure. You were operated on then injected with magic extracted from an Esper when you were barely able to walk in an attempt to infuse you with the natural ability to cast magic, which may or may not have worked depending on your purchases below. Either way, you were kept in the lab for study and raised by Cid himself. Depending on your age, you may have even been raised alongside General Celes Chere. When you became old enough, you became a part of the Gestahlian army as one of their elites, committing many atrocities in the name of your masters and their ambitions, rising through the ranks and maybe even becoming a general yourself. Your history may be dark and violent, but what happens from now on is entirely up to you.

Half-Esper (300) - You're a complete oddity, and one of only two individuals in the entire world that share this genetic makeup. Only one of your parents was a human, the other was instead an Esper, one of the mythical magical spirits who are said to live in another world. Some espers do in fact still live in the human world, and your parents may have met this way, but the majority live in their own plane, and it would take quite a bit of luck for your other parent to have found their way there. The Espers may not have approved, but eventually you were born anyway. If you were born in the human world, then your family may be fine if you wish, if in hiding from the Empire, but if you were born in the Esper world, an invasion by Gestahl during your childhood saw you on the other side of the gate when the Espers managed to seal it off from the outside. Because of your parentage, you were born with the innate ability to cast magic, something which is nothing more than a legend to most, but otherwise appear as a completely normal human. It might be a good idea to keep your heritage a secret, as the Empire would be very interested in getting its hands on a second hybrid for experimentation and war.

Skills and Abilities

No Garden-variety Octopus (50)

If there's one thing you're good at, it's telling really bad jokes and puns. It may not be a glamorous skill, or have combat applications or any such silliness, but there's a lot of fun to be had in telling a joke so bad that someone's mouth falls open in shock, or a pun that can make an entire audience groan in pain. You really are an expert at hamming things up for a laugh, even if the only one laughing is you.

Opera Virtuoso (100)

A supreme acting ability, and a great pair of pipes, have made you an excellent opera singer. You could reenact the part of Maria or Draco in the famed opera that shares their name perfectly, and have an entire building full of snooty rich people applaud your performance with aplomb. No longer will things be over when the fat lady sings, it'll be you who holds that honor now!

Yeti (100) (Discount Drop-in)

You're ridiculously beefy and strong compared to a normal person, gaining at least a foot in height and a bulging set of muscles that make you as strong as a Gigas. No hard numbers on that, but you could easily pick up and fling a fully grown human around without any real effort or strain, and your fists have crushing power normally reserved for the heaviest of warhammers.

Freedom Fighter (100) (Free Returner)

It's a nasty skillset, but when you're up against a massive empire, something like this is needed. You're skilled at sneaking, hiding, and generally remaining undetected. This extends to systems you set up to a degree as well, like supply and communication lines. What's more, you know how to plan ambushes and surprise attacks to keep your enemies guessing. This know how doesn't make you a better fighter or anything, but sometimes getting the jump on someone is all it takes.

Mechanist (100) (Free Magiteknician)

You know how regular technology and magitek function and can repair it if it breaks down. You'll still need the tools and supplies, but at least with this you'll know what you're doing with mechanical technology. This knowledge can be used to build basic examples of it too, but don't expect to be able to copy anything too complex without getting your hands on the blueprints.

Discipline (100) (Free Magitek Knight)

Discipline. It was drilled into you in Gestahl's army. You know how to take and give orders when you have to, but you're also skilled at keeping your cool in stressful situations and finding a solution. If you're having trouble with motivation, fear, or boredom, a healthy amount of discipline will help you push forward and achieve your goals. Even the toughest soldiers can break, but you're at least capable of saying you're among the same.

True Humanity (100) (Free Half-Esper)

Above anything else, you know who you are. There's no need for doubts about whether or not you're human or whatever you consider yourself, or even if you're you or not. After all you've been through you've stumbled on the answer to that essential question, and nothing more than an attack on or alteration of your mind itself could make you lose sight of it. This will also help you to feel empathy and understanding for people who have a similar outlook or state of being as yourself because of what you have in common if you wish, but understanding is not the same as acceptance of them and what they're doing.

Ghostly (200)

For some reason, the spirits of the deceased tend to like you. Intelligent ones may only be slightly more positive towards you, but mindless ghosts tend to either ignore you or leave you alone. Sometimes they may even come to your aid when you're being attacked or are in trouble, though they're likely to just wander off after the battle is finished and wouldn't be willing to leave the area you found them in with this alone. Mindless ghosts don't lose their 'free will', such as they have, so a spirit that just exists to defend a person or place won't defy its set mission just for your sake.

Geodancer (200) (Discount Drop-in)

You're great at dancing. From the lighthearted to the complex and ritualistic, you're talented at all sorts of dances. Your skill isn't just to dance, however, as your movements actually put you in tune with the earth itself and can call down all sorts of magical effects. To learn a dance, you must spend time meditating on a specific terrain and practice your dancing, syncing yourself up with the area. Once you've done so, you just have to perform, and when you're finished the footwork the magical effect will activate. It has to be done perfectly, or the magic either won't activate or will result in something completely unexpected. Another thing to keep in mind is that using a terrain's dance is much easier if the dance is performed in a similar environment. What exactly the magic is depends on the nature of the area the dance was learned from, with some examples being healing, cutting blades of wind, and the temporary summoning of animals or monsters associated with that environment for a single attack. Each dance typically has at least four different magic effects attached to it, and which one you invoke is somewhat random and determined by the whims of nature. One last thing to keep in mind is that if you aren't in contact with the earth itself, then your dances can't channel energy.

Treasure Lock (200) (Discount Returner)

Some would call it thievery, you call it treasure hunting. You have an almost supernatural sense for gold and treasure, where to find it and how to go about acquiring it. Your intuition can help tell you which treasure chest really has something in it, guess where someone's hidden their valuables, or help you pick the target with the best stuff out from the crowd. Riches seem to do a good job of getting within your reach, and all you have to do is grasp the opportunity. Even in combat, you've picked up talent for snatching your enemy's treasures right out of their pockets, so they better keep a tight grip on their stuff when you're around. For more uppity marks you've even picked up the ability to Mug them, following through with a single swift attack at the same moment you pilfer their pockets without taking any extra time.

Tool King (200) (Discount Magiteknician)

Technical knowledge is one thing, but a little creativity is what makes it really shine. With the right parts, you can make goofy but powerful items with technology and magitek, just through a little tinkering and experimentation. Others see a box of scraps and a jug of chemicals, you see a poison spraying gun that can spread across a battlefield and infect enemies. This can range from the mundane, like a chainsaw, to the ridiculous, like an item that inflicts elemental weaknesses on your foes. It all depends on what you have on hand and what you can think up. In simple terms, you have great skill at converting simple materials into odd but unnaturally effective weapons. Obviously this works better the more advanced the technology you have on hand is, like if you're using actual weaponry or cutting edge machinery as a basis instead of a random pile of rusty junk.

Mental Stability (200) (Discount Magitek Knight)

You have something that's a little rare among the Magitek Elite. Your mental sanity is unusually resilient and your mind oddly stable. Any effort to damage your sanity and wellness of mind is heavily resisted by you, either ignored entirely or tolerated far longer than others could ever hope to manage, something which has allowed you to remain who you are unlike some of the Doctor's earliest experiments. This nature is wholly tied to the strength of your mind, and not the physical structure. So brain damage and the like would still effect you, though you have a much better eye at spotting how you've changed and resisting the side effects caused by physical mental alteration. Nothing about this will prevent people from controlling you, or keep you from changing your worldview or breaking your sanity on your own, nor does this apply to anything else beyond sanity.

Uncrowned (200) (Discount Half-Esper)

Your willpower is far greater than that of a normal person, preventing you from being enslaved or manipulated by others without monumental effort. Honeyed words are far from the most dangerous attack on your mind, though you resist them as well. Things like implants and Slave Crowns won't be able to take over your mind so easily, with the effect being resisted entirely or shrugged off in part depending on the strength of the device, your brain actively fighting the attempt to control you no matter if it comes from words, sound waves, chemicals, or magic until the bitter end. Even then, should someone find a way to dominate your mind, you'll have an easier time fighting through it and regaining your will, or recovering once their control has been lost. This boost has all kinds of uses besides, such as helping you resist pain, fear, and just plain laziness to do what must be done and overcome your struggles. This only gives you greater willpower, and doesn't protect against any other kind of mental assault.

Desperation Attack (400)

When you're near death in battle and everything seems lost, you may unleash one, final attack in the hopes of slaying your enemy. This Desperation attack can be physical or magic based, and has your full strength in either of those categories behind it. The attack even ignores physical and magic defenses, though it isn't guaranteed to be fatal or even undodgeable. Only one enemy may be targeted by your Desperation Attack, though you can at least choose which enemy this is should there be multiple. Particulars are up to you, but once decided your desperation attack is set in stone. You can only perform one of these each battle, even should you recover and then be rendered near death again afterwards.

Sketch (400) (Discount Drop-in)

If you weren't any good at art, you are now. Mainly drawing and especially painting, to the level where you can complete a life-like, fully colored portrait of something in paint in under a minute. Your speed and detail are just that good. It's almost like your painting is magic, and in one very obvious way, it is. Your paintings can come to life. Literally. At the very moment you complete a piece, as long as it contains one living creature, that being can be summoned from the painting to perform any one spell or attack it's capable of. The fleeting summon even has all of the physical and magical might of the original. Any health or magic absorbing powers will direct their gains towards you instead of the Sketch through its link to you. It's also possible to have the Sketch cast healing or support abilities it knew, in which case they can be directed at you and your allies instead of at your enemies. This has two caveats, however. For one, you need a direct reference to finish a perfect magical portrait at this speed, meaning the target of any offensive Sketch will often be the very enemy you painted in the first place. The second is that you can only Sketch enemies of roughly equal or lesser overall power than yourself, meaning that those vastly beyond you will be unsketchable, at least until you find a way to match them.

Bushido Blitz (400) (Discount Returner)

In this world, the masters of combat can channel their own inner energies to accomplish impressive supernatural attacks. It requires perfect timing, footwork, and concentration, but you can now channel your inner energy in this same way. At a basic level, this allows you to move far faster than before, even leaving afterimages in your wake, and increases strength to allow you to break through an enemy's defenses or even lift heavy vehicles weighing several tons. From there, you can use this increased physical power and your own fists or a suitable weapon to pull off extremely fast combos or 'charge' your attacks with energy to further enhance their damage. This is still only the beginning, as you can also project your energy in more esoteric ways. Shooting out beams of holy energy, setting yourself on fire, throwing slicing blades of wind, healing allies, absorbing energy, and crippling or slowing foes are all examples of things that are possible to accomplish if you're quick and focused enough, though stronger effects will take time to gather the necessary power. The more magical or impressive a feat, the more careful you'll have to be and the longer it'll take before you can execute it. Your inner energy is essentially magical in nature, a fact that none of the practitioners know, let alone understand how when magic is meant to be impossible for non-Magi humans, and is subject to the limitation and advantages of such.

Magicite Creation (400) (Discount Magiteknician)

Magicite is the basis of all Magitek. These small stones contain the very essence of an Esper's power, serving as both an energy source and a learning aid, those who know how being capable of discovering the secrets of the dead Esper's Magic through their use. You're capable of creating Magicite yourself in the usual way, by killing Espers through various means, such as draining away their magic directly until they die or just skipping straight to murder, but you've learned to apply it to so, so much more than just Espers. With this, you can now apply the same principle to any spirit or magic-based creature, treating them like a glorified battery to fuel weakened magical effects based on their capability and nature, or just plain converting them to Magicite through murder. Magicite earned through these methods functions exactly how Magicite from Espers can be expected to function. The stone will contain magic spells based on the being's abilities in life that those who wield it can eventually learn through time, effort, and training, each spell slowly becoming a part of them until they can cast the spells contained within naturally and no longer need the Magicite at all. The magic can be used even should the stone be removed, discarded, or destroyed. As a final mockery, a shadow of the being can be summoned once per battle, the creature manifesting to unleash a single magical attack, recovery, or buffing spell drawn from echoes of its greatest power.

Innate Magic (400) (Free Half-Esper, Discount Magitek Knight)

A truly unique state of being in the current world, you were born or infused with magic. In simple terms, you can learn magic here on your own over time, without needing to use Magitek or to first learn the spells from Magicite. Like an Esper, those with innate magic learn several based around a few themes key to their nature. For example, they may possess a talent for lightning, curative, and gravity magic, or any other combination. You start out knowing two or three simple magic spells at the lowest level of your theme, like Blizzard or Cure, and through training and personal growth you'll slowly unlock your true powers and higher forms of the spell. At the highest levels, you'll start to tap into rare and devastating non-elemental magics like Flare, Meteor, and Ultima, and the greatest elemental magics like Flood and Meltdown as examples, these kinds of ultimate spells possessing a property that allows them to rip through magic reflecting and absorbing abilities and harm the target anyway. On top of this, you have a much greater magical talent and potential in all magic, natural or acquired, than those who simply learn their magic from Magicite. This even extends to other magic systems, where you'll find yourself learning magic far quicker than your peers and able to put much greater power behind it than they could.

Mimic (600)

A curious talent, whose potential is based on that of your friends and allies instead of yourself. When activated, Mimic will cause you to copy the last action in-battle taken by your allies. This includes anything, from a physical attack, to a magic spell, or even the use of an item. You have no control over what you'll do, but you'll be capable of using abilities you normally wouldn't have if your ally utilized them, and if what they did required they expend a resource like MP, then you don't use any yourself. This is true even for consumable items like potions, you simply manage the replicate the effect of drinking a potion without using an extra one up. Consumables are the only items you can Mimic, however, as any other kind of item like equipment can't be copied and won't appear out of thin air. If your ally went in for an attack with an enchanted sword, you'll follow with whatever you're wielding, the action of attacking being what you Mimic and not the enchantment or properties of their sword. Anything you Mimic is also bound by your own traits and not your ally's, so magic spells will use your magical aptitude, attacks will use your strength, and so on. All you copy is the action itself.

Lore (600) (Discount Drop-in)

Through a special understanding of magic and spellcraft, you have picked up an observant eye that allows you to copy magical abilities to a certain degree. First, you must observe an enemy cast magic, and then you have to survive the battle. Once that's done, if you paid attention, you should be able to replicate that spell using your own magic. You have to have the capability to cast magic in the first place, of course, so you can't learn this setting's magic through Lore without having the Innate Magic perk, and while it's certain that a few other magic systems will function similarly, it's still possible you could replicate the magic effects through spells from other magic systems if the principles are at all transferable. All magic is cast from your own stores and through your own talent, so you won't replicate someone else's talent and have to actually possess the needed energy to cast the spell. Basically, you have a supreme observant eye for spellcraft, a talent born from experience, perception, and knowledge, not something supernatural in and of itself. This ability is only a talent for copying magic, but with the proper understanding and innate capabilities, you may be able extend this principle to other kinds of technique beyond simply magic.

Suplex a Train (600) (Discount Returner)

'Impossible' isn't a word in your vocabulary. Your skill at combat has become so great, you can accomplish feats that defy logic and physics, to a degree. While you do still need the strength and to know the maneuver, if you put your mind to it, you could, say, suplex a train while it (and you) continue moving along the tracks, without derailling or disassembling the cars, and in the end the train flips back over right side up. Less flagrant uses are also possible, like catching a falling structure without your hands smashing through it, or hitting a boulder in such a way that a perfectly shaped chunk of rock on the other side is blasted off. You could even do this with your weapons, like the classic example of using a sword strike to split something in half without disturbing the air, up to more over the top methods like cutting a structure in half without having it collapse on top of you before you finish. Note that this doesn't apply to anything that isn't a physical action or derived from your physical attacks (like shockwaves). It won't enhance magic or technological devices in this way. It also doesn't actually boost you physically to allow you the necessary strength and finesse to pull this off, in the end, it only makes it something you're capable of with the proper resources.

Magitek Mastery (600) (Discount Magiteknician)

In essence, magitek is simply the use of magical energies as a power and fuel source for technology. Your understanding of that outstrips anyone else's, and you can now apply this principle to any technology you own. By altering your devices to use something magical in nature, such as a magicite stone, an enchanted item, or just raw magical energy, you can enhance it in every single way and give it unique properties. A suit of armor would become much harder, lighter, and more agile than before, perhaps even boosting the physical abilities of the wearer in line with the magical power source. From there, the armor could make more esoteric uses of the magic, such as casting spells on its own based around the sort of magic infused into it automatically or at the wearer's prompting. This isn't some measly effect restricted to the mundane or basic, no, magic can be infused into any sort of technological device to enhance its functionality and give it a partially magical nature and powers. Even life may be infused with magitek technology like this, not only as cybernetics but directly as well. In this situation, it behaves a bit differently. The magic integrates itself into their body, becoming a natural part of them, allowing them access to that magic system and enhancing them physically, but they must grow into it. They start at a much weaker level, where they have to practice and develop their connection to this magic to realize it fully. There's no upper limit to them beyond what the magic's system is capable of, but it can take time, and you can instead choose to infuse living things with a

larger amount of magic to grant them greater magical ability much more quickly. Unfortunately, this can have dangerous side effects, as giving them too much to handle at once can lead to mental instability or even insanity, the severity rapidly scaling upwards the more initial energy put in.

Runic (600) (Discount Magitek Knight)

The ultimate magical defense, and a secret technique only known to one other individual in the entire world. Runic is the ability to use a weapon as a conduit to absorb nearby magical effects and use them to replenish the user's own store of magical energy in proportion to what was absorbed. The user simply has to hold the weapon high, and the next spell cast near them will be absorbed, no questions asked. The only spells that can bypass Runic are those specifically called out as unblockable, that ignore any sort of magical shield, reflection, or absorption by some inherent property of its nature. Even an ally's healing spell would be absorbed if it's the next one cast, as the user has no choice in which spell is the one blocked. This is the limit of its ability, however, as that one spell is all the technique can handle, and any following spells will hit normally until the user can next activate Runic. Unfortunately, maintaining Runic requires the user to take no other action, as moving the weapon will cause the technique to end, though all they have to do to reactive is return the weapon to its position and take up the stance again. Runic has one, final interesting caveat. The weaker the user is to the magic spell cast at them, the greater the energy gained from absorbing the spell. If a person was weak to fire, they could receive at least double the magical energy from the spell that a regular person would, and perhaps more the more susceptible they are to it.

Trance (600) (Discount Half-Esper)

Half-espers are both human and esper, and in times of stress, they may accidentally be subsumed by their Esper powers and take the form of one to wreak havoc. However, those with enough strength of will and understanding of their Esper selves can activate this form and stay completely in control. All they have to do will it and they become an Esper, their physical and magical powers and resistances vastly enhanced in this body. The only other half-esper, who has yet to achieve this as of when you arrive, would double the physical and magical damage she deals and halve all incoming magic damage she receives. Trance also gives the Half-Esper the ability to float and fly at their running speed at will without expending any extra effort. The main limiting factor for Trance is keeping yourself under control, as the longer you stay in this form the harder it is not to go berserk. Conversely, the stronger your willpower, the longer you can stay in Trance. The trick to properly and safely using Trance is to know the limits of your own mind, and to balance it out so that you leave your Esper form before it becomes too much to handle. Other than stronger willpower, frequent usage of Trance will also increase how long you can maintain it, your experience making your Esper form a more natural fit for your mind. Once you've changed out of your Trance you need time to rest and regather the magical energy needed to enter the form, preventing it from being entered and left rapidly. Your Esper form is based on your normal body, meaning that you transform into a humanoid Esper when you use your Trance. You are free to choose however you wish your Esper form to appear otherwise. The other half-esper has her hair grow longer, wilder, and turn purple, grows a short coat of purple fur across her entire body, develops sharp yellow claws on her hands and feet, and her sclera become ringed with red. This is only an example, and your Esper form could be more or less human in appearance than this and possess traits she does not. You can also take inspiration from the humanoid Espers that exist in the world, but are similarly not required to stick close to them.

Items and Equipment

Equipment (50) (Free for all but Drop-in)

Since most people here don't run around naked, you get a free set of basic clothing or leather armor, and an iron weapon of whatever mundane type you'd prefer, including metal knuckles for the martial arts enthusiasts.

Interceptor (50)

You get a pet mundane animal, like a dog or a cat, that's received combat and obedience training. It will actively fight alongside you to the best of its abilities, and will even help distract enemies or block attacks when you're really in need.

Alarm Earring (100)

This plain pair of earrings is mostly unremarkable, but whenever they detect someone with ill intent approaching from behind or to the sides of you, they let out a loud ringing noise only you can hear to alert you to the danger. Unfortunately, they rely on line of sight, and won't be able to detect anything they can't 'see'.

Lich Ring (200)

A plain metal ring cursed by the dead. It causes the wielder to count as undead in regards to spell effects, taking damage from healing and the holy element, but conversely any sort of instant death effect or poison will heal the wearer, giving the ring's curse a situational use.

Magicite (200)

A small stone, the product of a dead Esper and all that remains of them. Magicite contains the Esper's true power, and those who wield it will slowly learn the Esper's magic until they can cast it themselves, naturally and without the need to keep the Magicite. The stone no longer has a use to them, but it doesn't run out of power and can be passed on to others so they too may learn magic. Magicite may also be used to summon a phantom of the Esper it used to be once per battle, allowing it to cast its most powerful healing, attacking, or buffing spell before fading away. Each purchase will net you a single piece of Magicite containing an Esper on the level of Ramuh, Ifrit, or Shiva, containing spells tied to a theme that matches the Esper's power and nature.

Airship (300)

Incredibly rare, yours would be only one of three Airships in the entire world. The airship appears as an ocean-going vessel strapped to a large dirigible balloon filled with lighter than air gas, both strapped with propellers for further lift and fins for steering stability. Inside, the ship has a large central lounge area, an engine room, and two side rooms that could be used as bedrooms or anything else. The controls are up top, on the deck of the ship itself. While the travel convenience can't be understated, airships aren't armed or particularly well armored, and are mostly nonthreatening.

Slave Crown (400)

A simple metal circlet created through Magitek that enslaves the mind of the wearer, used on the most valuable but dangerous and unruly assets of the Empire. All will and memory fades away in the wearer, but their abilities and competency largely remains the same, making for obedient but useful slaves. This effect is particularly sinister, and will typically linger for months or even years once the crown is removed, leaving the former wearer nearly devoid of will, memory, and personality until they slowly recover. Those with sufficient willpower can resist or even ignore the crown's magic, but everyone else will be safely enslaved for as long as they wear it.

Magitek Armor (400)

One of the Gestahlian Empire's greatest weapons, the Magitek Armor is a state of the art Magitek vehicle of tremendous power. It appears in two different appearing but functionally identical models. One is basically humanoid, standing on two legs with two arms with a cockpit at the top and the cannon in its chest. The other is a draconic biped with the cockpit placed at the base of its neck, and that lacks arms, instead possessing a head with sharp fangs behind which its cannon sits and is overall much more ornate in design. Other than being heavily armored, Magitek Armor's true potential lies in the various magical blasts it can fire from its cannon at no energy cost to itself or its rider, the power being drawn from an internal piece of magicite. These include blasts of fire, ice, and electric lasers, healing and poison mist, a blast of concussive force, a sound tone that can induce confusion, and finally magic-infused explosive missiles.

Celestriad (600)

A chain necklace adorned with three star-shaped bangles. This accessory greatly reduces the amount of energy, mana, MP, and the like that it takes to cast any sort of spell that relies solely on internal magic. It doesn't reduce it to nothing, but field-clearing fireball will take far less out of you than before, even if it took just as long to cast and did just as much damage as before. It's worth noting that this extends to summoning magic as well, since the cost is the spell to bring the esper to you and not for its use of its own abilities.

Soul of Thamasa (600)

This small orb, long sought by all the world's treasure hunters, is named after the sole surviving town of Magi in the entire world. The Soul of Thamasa's true value only reveals itself to those who can cast magic, for the relic holds the ability to duplicate any spell cast while wearing it. This second spell holds the same amount of power as the first and still drains a lesser amount of energy, but it follows the first instantly with no extra input from the wearer of the artifact. There's only one small downside to pay for all of this, in that the Soul of Thamasa completely blocks efforts to invoke any sort of summoning magic as long as it's on the user's person.

Companions

Moogles (50)

Moogles are loyal creatures, and if one likes you enough they'll follow you to the ends of the world. They don't have any special abilities and they aren't particularly strong, but they do come with skill in using melee weapons and a decently strong weapon of their preferred type. Unfortunately, it doesn't currently know human language. Perhaps it could be taught?

Searching for Friends (100-1000)

With this, you may import or create companions for this world. Each receives any free background except Half-Esper and 400cp to spend on their own. Each 100cp is worth one companion, up to 500cp where you can import or create up to 8 companions who all receive the import benefits. On the other hand, you can use some of their CP to purchase your companion the Half-Esper background. You can also opt to 'fold' imports together, letting a companion have up to 800cp by spending twice as much on them, from 200cp to grant one companion 800cp to 1000cp to give this bonus to all 8.

Drawbacks

Amnesia (+100)

Someone managed to slip a Slave Crown on you, but fortunately you managed to slip it right back off. Unfortunately, you still suffered the memory loss and emotional dampening effects, which will haunt you for the rest of your stay here. You may slowly recover your emotions and personality, but those memories will be gone until the very end of your ten years.

I have more lives than I do arms! (+100)

You've picked up one very annoying, very persistent octopus. Ultros, bad comedy extraordinaire, now has his sights set on you, and he'll never stop following you no matter what. You can ditch him, you can run from him, you can even kill him, but all you'll get for your trouble is another bad pun and a brief mercy period before he pops back up, somehow escaping whatever situation you left him in or surviving death just to follow you around. He'll even try and attack you occasionally, but he's a pitifully weak opponent who just uses it as an excuse to drill more jokes into your head.

Imperialist (+100)

In this world of warring empires, you've come to a realization. You would make an excellent ruler, unlike that fool Gestahl or the filth in Figaro and Doma. You will establish your own empire, far better than the Gestahlian one, and you will see to it that everyone lives under it, or else they will be ground under your boot. This imperialism will be your primary motivation here, and while you're otherwise unchanged and can still go out of your way to help the world or stop other villains, everything will be secondary to the ultimate goal of conquering the world.

Imp (+200)

A curse has been lain on you, one that will be impossible to remove while you're here. You've been transformed into a Kappa, a little green hybrid of a frog and a turtle that stands on two legs. If this wasn't bad enough, the curse reduces your physical power to near nothing. If you could lift a mountain yesterday, today you'd have trouble handling the grocery bags. On top of that, your magic is sealed, except for the ability to cast a spell that can turn others into an Imp, should you know it. At least there's some hope for you, however. Out there somewhere, there's a rare set of equipment that can only truly be used by Imps. In their hands, it becomes extremely powerful, and it would be in your best interests to seek it out before it's too late.

Phantom Train (+200)

The train of the dead is after you. It can be anywhere, at anytime. It doesn't need rails to reach you, and is perfectly able to keep pace. The only warning is the sound of train whistles and unholy screaming as it barrels towards you, the moans of the dead filling its carriages. Make one mistake or have a lapse in attention while it's after you means that the Phantom Train will run you over and consume you, adding you as a passenger. The inside of the train is just as hostile as the outside, as it's filled with the souls of the dead who are riding the train to the afterlife, and who will try their hardest to see that you share their fate. Escape requires you fight them off, and is only temporary, as the Phantom Train will be forever chasing you.

Double Train (+200) (Must have taken Crazy Train in FF8)

Not enough trains for you? If you meet the requirements and take this, you will be chased by both the Phantom and the Doom trains. The Doomtrain functions as it did in the Crazy Train drawback, only now it and the Phantom Train team up to see you dead, and will use surprisingly intelligent teamwork to do it. Did I mention that the Phantom Train, as a ghost, can make itself selectively impermeable? That might end up being important.

Dancing Mad (+200)

It seems like you on the wrong end of a scientific experiment, and now are completely, irrevocably insane. You're sadistic, psychopathic, and utterly childish, behaving as the worst stereotype of infante terrible. The only motivation you have is your own boredom, and you'll do anything on a whim to alleviate it, no matter what that is. Your capabilities are not reduced in any way by this, which means that you're in no greater danger than before, but that your full might will be used to satisfy your monstrous whims here.

World of Ruin (+300)

Something has gone wrong. You've arrived a little too late, finding the very world in ruins. Most of the world is a barren wasteland, covered in empty fields, deserts, and the burnt ashes of forests. The water everything is polluted and tainted a poisonous purple color. Even the continents have been shattered, small islands and empty seas occupying where parts of them used to exist. Terrible monsters run rampant across the world, completely unstoppable by those still left. Towns lie empty or in ruins at the bottom of craters, destroyed for dissatisfying God. Despite this, people do manage to cling on to life, hiding in the few remaining towns. But worst of all the Returners are nowhere to be found, leaving nobody who can save the world from the mad God of Magic, Kefka, giving you no choice but to do so, or spend your entire stay fleeing from his Light of Judgement.

It Takes a Little Magic (+300)

Everything starts out normal this time. The story will progress as it would originally, with Kefka eventually cast down, and all magic in the world with him, leading to the world losing something as a price for peace. However, this is where things go wrong. Because doing this kills every being with too much magic in their system, causing

them to fade from existence entirely. This includes you. Normally you'd be exempt, but by taking this, you no longer are. You'll need to stop the Returners from saving the world, or at least from destroying magic, only now they're hyper competent and scale in power to be a real threat to you, no matter how powerful you are. They aren't all that inclined to listen to you either, and will be very gung-ho about following the plot unless a truly legitimate and obviously better solution presents itself. Maybe your buddy Kefka could use some help in fighting these monsters off?

Warring Triad (+300)

Long ago, three deities descended from the heavens. These three deities were the gods of magic, and were known as the Goddess Sophia, the Demon Zurvan, and the Fiend Sephiroth. Fearing each other, the deities started a war, and those humans caught up in the middle of their war became the first to wield magic, the Espers. The Espers were enslaved by the Triad, and used as their foot soldiers in the reality warping war. The world was shaken apart and nearly destroyed countless times, and all life was nearly eradicated. However, all three eventually came to their senses before it was too late, and sealed themselves away into statues to save the world. Their final act was to give the Espers back their freedom, with their final plea that the Espers guard their statues so no one could ever unleash their power again. This created the World of Balance. Yet, you've now upset that. The Warring Triad is free, and they have forgotten all that they learned. They seek to restart the war, each of them at their full power, creating vast armies of powerful Espers and magical superweapons to bolster their might. They see you as a threat, a fourth magic god participant in the war, and while they will still fight each other just as much, they will suck you into the eternal conflict or see you obliterated.

Endings

After ten years, you have one final choice.

Grand Finale? - This is the last adventure for you. After what you experienced here, you just want to go home. You reappear there, with no time having passed. You still get to keep all of the powers, items, and companions you've gathered.

Balance is Restored - You've found something here you do not wish to leave behind, and so you decide to stay. You'll be reported missing back on Earth, but you'll be able to continue your life in Final Fantasy 6 with all you've obtained.

Victory Fanfare - You wish to keep going, up until the very end. Moving onto the next world, you retain everything you've gained here and leave this place behind, frozen in time until you meet final defeat or victory.