

Final Fantasy 13 – Jump Compliant Version 0.12

Supahbawss Version. Scream at Dirge if changes are needed or there are questions.

"Stormclouds gather at the horizon..."

Traveler from a distant land, welcome to our land, the one where a new tale will be told. A tale of the crystal and the lives it intertwines, of conflict, of revolution, and...of change.

The world of Cocoon and the world of Pulse, two faces of the same coin. Long ago, a war was waged between these two worlds, fought by humans acting as proxies for legendary beings known as the Fal'Cie. They blessed their mortal servants, known as the L'Cie, with powers beyond reckoning before sending them off to see to the war's end.

The war ended in one final, disastrous clash between Heaven and Earth, and finally left the two worlds divided forevermore.

Traveler, you arrive at a time when the true history of the war has given way to folklore and hearsay. You arrive at a time when Cocoon prospers in a cradle of supervised tranquility while Pulse has conformed to the law of the wild. Yet even after six centuries, traces of the war remain.

Traveler, in seven years' time, a tragedy will occur that will tear down any semblance of order in both Cocoon and Pulse. With the gift of free will which you possess, you may choose to insert yourself into the fate of these two worlds – or you may choose abnegation, and let fate run its course. Either way, your duty is simple – survive to see a decade's end.

There is much to see and experience in this world, and you will have far more time to take it all in than others – especially the Fal'Cie's chosen. All that remains is to attend to some formalities before you write out your own story.

As a token of my sincerity, please accept the following.

+1000 CP

Personal Details

Some things will change of course – so the world does not think you too alien. Your age for example...here, roll this eight sided die, and I will see that your age changes accordingly...

Age 1d8 + 10

Certainly we would not choose to intrude upon your gender, such a...private element of your entity. You shall keep it as you like, or change it if you so wish.

Gender Chosen At Will

You may so feel that you are out of place in Pulse and Cocoon, seeing as the folk here have vibrant hair colors and vibrant clothing. I will do my best to accommodate you to that end.

Change Hair Color At Will

Free Set of Civilian Clothing

Naturally, when your time is up, I would presume you will return to the form I see before me...but if you so choose to maintain this form – I'm sure any physical changes will maintain themselves as well.

At Jump Completion: Your Human Form Can Shift to Your FF13 Human Form at Will.

Next...to find a safe place for you to venture into the world.

Locations

Roll an eight sided die to decide where you will first make your mark. If a certain location pleases you, I will be more than happy to oblige...for 50 CP.

1 – Palumpolum (Cocoon)

A port city in Cocoon which happens to be one of the busiest commercial hubs. Despite the widespread use of online shopping in Cocoon, Palumpolum continues to have lively marketplaces and open trade. This phenomena is so widespread that it has become somewhat of a tourist attraction. Perhaps of note is that an Estheim family resides here. I hear the only son is somewhat of a brat...but I'm sure that's hearsay.

2 – Nautilus (Cocoon)

Fanfare, parades, parties and altogether everything fun resides in Nautilus. It's not known as the "City of Dreams" for nothing – and it never fails to please when it comes to the grand affairs it plays host to. There's everything from petting zoos to interactive history displays. I'm certain you'll find plenty of things to keep you occupied here.

3 – Bodhum (Cocoon)

A seaside town, where one can relax on pristine ivory beaches while watching breathtaking fireworks displays. Located on an island connected to the mainland by a long bridge, the whole atmosphere around Bodhum is tranquil. Of course, much of that is due to the Guardian Corps presence here. There's a pair of pink haired sisters here, they may be young now but I think they have a big part to play in the future.

4 – Taejin's Tower (Gran Pulse)

Taejin's Tower ...an ancient structure whose purpose has been lost in the passage of time. The Fal'Cie built this, but only a single Fal'Cie resides here now. The mighty Dahaka turns a blind eye to you however, unless you anger it, and you will find the inhabitants of the Tower will not harass you – unless you venture too far up.

5 – Sulyya Springs (Gran Pulse)

The Great Fal'Cie Bismarck protects the waters of Sulyya Springs, and though normally it would be quick to repel a foreign invader, it seems

to have made an exception for you. I would not test its tolerance however.

The springs are pristine, as if purified by Bismarck's mighty power – this would be a good place to reside as long as one has the Fal'Cie's blessing.

6 – Oerba (Gran Pulse)

An ancient human settlement which used to be protected by the Fal'Cie Anima. Today it lies in ruins and its residents have long left to destinations unknown. There are two who yet remain of the Oerba clan, though when you arrive, they are still a long ways away from home. Very close to Cocoon – it has been deemed a no-fly zone for the most part so you won't be disturbed if you choose to stay.

7 – Archylte Steppe (Gran Pulse)

The Archylte Steppe is a massive expanse where one can find all sorts of Pulse wildlife. Though an abundance of small wildlife makes their homes here, the Archylte Steppe is most notable for the presence of Long Gui – gargantuan behemoths that literally move the earth with their mighty strides. As with any situation like this however, I would advise that discretion is the better part of valour, and provoking the inhabitants may not be all too wise. I trust you know best.

8 – Free Choice

Certainly, it would be my pleasure to let you choose at will – since you happened upon such a result...

You'll find that everything is rather interconnected in Pulse and Cocoon, and perhaps if you look hard enough, you'll find a way to traverse the crystal pillar that divides the two as well...

Backgrounds

But perhaps you seek something greater than mere sightseeing. I could assist with that...if you would follow me. Callings for you – if you are so inclined. I would assume you as a Drop In if you make no choice.

Drop In

You are well travelled; I can see that in your eyes. You have most likely seen many worlds besides Pulse and Cocoon, but hopefully this world will have something for you yet. Your talent to see a system's inner workings...I am certain that will be of use to you here.

You will be able to identify people of great importance, though they may play no role immediately upon your entry into the world. In the future too, your senses to identify people of renown will be sharpened.

Sanctum

The mighty forces of Sanctum, forever working to maintain peace, order and tranquility in Cocoon. Though you will not be partaking in the Sanctum forces immediately upon your entry, abilities you procure will be there, and an identity will be waiting for you to adopt it when the time is right. You are the stalwart guardian of Cocoon, and all who look upon you know this to be true.

You will be able to intimidate enemies in combat, though this effect will wear off quickly, especially if they come across you multiple times in succession.

You may not start in any Gran Pulse location however, but you may choose where in Cocoon you start.

Cocoon

Perhaps rather than protect, you wish to enjoy your time and be protected? The civilians of Cocoon are plentiful, and life is enjoyable as Cocoon continues to float in the sky. You are oblivious to the world outside

Cocoon and with good reason – there are enough attractions all around you to keep your mind and body here.

You'll be able to lose yourself in a crowd, as long as you have not caught the attention of local authorities. You also may not start in any Gran Pulse location and may choose where in Cocoon you start.

Pulse

Child of Pulse, survivor in the wilds. You are the last amongst a race that has disappeared – wandered the world after a catastrophic loss against the tyrants from the sky. You awoke to your surroundings, every bit as wild and lustrous as you remembered them – but there is a silence that hangs in the air now. Your people are missing.

Monsters will not naturally attack you within the zone you start off in. You may only start off in Gran Pulse locations and can freely choose.

Regardless of where you start, your initial year of survival is guaranteed – after that however, it will be up to you to ensure your story continues.

Skills/Abilities/Talents

With each calling come abilities. You may spend my first gift to you as you see fit. Only the first 100 CP ability you pick is free for the applicable Background. All others are discounted.

Drop In

CP Cost	Name	Effect
100	Paradigm System	Perhaps you opt to take a class. You may choose one of the following: Commando: Heavy, relentless physical assault Ravager: Rapid, brutal magical assault Sentinel: Defensive focus on blocking Saboteur: Undermines enemies with conditions Synergist: Supports allies with boons Medic: Heavy focus on healing allies. In addition to learning all the abilities in such a class with time and experience, you may also teach your class to your companions. Can be taken multiple times, but each class can only be taken once.
200	CSB (Command Synergy Battle)	The inherent system behind magic on Cocoon and Pulse was perhaps alien to you, but it was only alien for so long before you understood and adapted to it. Spells/Skills can be queued up to be cast all at once. Queued spells/skills are cast with no cast time, but the delay following them is lengthened.
400	Paradigm Shift	Whenever you have allies fighting around you, you may form a "Paradigm" based on your classes. If you have no classes, the Paradigm is based instead of your battle tendencies. Tendencies that have similar effects (Multiple Sentinels/Defensive Tactics) stack on each

		other's effects. (A 3x defence boost in this case) Tendencies which cover all fronts (Ravager, Sentinel, Medic/Offensive, Defensive, Support all mixed together) will lower the enemies effectiveness against you on all attacks, as well as boost each member slightly. (A 1.3x boost to each member in this case) Each ally within a fifteen meter range is counted up to a maximum of eight allies. The boost scales with the more people there are. (To a maximum of 6x on similar and 2.5x on varied)
600	Stagger	By continuously attacking a single enemy, you can build a chain. When the chain reaches a certain value, the enemy is staggered. Staggered enemies are twice as susceptible to attack – and you may launch them into the air regardless of size. Once you take this, it applies to you and all allies.

Sanctum

CP Cost	Name	Effect
100	Purge Order	You belong to PSICOM, and when your superiors need something eliminated, you're the man for the job. The more you kill of a single thing in a row (a single type of monster, only humans), the stronger you get until you are at double your original strength. Also, if you weren't already aware, you're a monster you know that?
100	Lockdown	You belong to the Guardian Corps, and when a crisis hits Cocoon, you're first on the scene, ready to secure the place for PSICOM to clean up afterwards. You respond to situations with a phenomenal speed, and always enter a fight with a burst of adrenaline. You can resist attempts to slow you down with significant success.

200	Assault Manadrive	The higher ups gave you a manadrive, which you saw fit to attach with offensive spells. This manadrive allows you to attach up to intermediate level offensive spells – it will cast them autonomously freeing you up to do something else. You can designate its targeting systems appropriate to the spell. It won't add effects the spell does not already have.
200	Defence Manadrive	The higher ups gave you a manadrive, which you saw fit to attach with defensive spells. This manadrive allows you to attach up to intermediate level defensive spells – it will cast them autonomously freeing you up to do something else. It also has smart targeting that you can program into it. It won't add effects the spell does not already have.
400	Strike Team	If it was not enough to just send you, your commanding office just airdropped three drones onto the field. The three drones have excellent formation combat tactics (equivalent to a full offensive paradigm shift), use SMGs and grenades – but they'll adapt to your orders accordingly. They won't do anything too sophisticated though, so you can't order them to pillage corpses or something hideous.
400	Beacon of Counterattack	You have a spare beacon that you can deploy, and all allies in the vicinity are immediately placed under the effect of a short lasting inertial barrier. The barrier is weak, but for a short time it absorbs damage and heals the ally. Might just be what it takes to turn the tide.
600	Proudclad – Prototype –	A prototype model of what will eventually become one of the most notable battlesuits in PSICOM employ. A hidden program was installed in the prototype to help its first trial runs however, and so it can run autonomously.

		The AI is a bit quirky, likes to abuse the fact that it carries eight laser cannons, and apparently considers a strafing run a necessary precaution to any enemy group larger than three people. You could tell the AI to go away, but then it actually seems to sound <i>sad</i> when you do so...
600	Rapid Response Unit - Cavalry -	When it is time to make sure nothing survives the sweep – there's always the Cavalry to call upon. Three cruiser class airships emerge, raining laser fire over the battlefield in a fifty metre area which you designate by a nifty lighter device that also functions as a laser. It appears that the cruisers are constructs though, because they don't ever interact with you besides to destroy your target. Sheesh, Sanctum technology has gone a ways for sure. The constructs weaken however, if you repeatedly use them in succession in the day. Perhaps you need to give the constructs a bit of time to recharge?

Cocoon

CP Cost	Name	Effect
100	Peacemaker	When the Sanctum forces are not there to do the job, you are. You can instantly calm crowds when you take part in a fight, and authorities are more than likely to turn a blind eye to what you do – as long as you are not in direct conflict with them.
100	Passerby	You're just a civilian! But you're great at what you do, which is blending in completely effortlessly. It's not just about blending in of course; it's also about consciously ignoring the fact that PSICOM is purging the city around you. For some reason as long as you turn around and walk away, you never become collateral damage.

		This isn't going to save you from a nuke of course.
200	Sabotage Effort	There comes a time when the citizens need to throw themselves upon the machine. You have an uncanny ability to undermine enemy efforts, and when you enter a building, you can immediately isolate its weak points.
200	The Ignorant Masses	Ignorance is bliss, and bliss is contagious. You can consciously draw an entire crowd around you and move as a single unit towards a location. For three minutes, you can maintain a crowd of seventy people, with you at the center, and bystanders will subconsciously ignore you. Your attackers will forget your existence, as long as you do not attack them. Can only be used four times a day and never in rapid succession. Functions even if you only have one person nearby, but most effective in large crowds.
400	Pandemonium	Rebellions often have chaotic moments, but you seem to have chaotic moments more often than that. In fact, you seem to inspire utter chaos with your presence alone. Pick an area, twenty five meters in radius. All individuals within that area go berserk and act randomly for a period of three minutes. On top of that, they lose all of their abilities and have them replaced by an ability to summon cats until the time is up. The cats are permanent until death. You can use this ability three times a day.
400	Day to Day	You're the master of wiling away time doing the same thing, without even realizing it. Pick a craft that you know, the longer you spend doing that same craft, the faster time seems to progress – until time seems to literally be moving at 1.5x the speed.
600	Stray Cat	They won't suspect a cat...they won't suspect a thing... You conjure up a cat and it will find its way

		to a crowd of people you are targeting. Except it wasn't a cat. It was a bomb, and it explodes when it reaches its designated point. Four cats are spawned, and each explodes after a minute. It might be one thing to want to rebel, but are you really so heartless as to set off cat shaped bombs on people? Don't try to set one off without waiting at least an hour in between – or it may backlash on you.
600	Pompa Sancta	What's fun? A parade, that's what! You can conjure a parade out of thin air, provided there is enough space for the floats (about the size of a car) to exist. While the parade is going on, everybody's attention is drawn to the procession and you can slip away. You can create as many floats as you have energy for, but while you are creating them, you may not move. (A normal human could create about 5) It fails to work if you attempt to cast it repeatedly – after a while even parades get boring!

Pulse

CP Cost	Name	Effect
100	Bismarck's Blessing	The waters of Bismarck have an odd effect of flora and fauna...both, when they come into contact with the water, grow to five times their original size. You can create a vial's worth every day. It can get diluted though, so don't think about contaminating the Cocoon water source with just one vial.
100	Rooted Eidolith	The Eidolith, the brand of the L'Cie. Once you take this skill you become L'Cie. Cocoon L'Cie are sworn to protect Cocoon, whereas Pulse L'Cie must attack Cocoon if they step foot inside. Your

		companions, should they be of opposite background, are otherwise unaffected. The L'Cie, chosen amongst many, holds the power to thrall the masses whether with fear or awe. Thrice per day, you may freeze a crowd in place for three minutes. Beware though – those strong enough may still break free.
200	Call of the Wild	Pick one of the following: (Imp, Goblin, Hedge Frog, Microchu, Cactuar). You may summon a horde, anywhere between 5 to 25, of the smallest variation of these creatures. They run wild and will behave exactly as they would in the wild – but they will not attack you or your companions. Can be cast twice per day. Creatures conjured are permanent until killed.
200	Call of the Corrupt	The C'ieith, the failed L'Cie. You may call upon these horrid creatures, unleashing either a horde of them on the land. Be forewarned...as you may end up summoning a legendary Undying. You can summon generic Shambling Cie'ths, which are large tanky creatures, Winged Cie'ths, flying scourges, but if you do end up summoning the Lone Undying, it will be Attacus, Master of the Blade. He tends to go on a bloody frenzy until he is put down, but at least he won't attack you until you attack him! You can only use this ability twice per day – I would not let people catch you summoning monstrosities like these though. Each time you bring the C'ieith through, it eats a chunk of your energy as down payment.
400	Recuperation	All living beings allied to you in your surroundings are healed, and they will find that after the healing, any wounds they receive will still heal quicker than usual. Effect lasts for five minutes. Can be used two times per day.

400	Eidolon	As all L'Cie do, you will have to face a challenge to overcome your greatest fear. Succeed in proving your will, and you will conjure forth an Eidolon of your choosing. The conjuration is taxing, and will only remain in the Material World for three minutes at first. You may eventually extend this to six minutes, but it provides quite a drain on your energy reserves.
600	Titan's Boon	Titan favours the strong, and you are certainly strong. To this end, he has chosen to provide you with a <i>little</i> gift. Actually it's a huge gift. It's an adamantortoise, a hulking walking elephant with a shell that could probably withstand sustained artillery fire. It is loyal to you and tries its best to listen to you, but frankly the thing is so big that you can just barely fit it inside your warehouse. It also moves ridiculously slowly, and when it bellows...well...hope you're wearing earplugs. It is impervious to most forms of physical damage.
600	Divided Focus	Needs Rooted Eidolith to be taken. As a L'Cie, you can "share" your blessing with your companions. This allows them to use all of your L'Cie abilities (Rooted Eidolith, Call of the Corrupt & Eidolon) as long as your companion has the sufficient energy.

General

CP Cost	Name	Effect
50	Anthem of Conflict	Whenever you get into a fight, a certain theme starts playing – when the fight extends to a certain period of time (5 minutes), your enemies start to hear it too. It stops when you stop fighting, or when you will it to stop.
100	Blinded by Light	When you draw your weapon, for some odd reason a blinding light will always emit. If you use a range

		weapon, the moment you aim the light flares off, blinding nearby foes.
200	Antimatter Manipulation Principle	You understand the science at work behind Cocoon's technology. You may not have the equipment to reproduce it, but you can manipulate gravity to a limited degree even without it – enough to save you from falls. With the suitable tools however, you could make all sorts of equipment and mechanical wonders, even up to graviton cores that can maintain giant aerial defence platforms.
200	Menhirrim Genesis	The Menhirrim are humanoid guardians, with masks bearing a lion's visage and massive swords. Adept fighters able to fly, you are able to create them – but you require an ample sample of nearby earth and stone to do so. Their ability to fight is legendary, able to fend off even Fal'Cie in concerted efforts. You may have half as many Menhirrim as you have active companions.
200	Sword of Attacus	You happened upon a meter long blade when you woke up. It appears that other people cannot see it, but this blade will not leave your side. When you fight with it, it grows as you take damage, until it is as long as you are tall. It reverts back to its original length as you heal.
200	Desperate Struggle	You grow progressive faster and stronger as you become more injured. When you reach a critical point in health, you are nearly twice as fast and twice as strong.
400	Ultimate Grudge	At some point, you have to draw the line. All enemies who have insulted you or injured you receive all of the damage they dealt to you – back onto themselves. They are also paralyzed for a short while afterwards. The effect is unavoidable – within a fifteen meter range. The ability “resets” after use, it does

		however, only work once per fight. Enemies hit by the ability before cannot be hit by it again in the same fight.
200/ 400/ 600	Wings of Vercingetorix	.Crystalline wings spring forth from your back, relative to your size. The more you invest into this, the more wings you have, from two wings to capping at six wings. The wings let you maintain flight, but they seriously look out of place on you. Even with a single set of wings, you can maintain flight capacity for up to ten minutes. You can also whirl about in place – you cannot move or attack during this – and it will knock opponents back. You'll find some opponents may resist this however. You may only do this once per minute. Upon two sets of wings, flight time is extended to twenty minutes. Your whirl now has a chance of removing equipment from enemies on top of the knockback. When you reach three sets of wings, flight time is extended to half an hour. Your whirl remains unchanged, but by closing your wings together, you can create a barrier that deflects projectiles and magic in the direction you're facing. You cannot change direction unless you unfurl your wings. The wings are wholly alien to you, and since you are not C'ieth, they will not naturally grow more wings. They also drain your energy substantially as you use them, so perhaps when you start off, you will not have enough energy for the full ten minutes.

Items

Or if abilities do not interest you – perhaps items will?

Summon Portal (S) – 100 CP (Free for Drop In)

A small summon portal based on antimatter manipulation principle. Opens a wormhole that small objects (half a human's size) can go through. Transport distance is 50 meters. Cannot be interfered with.

Anti-Gravity Emitter – 100 CP (Free for Sanctum)

Personal anti-gravity emitter device. Allows you to expand a field of anti-gravity within a meter of yourself. Good for breaking falls.

Three Sectioned Spear – 100 CP (Free for Pulse)

A sturdy, durable three sectioned spear. It has a wicked look to it, and is also laced with a poison that puts those who are slashed by it to sleep.

Chocobo Chick – 100 CP

A chocobo chick has...taken up home inside your hair. As long as it stays inside your hair, it doesn't seem to grow any bigger – and it seems content to stay there. In time it will pick up some basic magic it sees (if you fight), and learn to cast them from the safety of your hair.

Survival Knife – 100 CP

A durable survival knife. It can seemingly survive anything. It also has a bizarre boomerang like tendency in that it comes back to you, handle first, if you throw it.

Climate Control Orb – 100 CP (Free for Cocoon)

A strange orb that lets you change the weather in a twenty kilometer radius area between sunny, rainy, overcast, and LIGHTNING. Actually the last part was just thunderstorms – but since the item got knocked about, the lightning has been pink ever since.

Baby Behemoth – 200 CP

A baby behemoth, about the size of an adolescent human boy. It'll grow for sure...and that crest on its head really seems like a sharp knife. Well...hopefully you treat it right, and it grows up to be nice and friendly?

C'ieih Stone – 200 CP

A C'ieih stone, the leftover remains of a L'Cie who failed in their calling. It appears this one is a bit odd, because it randomly contacts the dead. Sometimes the dead just want to say hi, but other times they may have jobs for you – which probably don't have a reward waiting at the end. Useful to talk to the dead with though, and gives undead a voice they otherwise may not have.

Trapezohedron – 200 CP

A prism that casts no shadow when light is shone on it. Once exposed to a weapon, it adds a quality to that weapon opposite to one trait the weapon possesses. (If the weapon deals fire damage, it now also deals ice. If the weapon is ranged, now it also bears a blade). Can only be used once per weapon and the trait it picks is random.

Fal'Cie Fragment – 300 CP

A fragment of a fallen Fal'Cie. It appears...with this in hand, you may crystallize a willing companion – thereby freezing them in a temporal stasis until a time of your choosing. They can't act, but nothing about them changes during the time they spend in stasis either.

Blank Eidolith – 300 CP

A blank eidolith stone, similar to what Fal'Cie use to store Eidolons. Perhaps if you found a willing candidate...you could "create" an Eidolon by storing them inside? Unlike those stasis pods of yours however, once the Eidolon is inside, it and the stone do not part. (except while you summon the Eidolon)

Growth Egg – 300 CP

By rubbing this golden egg constantly, you and your team get a bonus growth rate to all of your skills, so that you improve and learn it faster. Be careful not to rub it too much, as it will eventually hatch into yet another Chocobo chick. This one likes to nest inside your clothes however...leading to rather awkward moments. Hopefully it doesn't cast fire spells from there – or your clothes are fireproof.

7th Ark – 400 CP

An ancient defence platform, kept afloat by a graviton core. There's nothing inside except the core keeping it afloat, life support systems and sensors to show the surroundings. With the right knowledge you might be able to get it to move, but there's nothing it has for defences except...oh...

A metallic cactuar rests in a dark corner of the Ark. It appears the 7th Ark was a battle platform, designed to mass manufacture and air drop Cactuars onto a specified location. If you had the energy for it, it could create 10 – 15 cactuars per hour, and store a total of 500 cactuars in its docking bays.

Long Gui – 500 CP

Well...I'm at a loss here – because it's literally a full grown Long Gui. I didn't even know my store had that much space. Unlike the one granted by Titan's Boon, this Long Gui is feral, and if you set it loose, it will basically wander about and not listen to a word anybody says. It is resistant to all spells and conditions, but will go down under heavy firepower. You get one per jump. It has a bad tendency of showing up in cities randomly.

Companions – (100/300) CP

Ah...your companions, of course. I can let you bring in one for 100 CP, or all 8 for 300 CP. If you wish to go in between, it'll be 50 CP for each additional companion past one. There are...certain limitations however.

Each companion can have a background for free. They'll have 400 CP to spend on abilities. However, if you import companions of different backgrounds, do not expect to end up all in the same place. It also would not be very wise to have the denizens of Pulse wander in Cocoon in broad daylight...

Drawbacks

Well if this is what you want...take as many drawbacks as you'd like, but only 600 CP will count unless you take the very last drawback – in which case no other drawback will come into effect.

Ostracized + 100 CP

It doesn't matter if you're on Pulse or Cocoon, things just seem to hate you outside of your starting location. In fact, they hate you so much they want to kick you out, and the other world isn't too keen on receiving you. I'd cover up, if only so people don't recognize you when you're out.

If they don't see your face it's possible to get by, but magical disguises are out of the question – there are things on Pulse and Cocoon that see through those tricks.

Abnormal + 100 CP

It might be your appearance, or your accent, or the way you act. But something about you utterly sticks out and the crowd is quick to point it out. In fact, expect to have people back away from you when something awkward happens. Public exclamations will usually be due to you. Authorities will be more inclined to step in and chat with you...not so nicely. Animals will be drawn to you – and subsequently may consume you.

First Ark + 100 CP

You wake up, expecting to find yourself at where you had dropped off. Instead you're stuck on the First Ark, a floating defence platform hovering just an odd four thousand kilometers or so above Cocoon. There's nothing here except for an old computer and a broken ship. Hope you brought your tools along. The ship will fail when you're about a hundred feet off the ground. Better fashion a parachute.

Hunted + 200 CP

The authorities, or the wildlife depending on where you start, are out to get you. Expect to be stalked constantly by ever growing amounts of hostile forces. They don't give up, they don't seem to quit, and their numbers don't seem to dwindle until the events of FFXIII actually start. That's seven years' worth of time getting hunted. Enjoy!

The Primarch Plots + 200 CP

The Primarch, Galenth Dysley, leading figure of Sanctum has taken interest in you. Actually, he wants you to kill him and destroy Cocoon. But in the event that you're not willing to comply, he'll be fine with dissecting you instead. If you *do* destroy Cocoon, there is a high chance that without a certain duo to form a support pillar; you'll die in the resulting explosion from all the fusion reactors and antimatter reactors hitting the ground.

Thunderstruck + 200 CP

Of all the people you could have picked to fall in love with, you had to pick the coldest, most deadpan woman in FFXIII. What do you see in Lightning anyways? Either way, you're head over heels for her, even though she ignores your existence completely. Your attempts to establish first contact are brutally ignored, but this only spurns you to try harder. Eventually, this becomes enough of a distraction that you can't even fight properly as long as she is around.

Alternatively, you may pick any other member of the main cast but the same effect applies.

Alone & Incapable + 300 CP

You have...nothing but the perks and items you have purchased here. Your companions are separated from you until the very last year of your time here.

A Bright & Sunny Day + 300 CP

Not a storm in sight, nope! In this weird parallel universe, Lightning never exists. Serah does however, and the rest of the story continues, except Lightning is not present at any time. Hopefully things work out –

right? It's not too likely though, because this cast really does depend on each other at times.

War of Continuation + 600 CP

It was not enough to have a War of Transgression. The Fal'Cie want a rematch, and they're determined to have it here and now. L'Cie are going to start popping up all over the place in the first three years as both sides shore up forces. Then all hell will break loose as both sides toss L'Cie at each other like expendable cannon fodder.

In the fifth year, the Fal'Cie will start tossing large scale weaponry in massive amounts at each other. Expect a significant amount of casualties – hopefully you aren't one of them. But it still isn't enough, these guys want to meet their maker so bad – they're willing to go at it themselves.

By year seven, when FFXIII's events are set to begin, the Fal'Cie will move into the fray and attempt to obliterate both Pulse and Cocoon. You'll have to stop them all somehow.

Best of luck.

Conclusion

So the end has arrived. The battles have drawn to a close – and you have found yourself victorious. Your story will continue – but perhaps not here.

As always, you have three doors to choose from, three fates to pick out of.

- 1) Home is where the Heart is – Return home with everything you have so far.
- 2) Home is where the Crystal lies – Pulse and Cocoon have been saved by you – enjoy your time here, while peace lasts.
- 3) Onwards...to Futures Unknown – Head to your next Jump!