Version 1.3

Welcome to the world of Alrest, an endless sea of clouds populated by continent-sized creatures called Titans. Titans are the only form of habitable land mass in this world and all other living creatures depend on them for survival. At the center of this world lies the World Tree, a colossal spire that pierces the sea and stretches upward into the heavens. Legend says that humans once lived at the top of the tree in a paradise called Elysium, but that they were cast out by their divine father, the Architect, who created the Titans to give his children a new home. But today most of Alrest believes that Elysium is only a fairy tale.

In addition to humans and Titans, Alrest is populated by countless species of plant, animal, and monster, as well as the diminutive Nopon and, perhaps most importantly, the artificial life forms known as Blades. Blades are creatures born from magical core crystals who exist in a symbiotic relationship with human partners, called “Drivers”, who gain superhuman abilities through their Blade’s ability to manipulate and share Ether, elemental energy gathered from the air.

Despite the blessings of the Titans, humans have struggled to live peacefully with each other and their Blade partners for most of Alrest’s history. In recent years things have grown especially dire: the Titans are growing old, and many are starting to die. Crop yields are poorer and climate extremes grow more severe with each passing year. The human nations, rather than pooling their resources to search for a solution, fight among themselves, scrambling for what few resources still remain even as the very land dies beneath their feet. As things stand now it will take nothing short of a miracle to save Alrest from a slow and miserable death.

But perhaps a miracle is still in the cards.

A young boy named Rex lives as a salvager, dredging up ancient relics from the depths of the cloud sea. When a mysterious group hires him for a special salvage job, Rex will uncover the resting place of Pyra, a legendary Blade known as the Aegis, and become her new Driver. Pyra will tell Rex that Elysium is real, that she was born there, and that if she can be returned there then humanity could return to paradise and never want for anything ever again. But Pyra’s power will be sought by many, some hoping to destroy her and others to claim her for themselves, and both Rex and Pyra will be in for many challenges and hard lessons before they reach the end of their journey.

Your own journey in this world begins about a month before Rex will be hired to help salvage Pyra’s resting place. Take **+1000 CP** to aid you in your quest.

Race

Choose one.

Human

Yes, I'm sure you think you know what this option is but in Alrest what passes for human also includes the cat-eared gormotti and long-lived elven judicians along with several other races. Humans in all their forms are the most dominant race on Alrest, having founded and controlling most of the existing kingdoms, but they otherwise lack major racial advantages.

Nopon (+100 CP)

A diminutive race that evolved alongside humans, the nopon are widely renowned as skilled adventurers and savvy merchants and run several trade guilds, the most notable of these being the Argentum Trade Guild. Their comical speech patterns and diminutive size make it easy to underestimate their intelligence and business savvy. Take the **Nopon Speech** drawback for no extra points.

Blade / Artificial Blade

Blades and Artificial Blades are constructs of magic and technology, either born out of core crystals or built in workshops and factories. Both have artificial bodies and minds like sapient computers, and though they possess a great deal of power they are dependent on a partner to maintain their existence, without which they either revert back to being core crystals or simply shut down. You must purchase the Blade or Artificial Blade roles if you choose this race.

Origin

Choose one.

Any origin can be taken as a drop-in option.

Bystander

You're not really into all of this ancient history and fate of the world stuff, you're just an ordinary person who's trying to live out your life in peace. But it's in ordinary people that the makings of great heroes can be found, and if destiny should come calling you will not be unprepared for it.

Warrior

The Aegis War may be 500 years gone but Alrest hasn't gotten any more peaceful since then. There's always a demand for the services of soldiers and mercenaries, and of course a skilled Blade is welcome just about everywhere. You've got all the skills you need to meet that demand.

Genius

If Alrest is broken then somebody just needs to find a way to fix it! You're a brilliant scientist or inventor, perhaps even an assistant on the Artificial Blade project. Either way, if there's a way to save Alrest from its current path then your brilliant mind might be one of the best tools to do so.

Royal

As the world turns towards disaster those who rule over the nations of Alrest face the unenviable task of guiding their kingdoms and their Titans through what may be the end of the world. Pray that you have the wisdom to succeed, for the lives of all of your people are counting on you.

Roles

Choose one.

Driver

You have the aptitude to become a Driver, the human partner of a Blade. You start with one free Blade or Artificial Blade as a companion and can purchase more in the companion section. Drivers gain a weapon created by their Blade as a free item and the Blade supplies them with Ether, which allows the Driver to perform feats of superhuman strength as well as a limited ability to manipulate the Blade's ether element, like flinging blasts of fire or lightning at their foes. Only humans and nopon can choose this role.

Blade

You are a Blade, charged with protecting a human partner whom you gain as a free companion. You have the power to harness a particular element of Ether such as fire or ice and can wield this power to enhance yourself or your Driver and cast powerful magical spells called Blade Arts. In return for this power your life is tied to your Driver's; unless your core crystal is destroyed you can recover from almost any injury, but if your Driver should ever die you will revert to a core crystal. This counts as death and will end your chain unless you have perks or items granting you extra lives. Only Blades can choose this role.

Artificial Blade

You're an Artificial Blade, one of the creations of the great Nopon scientists Soosoo and Tatazo, or maybe even young Tora himself. Like your natural cousins you gain a free Driver companion. Artificial Blades are robots equipped with an ether furnace which can channel ether and empower a Driver even if he or she lacks the aptitude to synchronize with normal Blades. Their artificial construction grants some advantages over their natural Blade counterparts, such as a lack of dependence on a Driver, however they lack core crystals and cannot regenerate over time if they are killed. Only Artificial Blades can choose this role.

Discount Rules

Perks and items associated with an origin or role get a 50% discount off the listed price.
100 CP options are free for their respective categories.

Perks

General

Boundless Beauty (Free)

Alrest is a world of fantastic beauty, from grand vistas to awe-inspiring creatures like the titans. Of course the people are rather nice to look at too: the heroines are lovely, the heroes are larger than life, and even the nopon are incredibly cute little furballs. Since you're going to be living here for a few years, you might as well fit in: you're very attractive by the standards of your age and gender, enough so that you stand out like a main character in a crowd of bystanders unless you take steps to disguise yourself. Your figure can be whatever you want within the bounds of plausibility or even slightly outside of it, so if you want to have a physique that pushes the bounds of plausibility like Dahlia's… huge tracts of land, go right ahead.

Emotions in Tune (Free)

The hearts and minds of a Driver and his Blade are linked together by a sacred bond. Your bond with your partner is closer even than it is for most other Drivers and Blades, allowing you to communicate ideas and feelings telepathically so long as the ether link is up. With this bond you can know your partner's status at any moment, move and fight in perfect sync with them, and trade ether or other types of energy back and forth between you. You can easily pull off complicated demonstrations of teamwork such as juggling your weapons back and forth between you and your partner without even looking, and friendly fire simply does not exist between the two of you.

The Simple Life (100 CP)

The greatest heroes are often born of simple folk and simple virtues. You have no great destiny that you know of, you're just a guy who's trying to get by, but you've gotten pretty good at what you do for a living. Choose a profession such as a merchant or salvager: you have exceptional skills in this profession, enough to stand out in the top 10% of your field. You also have an excellent head for business, and if you had a mind to work for a living then you could easily remain self-employed rather than being tied to a particular employer. Your hard work also earns you much more for your time than is normal, enough that you can support yourself and amass a large savings fund or support a large extended family by yourself.

Bystander

Chasing Elysium (100 CP)
Alrest isn't in good shape these days and it doesn't look like it's going to get better any time soon, but it's in dark times like these that people like you shine most brightly. You've got an infectious spark of warmth and optimism and a gift for sharing it with other people. Even on the worst day of your life it doesn't take much to snap you out of a funk, and some encouraging words or a silly story are all you need to brighten someone's day or rally your allies, banishing their fear and despair. Even the grip of deep-seated trauma or crippling depression weakens in your presence, and with patience and persistence you can even help people who've completely given up on life find new hope for themselves.

I'll Take You There Myself! (100 CP)
Alrest's salvagers live by an informal code of honorable conduct, and even if you don't necessarily count yourself among their number you've got similar principles of sticking to your guns, whatever they may be. Whenever you make a promise, whether to yourself or others, you'll always stick with it come hell or high water, and the very fact that you gave your word will become its own motivation for you to follow through. Whether you're subjecting yourself to a punishing training regimen to become a better Driver or helping a friend complete a seemingly-impossible quest, no hardship will dissuade you from keeping your promises and doing anything necessary to do so. Only by willfully going back on your oaths will you forget them or cease to be motivated by them, your willpower strong enough to push through any challenge.

The Power of Friendship (200 CP)
There's no journey that isn't made better and no challenge not made easier by having a few friends along for the ride, especially if your journey is an epic quest to the ends of Alrest. You may think you won't have time to stop and make new friends along the way but you have a natural charm and magnetic personality that draws people in almost overnight. Simply by being your honest self you can turn complete strangers into close friends and loyal companions who'll follow you into hell and back again. Although your charms don't work on enemies or other people who dislike you, if you hit it off with a reluctant villain she could be persuaded to change sides and join your party even if you've known her less than a day while her former allies knew her for years. If you're *especially* compatible with someone you'll find that your charm extends to romance as well, winning the hearts of your companions as well as their loyalty.

A Little Bit Older, A Little Bit Wiser (200 CP)
Alrest can be an especially dangerous place for the young and naive. Danger often takes forms that seem friendly at first glance, and potential allies can look like enemies if you judge them too quickly. But a mix of empathy and experience has turned you into an excellent judge of character, and you can get a handle on what a person is really like within minutes of meeting them. You're perceptive enough to foil any attempts at deceiving you to the point where it would take a flawless poker face to give away nothing of a person's true character, and if the mask cracks even for an instant you'll spot the difference immediately. The clues you'll piece together from these exchanges can tell you a great deal about a person's true character, such as how honorable and trustworthy they are, whether they have hidden feelings for you, or whether a kind face hides a villainous soul. Most of all, you can recognize when a person is truly evil beyond any hope of redemption… and, perhaps more importantly, when they're *not*.

Trial By Fire (400 CP)
The journey ahead of you is long and perilous and the world isn't going to wait for you to finish growing up before it begins. You're going to have to hit the ground running and learn as you go, so it's a good thing that you can master new skills at a much faster rate than most people. You're the sort who learns best by doing rather than being lectured, and can pick up new techniques on the first attempt as long as they use gear you're already familiar with. With this perk a novice driver could become a match for a master with decades of experience in only a few short years, and if that novice were constantly fighting life-and-death battles rather than training in a safe environment that time could be shortened to weeks or days, allowing you to become a master nearly overnight so long as you're willing to face real danger to do so.

Hero of the Aegis (400 CP)
Centuries ago a vision foretold the arrival of a hero who would be able to wield the full power of the Aegis, though only one person ever saw this vision and she never shared the details with anyone. That destined hero was you: you have a grand destiny in store for you which will lead you to face great challenges and reap even greater rewards from them. To put it another way, you can choose to usurp the position of the main character in both this and future jumps, replacing whoever would normally fill that role. Should you do so, fate will begin to swirl around you like a vortex, drawing you into fateful encounters with characters such as Pyra and Nia who are important to the destiny you've chosen to fulfill. You can always choose not to invoke this effect at the start of a jump and you can opt to ignore or deviate from the plans destiny has laid out for you, but be warned that the consequences of changing your mind and leaving a world without its hero can be extremely dire.

A Gift of Light (600 CP)
True heroes don't just save lives, they save hearts as well. Anyone with enough power can defeat a villain but what Alrest needs right now is someone who can give hope back to those who've lost it. You have the charisma of a hero, not the sort that leads nations but the sort that inspires others to follow your example. Simply by acting according to your convictions those around you begin to share your faith in those beliefs, and you're an exceptionally gifted speaker when putting those beliefs into words. Those who oppose you might shrug you off at first but they can't simply ignore you, not without powerful convictions of their own to oppose yours. If you can convince your foes of the error of their ways even they might be persuaded to join your cause, and if all else fails you can put your convictions into your sword and shatter your enemy's will by defeating them in battle. Take care however, as doing so puts you at risk of your own will breaking temporarily should your enemies defeat you instead.

Boy Meets Girl (600 CP)
Alrest is a world of incredible beauty but even the grandest vistas pale before the sacred bond between humans and Blades. The power of this bond is more than sentiment, it's real and tangible enough to turn an ordinary boy into a true hero for the sake of his loved ones, or give a common Blade enough strength to cross swords with an Aegis. That power now rests in you, yours to share not only with a Driver or Blade partner but with all others you hold dear. Your love and support allows you to draw out incredible strength in those you care for, honing them into the best possible versions of themselves. Those whose spirits are battered and broken find their scars and traumas healing with your care and affection, and powers long lost return to them as if they'd never left. Moreover, the deeper your relationship with a person grows the more you're able to draw out even greater strength from them, and them from you, even beyond the limit of what should be possible. Even a child could find the strength to go toe-to-toe with a master swordsman centuries his senior if the villain stood between him and his loved ones.

Warrior

Basic Training (100 CP)
You can't really call yourself a warrior if you don't know how to swing a weapon worth a damn, can you? Unlike most of these rookies and even many professional drivers you've had a real education in the art of war, growing up in a mercenary outfit or going through boot camp in the Ardanian military or something of that nature. You came out of it with such a deep grasp on the fundamentals of melee and ranged combat that you can pick up just about any weapon and use it with above average skill. As your skill with any one weapon improves you will learn fundamental techniques which apply to other weapons of similar types. A master swordsman will not also be a master of axes but he will be far more skilled with them and take far less time to achieve mastery than most.

Fight Your War (100 CP)
Alrest is a world full of conflict and war. It doesn't matter if you're a soldier or not, or whether you like it or not; as long as you're alive you're in the war, somehow or another. But at the very least you've got what it takes to fight that war without flinching. Stress and fear don't slow you down or paralyze you into inaction, they just motivate you that much more to overcome whatever challenges lie in your way. You always think calmly and clearly under pressure, strategizing quickly and taking the best available approach even when your enemies are all around you.

Mercenary Work (200 CP)
There's no shortage of work for a mercenary in this world, whether from governments, trade guilds, or just private individuals looking to hire some extra hands. You're not the sort to get passed over for this kind of work either: maybe you look like a dependable trustworthy guy or maybe there's something else going on but either way you rarely have difficulty finding paying work in any field you have skills in. A mercenary or soldier will always be able to find lucrative jobs that need a strong sword arm for example, but no skill set will go unappreciated even if it seems like there shouldn't be much call for that job wherever you are.

Monster Hunter (200 CP)
Alrest's monsters come in all shapes and sizes. While the titans themselves are usually benign, travelers run the risk of encountering giant apes, savage dinosaurs, and even leftover artifices from the Aegis War. But to you these monsters are as much a golden opportunity as they are a danger! You have phenomenal luck at finding valuable materials on fallen enemies and you have the skills needed to identify and harvest whatever parts are valuable enough to re-sell or otherwise put to good use. This includes biological parts on monsters, salvageable components from mechanical foes, and any valuable loot that sentient enemies may be carrying on them. These treasures are almost always in good condition, and you can always get a good price for your salvage if you find the right place to sell it off.

Battle Junkie (400 CP)
Battle isn't just your job, it's your life. When blades are drawn your blood flows like lightning in your veins, and facing long odds just makes things more exciting for you. The chaos of battle is only a benefit to you, boosting your skills and reflexes to their highest peak rather than obscuring your senses, while all around you the world seems to slow to a crawl. When your enemies outnumber you they fall like wheat before a scythe, every solid blow culling one more from the herd, and when you face a foe whose strength or skills surpass your own you'll find that your own blows grow even more powerful, cleaving effortlessly through shields or armor and exposing weak points for you or your allies to follow up on.

Old Soldier (400 CP)
Hey now, you're not *that* old, you're just a veteran who's seen more than your share of fights and lived to tell about them. That wealth of experience has taught you quite a few tricky maneuvers that those without your experience won't see coming, like using a grappling hook to pull a foe's feet out from under them, or impaling yourself on your Blade's weapons to bypass an ether jamming field. These kinds of unorthodox tactics might seem crazy or even suicidal to others but you can tell before trying exactly what the odds of success and failure are, as well as the likely consequences for either outcome. Further, when you actually use these kinds of strategies you're guaranteed to take your enemies by surprise with them as long as they haven't seen you use that tactic previously, and your experience ensures you're far more likely to survive the consequences of your insane stunts, ensuring you won't save the day just to die off screen.

Titan Slayer (600 CP)
Alrest is populated by monsters big and small, but the biggest of the lot are gargantuan creatures bigger than whole towns and far too vast for any Driver or Blade to challenge by their lonesome. Any except you that is! When it comes to fighting creatures vastly outside your weight class your small size becomes an enormous asset, making it much harder than it should be for your enemy to even land a hit on you as you scramble up their limbs and over their massive bulk. When the very ground beneath your feet bucks and trembles to throw you off you roll with it as easily as if nothing happened, and your blows are lethal even to these leviathans, dealing many times greater injuries than they have any right to when you strike home on critical weak points. Even the greatest titans will fall to your blade if you're determined to slay them.

Jewel of the Empire (600 CP)
Tales of your deeds have traveled far and wide across the land, growing wilder with each retelling. Some call you one of the strongest warriors in Alrest, comparing you favorably to the likes of the Flamebringer, or even Addam himself. With such a fearsome or awe-inspiring reputation your mere presence can terrify your enemies into submission while bolstering the courage and strength of your allies. In your presence even common rank-and-file soldiers become much more effective allies, gaining unbreakable morale so long as you lead them, and also gaining a small fraction of your own strength from this morale. Your foes have rather the opposite reaction; those who are too weak-willed struggle to even lift their blades against you, and even those who can are shaken, losing a portion of their strength and prowess. Only those who are your equal or better in combat are fully immune to this intimidating presence. But take care, for if you lack the skills to justify this reputation you'll find yourself quickly dismissed and mocked as a paper tiger.

Genius

Spark of Genius (100 CP)
You are a rare genius among your kind, a prodigy gifted with a mind that sees more clearly than ordinary men. While you are especially brilliant in one field in particular, such as robotics, you are also broadly gifted in academic pursuits in general, and can easily absorb and retain any form of knowledge related to scientific pursuits such as the creation of Artificial Blades, the physics of ether, or the ancient secrets of lost Morythan and Judician technology. With enough time and resources you could build many of these things, though it may take years of effort or an epic quest to uncover Alrest's greatest secrets.

Not Mad, Just Eccentric (100 CP)
Genius doesn't spring from mundane roots. It's perfectly normal for brilliant minds like yours to be a little eccentric in their own ways but that's no reason to be ashamed of your quirks. People easily forgive your eccentricities as long as they aren't harmful in nature. You won't lose friends from being a bit of a pervert or dressing up your artificial blade in a maid costume or anything of the like; such things get shrugged off as amusing or inconsequential rather than weird or creepy. Though even more impressive is your ability to indulge those eccentricities in your work without impairing the final product, no matter what others may think of your 'improvements'. Armor that has more in common with swimwear than battle gear is no less effective than less 'creative' designs, at least when you're designing it.

Wisdom of the Ancients (200 CP)
From Torna to Judicium to Morytha, Alrest has seen civilizations rise and fall more than once in its history and many have taken their knowledge to the bottom of the cloud sea with them, including their languages. Scholars struggle to piece together fragments of these great nations, but to you the pieces of these dead languages seem to click together naturally, as though you were a native speaker. Not only are you able to rapidly learn any modern language just by hearing it spoken for a few minutes but you can piece together fragments of ancient language in written or spoken form and become fluent almost overnight, even if you lack something like a rosetta stone to help translate into a more familiar language.

Meh-Meh-Meh-Money Dear Boy! (200 CP)
How do you expect to do your science without any financial support? You have excellent luck at gathering resources needed to carry out your experiments and complete your projects, in fact opportunities to do so seem to fall straight into your lap. If it's physical materials that you need, such as rare salvage parts for an artificial blade project, then you'll find them turning up in nearby merchant stalls or salvage wrecks, and if it's financial backing you require then wealthy patrons and lucrative jobs start coming out of the woodwork all around you. There are some limits to the value of what you can acquire this way: unique items like the Aegis or exceptionally rare items like lost technology won't simply fall into your hands by random chance, but you may find information that could lead you on a quest to obtain them.

Tiger Tiger Tinkerer (400 CP)
Research and development is all well and good but some things require a much more hands-on approach to make real progress. A robot churned out in massive quantities on an assembly line has nothing on the quality of one made by hand with the loving care of its creator. You are such a master of constructing your devices that they can perform far beyond the limits of their listed specs for no readily-apparent reason, as if pulling additional energy from nowhere. A robot you created could outfight an allegedly-superior model despite a major difference in raw specs for example. Moreover you have such an intimate knowledge of your creations that upgrading and repairing them is something you can practically do in your sleep, and with only half the materials another scientist would need to do the same.

Masterpon! (400 CP)
Men have long dreamed of creating life in their own image but those dreams turn easily into nightmares when the creation awakens and finds its master wanting. But such a nightmare will never be yours, not when all of your sentient creations are predisposed to loving you unconditionally. Whether they see you as a father, a god, or something else entirely the initial response of your created intelligences upon their birth will always be one of love and respectful obedience to you and yours, and that love will only shatter if you are needlessly cruel or abusive towards them. This devout loyalty is so great that it even overrides attempts by others to turn them against you: a reprogrammed robot can simply ignore any programming that would force it to betray you, and other forms of mind control are similarly ignored.

Unparalleled Genius (600 CP)
Science is the greatest power that humans possess, the spark of brilliance to understand their world and what makes it tick, and turn those things to their advantage with all manner of miraculous devices. You're able to make artificial versions of anything you can see and understand which occurs in nature, whether it be the workings of ether energy or the nature of Blades and Titans or the seemingly-magical powers of all the various monsters you might encounter. As your knowledge grows, ideas on how to replicate what you see through artificial means begin to naturally piece themselves together in your mind in strokes of sheer ingenuity. Once you have a solid understanding of a thing or process you can build a working replica of it, though the cost to do so may be outrageous depending on what it is you are trying to replicate. This perk is the secret to building your own artificial blades, but given enough time and resources who knows what else you could do with it? Perhaps your magnum opus could be a mechanical Titan? An artificial Aegis?

Architect (600 CP)
The line between man and god is a thin one, separated only by power and hubris. But a man who plays at being god usually finds himself falling short, his wax wings melting away when he inevitably flies too close to the sun. The Architect himself even failed this test once upon a time when he dared to touch the power of God, but you? You are *worthy*. Yours is a mind and soul superior even to that of Klaus, blessed with an intelligence and willpower that can wrestle with artifacts such as the Conduit, bending their power to your will and making it your own, even overpowering those artifacts which have their own wills to contend with. You hold the potential to be a creator not only of robots and ships but of entire worlds and creatures and magical systems to populate them. Klaus could not have created the world of Alrest without an artifact of immense power such as the Conduit at his disposal and the same is true for you, but should you acquire such a priceless treasure you will be able to use it as an energy source for all of your needs without fear of backlash or unintended consequences.

Royal

The Burden of the Crown (100 CP)
The nations of Alrest are having a difficult time of things lately, what with the dwindling land and resources and even the available landmass slowly sinking into the cloud sea. Desperate times sometimes call for desperate measures, and as much as you may not want to you may have no choice but to harden your heart and make difficult decisions for the world or your people. Thankfully, you possess the conviction and mental fortitude to make those tough calls and be able to live with the consequences of your actions, as well as the wisdom to know when those actions are *truly* necessary and when there are still other options available to you, even if you don't yet know what they are.

A Game of Diplomacy (100 CP)
Tensions between the nations are at an all-time high, especially between the superpowers of Mor Ardain and Uraya, and a capable leader in these turbulent times must be able to put a damper on the powderkeg of war. You're a highly capable diplomat and statesman, gifted with a silver tongue and a talent for talking people around to your way of thinking. Perhaps more importantly though you're also well-versed in the kind of verbal sparring and negotiations that tend to occur when you meet others with similar talents, such as reading and deciphering hidden meanings and subtext as well as delivering your own. You wield the written and spoken word as deftly as a rapier in the hands of a master fencer.

Rightful King (200 CP)
To lead a nation to prosperity one must possess many virtues and a lifetime of training, and you are well prepared for such a task. You have been trained in the fields of politics, economics, military affairs, public speaking, and all other skills that a leader of a nation might be expected to possess. While you are not a master of any of these skills, you have the wisdom to recognize capable allies with a greater capacity than you in them, people who would make excellent advisors to your royal court, and you are better able to secure their services when you encounter such gifted folk.

Know Your Place (200 CP)
A vast gulf lies between a king and the people he rules over, and it's impossible for anyone to mistake you for anything less than what you are. How could they, when you act with such brazen confidence, as if the titans themselves bend to your will? You have an immense force of personality which translates into total self-assuredness and one hell of an ego. However your people will only find you more compelling despite any pride or arrogance you might have.

Heavy Hangs the Head (400 CP)
Sometimes the burdens of leadership can get to be too much even for royalty, or there might come times when the best course of action requires stepping out of the spotlight and acting more anonymously than a royal ever could. If ever you leave your throne to wander among your people you needn't worry that your kingdom will crumble without you to guide it; instead your servants will continue to guide the ship of state in your absence, carrying on as if you were still present. The mechanisms of the kingdom can persevere without your guidance, running on the inertia of whatever policies you put in place before you left. That's not to say there aren't risks to abandoning your throne; enemies left unchecked may take the opportunity to cause mischief in your absence, but any problems that were dealt with before your leave will remain so when you return.

Larger Than Life (400 CP)
A king's actions carry far more influence than an ordinary person, for he acts with the weight of his nation behind him. Your actions have an enormous ripple effect that carries far beyond the immediate benefits to you and yours. When you spend your money at a merchant's stall the entire economy improves ever so slightly, and if you defend a family from bandits the roads as a whole will become slightly safer to travel. No single act carries a major impact on its own but every action that meaningfully benefits someone else creates tiny ripple effects which can add up to vast improvements on a national or even global scale.

Hero of the People (600 CP)
The hero Addam was not only a powerful driver and legendary warrior but also gifted with an immense charisma and force of personality. Well-loved by his people, he united Torna beneath his banner and raised an army against Malos despite having no official power over the kingdom's military. You have that same spark of charisma that Addam once did, the power to bring people together in service of a common cause. When you throw yourself into accomplishing some goal you naturally attract like-minded followers who come out of the woodwork to assist you. These common folk may not be the best or brightest minds in the land but their loyalty to you is beyond question and what they lack in skills they make up with great potential for any field you might assign them to, rapidly adapting to become skilled soldiers, bureaucrats, or whatever else you might have need of.

Unleash Shining Justice! (600 CP)
When all hope seems lost you unleash your true power with a mighty roar! A secret technique of the Tantal royal family, you've unlocked the same secret power that Zeke possesses, a powerful super mode which massively augments your combat prowess for a brief time. Once per day you can unleash your full power, becoming immune to conditions that hinder your combat effectiveness like blindness or paralysis. Your strength and speed triple during this period, multiplying not only your natural strength but also any effects gained from other sources like a Blade's ether boosts. This limit break lasts for several minutes but consumes a great deal of energy, leaving you fatigued at its conclusion. With extensive training you could eventually learn to extend this power's duration and reduce the downsides to a negligible effect.

Roles

All characters receive +300 CP to spend exclusively in these categories.

Driver

Driver Arts and Crafts (100 CP)

A Blade's weapon is a unique part of them, an extension of the bond between Driver and Blade, so of course you can swing that thing around like you were born to do it, even if it's an axe or sword big enough to cleave an ardun in half. You're able to wield oversized or impractical weapons as skillfully as any other weapon, and the skills needed to wield any weapon granted to you by one of your Blades come naturally. You can wield your partner's weapon with basic competence the moment you draw it, and while mastery still requires time and effort you'll pick up the basics almost immediately and more advanced techniques in a fraction of the usual time; with a party of Blades supporting you, you could become a master of axes, spears, swords, guns, and more in a matter of weeks rather than months or years.

Ether Adept (100 CP)

The first time bonding with a Blade is like having your soul plugged in to a nuclear reactor, and for newbie Drivers it can be rather overwhelming. With so much power at your fingertips you might struggle to control it all but mastering your partner's power is the first step to becoming a great Driver. You're able to channel your Blade's ether energy to reinforce your body or perform powerful elemental spells such as fireballs or lightning storms. While your Blade's energy supply lasts you can become many times stronger, faster, and tougher than any ordinary human. Unlike most Drivers you can also use your Blade's ether to power other supernatural abilities you may have gained from other jumps, using them as a secondary power supply or combining their powers with your own to augment your maximum output.

Vanguard (200 CP)

No Driver worth his salt would ever cower behind his Blade and let them do the fighting for him. You're a dedicated front-line fighter and excel at keeping the enemy's attention on you and away from your Blade or anyone else who might need your protection. Whether through derisive banter, deadly swordplay, or a sheer stubborn refusal to *just die already*, trading blows with an enemy compels them to keep all of their attention focused directly on you and prevents them from attacking any of your allies. By using attacks with area-of-effect ranges you can even grab the attention of many foes simultaneously, though it's up to you to survive drawing all that aggro. You can always choose whether to use this perk's effects or not.

Driver Combo (200 CP)

In the old days of the Aegis War it was common practice for Drivers to fight alongside their Blades instead of guarding them with their lives. Which method is better is up for debate, but what's not debatable is your extensive skill in group combat. Whether with your Blade or other Drivers you're an expert at coordinating your attacks with allied combatants to create deadly combination attacks. Even in the heat of battle you're able to communicate your intentions at a glance, timing your attacks to sync up perfectly with your allies. With these combos you can break open your foe's defenses or send them flying around the battlefield like a demented pinball even before bringing ether magic or other supernatural powers into the question.

Team Leader (400 CP)
Between a Driver and Blade the Blade is rarely the leader of the two, with most being satisfied to let their human partners call the shots. Some Drivers take to a leadership role better than others, becoming skilled at directing the efforts of not only their own Blade but other Drivers and their Blades as well. You've got an excellent head for small-unit tactics and can quickly analyze a combat situation, whether to determine the strength of your enemies or to concoct a plan to accomplish your goals in the face of overwhelming odds. It takes you mere seconds to analyze everything you have available and come up with a plan of action, or to know for certain if the situation is hopeless unless you beat a retreat, and whatever allies you have are far more effective at putting a plan into action than they'd be without your direction.

Two Hearts Beat as One (400 CP)
When a Driver and Blade are in tune with each other they become as close to one person as two people can ever be, bolstering their strengths and covering for their weaknesses. When you and your Blade (or other allies to whom you have a special bond) work together on a single task, both partners perform that task using the higher power or skill level between them. A Blade with issues controlling her power could lean on her Driver to handle the precision targeting for her, while a duo trying to dance a waltz could put on a masterful performance using the Blade's superior skill to cover for her Driver's inexperience, and in battle both partners fight together with identical skill levels even if only one of them has mastered combat. These borrowed skills last only as long as the ether link is active, but learning those skills from each other the traditional way is far easier with such a close connection.

Union Sword (600 CP)
Many Drivers are linked to multiple Blades but it takes a unique relationship to command the powers of all those blades at once. Each Blade must be bonded at least as closely to her sisters as she is to her Driver, forming a harmonious network of friendship, family, or romance between the entire unit. As the Driver you are the lynchpin tying all of your Blades together into a single unit, and you're able to use your position to nurture those sorts of bonds, smoothing out difficulties and clashes in personality between all your friends and allies and forging them into a cohesive unit. When you and your Blades are firing on all cylinders you can harness the power of two or more ether links simultaneously, multiplying your strength for each Blade supporting you and wielding unique and massively powerful multi-element attacks that can cleave through element-based resistances and immunities.

Blade Eater (600 CP)
Near the end of the Aegis War the Indoline Praetorium discovered that a Driver could obtain the powers of his Blade if he were to absorb the Blade's core crystal into his own body, usually via surgical transplant. If successful, this fusion of man and Blade grants the Driver many benefits, rendering him functionally ageless and granting him the ability to wield his Blade's powers as if they were his own. As one of these successful hybrids, you can control the same Ether element as your Blade, manifest your own weapons separate from them, and even perform a transformation into a monstrous Blade-like form that greatly enhances the physical power of your body. However you also retain all the normal benefits of acting as Driver and Blade with your fused Blades when you choose to do so. What's more, you can also gain the power of any other other Blades you are bonded to by absorbing their core crystals, allowing you to wield multiple Ether elements as well as any special abilities your component Blades may have possessed.

Blade

Sword and Shield (100 CP)
A Blade's first and foremost duty is to protect his master, a difficult proposition if she can't fight. You have a unique fighting style that uses your Blade weapon, which you can conjure out of the ether at will either for your own use or for your driver. While you are not a master of this weapon you are strong enough to fight in your master's stead if you should need to do so. In addition, your ether manipulation can be used to project a powerful barrier around yourself or your linked partner. This shield is powerful enough to ward off enemy Blade arts or a sustained bombardment from heavy weapons like naval cannons, but it's highly draining on your energy reserves to sustain it for too long so try not to get too dependent on it.

Elemental Specialty (100 CP)
Every Blade possesses command of a particular form of ether: fire, water, wind, earth, lightning, ice, dark, or light. Even without a Driver's aid Blades gather ether from the atmosphere and convert it into energy of their element, allowing them to wield that energy freely to perform magical attacks, enhance their physical attributes, or donate that power to their Driver to support them. Choose an element from the list above as your specialty: you gain the ability to freely manipulate that element, such as conjuring flames or lightning out of the ether. Any powers you have which are related to that element become about twice as strong as they would normally be, and you can conjure elemental energy out of thin air to fuel them.

Geomancer (200 CP)
A Blade's power is affected by the nature of the surrounding environment, for instance large quantities of water can smother the powers of a fire-element Blade. Experienced Blades often learn to take advantage of this, exploiting the elements in their surroundings to enhance their own power or cripple their enemies while also reshaping the world as they please. You're able to apply your control over ether to manipulating the natural world with significant power and skill. A fire Blade could snuff out a house fire instantly or cook a meal to an extremely precise temperature, while an earth element Blade could control the soil in a large area around them to dig up treasures or till a field with minimal effort.

Divide by Three (200 CP)
Being a Blade isn't an easy lot in life. At the very least you can expect to spend a lot of your time fighting for your life and unscrupulous partners may treat you more as a slave than a friend. But there's no reason you have to carry that burden alone: you can choose to split yourself into multiple distinct personalities or re-merge them back together at will. Each of your personas has their own appearance and personality, though all of them are based on you to some extent and by default they'll regard you and each other as something akin to siblings. Only one such persona can be active at a time, causing your body to assume that form and persona. By default all such personas have access to all of your powers, though you can also limit access to particular skills or abilities if you wish. You can have as many personas as you want.

Everyone Needs a Hobby (400 CP)
Blades live for a long time across their many lifecycles, and over hundreds of years particular specialties and quirks start popping up in the oldest and most developed Blades. You are one of these “rare” Blades and have developed a unique skill not possessed by most Blades, such as Azami’s clairvoyance, Haze’s ability to block the ether links of enemy Blades. This power is yours to design as you please, but it cannot be more powerful or flexible than similar powers possessed by other Blades, at least not to start. However in time you can refine this power to become just as potent as any other abilities you may have, expanding on its maximum power, duration, or flexibility.

Collateral Coverage (400 CP)
Even weak Blades have enormous power compared to any ordinary human, and the oldest and strongest Blades can be cataclysmically powerful, as proven by the destruction wrought by Malos and Mythra at the climax of the Aegis War. Such power can be a frightening thing to possess, but you needn’t fear your own abilities. You have extremely precise control over all powers in your possession, enough to guarantee that friendly fire and collateral damage is simply not a thing that happens to you, nor can your powers ever go out of control or become hijacked by any means. Even if you had the power to rain fire from the skies you could do so with such precision that collateral damage simply doesn’t occur.

Vision of the Future (600 CP)
Among the most powerful of all abilities possessed by any Blade is Mythra’s power of Foresight, an ability she holds as the sister blade of the Monado. With this ability Mythra can predict the immediate future and take steps to change it if necessary. You may not be an Aegis but you share in this power, being capable of analyzing situations and crunching numbers so hard that you and your Driver can both receive visions of imminent danger to yourself or others. This happens reflexively, your senses warning you of immediate peril moments before it occurs, but can also be made to manifest at your own will, showing you visions as you request them. Be warned though, being able to see the future doesn’t mean being able to stop it from happening, especially if your foes are the sort who can move and strike faster than you can react to them.

Flesh Eater (600 CP)
The ancient Judicians once discovered that a Blade can unlock enormous power by consuming the flesh of their driver, with a rare few of these “flesh eaters” even approaching the power of the legendary Aegis. You’ve become one of these rare success stories: with this perk you no longer need to synchronize with a driver to achieve your full power as a Blade, you can live on after your Driver’s death without suffering the loss of your memories, and you can even become a Driver for a Blade partner of your own, though you do lose the regenerative immortality that ordinary Blades possess. You also gain immense power and control over your element, far beyond what ordinary Blades could ever achieve. A water-aligned Blade could gain extraordinarily powerful healing magics able to revive the recently dead, while an ice Blade might become able to chill his surroundings to absolute zero. Only the full power of an Aegis could match or exceed the abilities of these unnatural hybrids.

Artificial Blade

Ether Furnace (100 CP)
Like their natural-born cousins, artificial Blades can harness the power of the ether through an integrated ether furnace, whether to enhance themselves or to support their master in battle. Choose any one of the ether elements (fire, water, wind, earth, lightning, ice, light, and dark) to be your Blade element. You can wield your chosen element just the same as any natural Blade, but your internal ether furnace also makes you immune to any attempts to jam your abilities, though your ether link to your Driver can still be broken. You're able to simulate the basic abilities of any natural Blade, such as conjuring a weapon or supporting your master in battle through ether transfer.

Waifublade (100 CP)
Ordinary Blades are guardians of humanity first, friends and partners second. But artificial Blades flip that dynamic on its head, being built from the ground up to be partners, and attractive ones at that! You blend the aesthetic appeal of a waifu or husbando with the combat potential of a war machine and can function as both without making sacrifices in either field. Upgrades to your chassis can easily be reconfigured into forms that *seem* inefficient but don't detract from your abilities, like armor which looks like a maid outfit or combat transformations which make you look progressively more attractive. Your creators even designed you with an arsenal of protocols and features to optimize your performance and visual appeal, like posing dramatically in any terrain! According to your data these protocols enhance your effectiveness as a fighter and companion by at least 7.5%! Truly, you are the fruit of multiple generations of (lonely) geniuses!

Snark.exe (200 CP)
You might be someone's custom-built waifu but that doesn't mean you're some meek little robot who can't talk back to your master. In fact you're a master of poking holes in the egos of everyone around you while seeming to be completely innocent. It may actually be that you're too innocent to understand exactly how badly you just threw shade at someone but you'll have them reaching for the burn salve all the same, and nobody can tell whether you meant it or not, least of all anyone who might program the sass out of you.

Lift Off! (200 CP)
What's even more impressive than an artificial Blade? One that *flies* of course! You have a flight module installed in your chassis, whether as a jetpack or repulsors mounted in your hands and feet or some other form of equipment. You can fly through the sky with greater agility than any bird, stopping and turning on a dime, and you can even carry heavy loads without meaningfully affecting your performance. Your maker also had the foresight to outfit you with an arsenal of aerial combat protocols, giving you a serious edge in any dogfights you might get yourself into.

Poppiswappi (400 CP)
One of the biggest advantages an artificial Blade has over their natural counterparts is how customizable they are, with a skilled creator being able to swap out their parts to alter their capabilities between battles. You can even do this to yourself if you have some engineering skill, reconfiguring your abilities as a Blade such as the element of your ether furnace, your physical appearance, your weapon of choice, or your raw specs, such as whether you're configured for an attack, defense, or support role. It takes a few minutes of downtime to finish this kind of delicate work so it's best not to try doing it in the middle of battle.

Iron Heart Beats in Jumper's Chest! (400 CP)
The adaptability of an Artificial Blade brings with it a critical weakness: if you can be modified to be made stronger, you can also be made weaker, or even sabotaged to have your will overpowered by implanted control devices. But you are no ordinary Artificial Blade: an iron heart beats in your chest, and you always remain true to yourself and your beliefs in spite of any and all outside influences or mind control that you do not specifically permit to affect you. Moreover your internals are something of a black box to everyone except your creator, yourself, and those you permit to work on you, enough so that trying to sabotage you is a difficult prospect, and attempting to copy your design inevitably produces cheap knock-offs with only a fraction of your true abilities, easily defeated by the genuine article.

Mode Swapper (600 CP)
The design of artificial Blades is a very young field of engineering but even so you're likely to go down in history as one of the most revolutionary machines ever built, not only because you're a sentient robot but because you're several robots in a single chassis. You can transform between multiple distinct modes as if you were several Blades in one, much like Poppi's Alpha, QT, and QTπ transformations, allowing you to reconfigure yourself on the fly to adapt to new situations. You can have up to three different modes, each one with different specialties and configurations, including any of your ether furnace configurations from **Poppiswappi** if you have it. These transformations are swift, taking mere seconds and surrounding you with a protective barrier to guard against unwanted interruptions.

Jumper Buster (600 CP)
Science pushes ever onwards, never satisfied with yesterday's genius, always reaching for the next great advancement. For you, the next leap forward is simple: "Let's put our robot inside an *even bigger robot!*" You've been outfitted with the experimental technology of the Poppi Buster, allowing you to take control of other machines and pilot them remotely through your own systems as if they were merely an extension of yourself. Taking control of a machine merely requires you to make physical contact and establish an ether link with it, after which point it becomes slaved to your will. Machines with their own wills can reject control and you'll have to fight them mentally for administration rights before you can take control of them. While controlling other machines you can use your own ether arts and abilities through them without any loss in performance.

Items

General

Custom Weapon (Free/Restricted)

All Blades and artificial Blades are able to conjure a unique weapon out of the ether which is an extension of their own selves. From swords and scythes to clubs and cannons these weapons can be almost any sort of handheld weapon, even ones of unreasonably large size. On their own these weapons don't have any special abilities apart from being able to be summoned and dismissed from the ether at will, but as a Jumper you may have a special weapon of your own in mind for this role. You may import a weapon from a previous jump into this role.

Tiger! Tiger! (200 CP)

A strange device created by Tora's grandfather, this archaic game machine allows you to play a variety of classic arcade games, including one made by Professor Soosoo which involves diving for treasure while dodging hostile sea creatures. A fun and challenging way to kill some free time when you have some, but this machine also rewards high scorers with spare parts and upgrade equipment useful to artificial blades, such as core chips and mana crystals which can be used in refinement processes to augment the abilities of your Blade partner. Higher scores produce better rewards, and in future jumps the machine's inventory will stock additional parts and rewards for similar types of upgradable equipment. Where it all comes from is anybody's guess though.

Bystander

Grappling Hook (100 CP)
Be honest, you always wanted one of these when you were a kid. This nifty piece of gear is a salvager's wrist-mounted grappling hook, boasting an impressive range and an even more impressive piton or hook mounted on the end. It's capable of finding purchase even in thick stone or metal, so just point and shoot at any nearby surface and you've got yourself a dependable lifeline capable of holding not only your own weight but a few hundred pounds of gear as well. It can also be used as a weapon to entangle and trip up nearby enemies; give the cable a little twist at just the right moment and it'll coil and snap around limbs or weapons, allowing easy takedowns and disarms.

Salvage Map (200 CP)
Generations of salvagers have plumbed the depths of the Cloud Sea and found only a fraction of all there is to find down there. Salvage points replete with treasure dot Alrest but one particular wrecked ship holds a truly priceless treasure not seen in this world for five hundred years, and it would certainly be a shame if some nefarious villain were to get his hands on her while she lies sleeping and helpless. This map will be a great help to you in finding lost and hidden treasures like Pyra's resting place because those places are clearly marked for you to find. In future jumps this map will update itself with new information and take on an appropriate form for that jump - a globe, an atlas, a star chart, etc.

Home in the Skies (400 CP)
Solid ground isn't for everyone, especially not when there's so much room on the cloud sea. This humble home is different from most because it's also an airship, either a small one of mechanical make like an old Tornan ship or the more common titan ships. As airships go it's only modestly-sized, but large enough for a family to live comfortably for long periods without getting cabin fever. It's also shockingly heavily-armed for such a small ship, enough to drive off aggressive titans or opportunistic pirates with heavy cannon and rocket fire, and it's fast enough to outrun most heavier ships like Ardanian battlecruisers.

Heart of Crystal (600 CP)
A Blade's core crystal is their heart, and no gift is more precious than a heart given willingly to a worthy partner. Whether you're a Driver or a Blade you have a unique core crystal which is split between you and your partner, similar to Rex and Pyra's shared core crystal but without the drawbacks. This crystal allows you to share your life force with your partner, not only greatly strengthening the connection between you both but allowing each to serve as a backup for the other's life; if the worst should happen, neither partner is truly considered dead until both partners have been killed, as the core crystal acts as a backup for both you and your partner. With enough energy expended through the core it's possible to reconstruct a body, mind, or soul from the crystal's records. Should you acquire extra lives from other perks or items neither you nor your partner count as dead until both of you have been slain.

Warrior

A Weapon of your Own (100 CP)
Not everyone is so fortunate to depend on a Blade for protection; while they may be superior arms more often than not, mankind's artistry when it comes to implements of war is not to be underestimated even in this fallen era. Like the heroes of the fallen Golden Country, you too possess a mighty weapon that can strike at monsters as reliably as any Blade. Be it great sword capable of electrifying itself, a battle braid strong enough to bind and lash out fiercer than many whips, or an axe wrought from the finest alloys and able to take a beating better than most shields. Admittedly such weapons lack the unique powers that a Blade's weapons possess, as well as their potential for growth, but they also have their own advantages, such as being far easier to upgrade than comparable weapons, and allowing your Blade to fight alongside you with their own weapon in hand rather than staying on the sidelines and praying for your success.

Impressive Deeds (200 CP)
Less a collection of heroic achievements, and more a diverse business portfolio earned through frequent business and modest investments in most of your usual haunts. This collection of deeds prove you're a notable investor and person of importance in a number of small locales across the Cloud Sea; from Inns, art parlors and tool shops to smithies, bakeries and music stores. On their own, they don't offer you much income currently beyond helping to tide you over between missions; but could prove quite profitable if you can offer your friends notable business insights or greater investments. However, the real benefit is how you can go just about any city and find a place willing to give you some preferential treatment; not to mention willing informants happy to share the latest news and gossip with such a dear friend.

Mercenary Company (400 CP)
A loyal troop of skilled and capable warriors, this band of brothers is roughly equal in size and strength to the Garfront Mercenaries and have put their faith in you as the leader of their company. Like the Garfront mercs they're well-established with their own supply and logistics chains already set up and many jobs in place to supply them with cash and resources, so you can let them continue doing their own thing if you'd prefer, but by making an active effort to lead the company and expand the business you can grow expand their numbers and fighting strength, turning them into a capable army of Drivers, Blades, and support staff ready to support you in your adventures.

Airship (600 CP)
Most travel between titans is accomplished via titan ships, airships constructed around the body of a titan. The airship you now possess can be one of these if you wish or it can also be one of the rare mechanical airships built by old Torna during the Aegis war, similar to the *Monoceros*. Both of these options are large and heavily-armed warships with speed, armor, and firepower that sits at the top of their class, along with substantial room for cargo and personnel, enough to comfortably house a whole mercenary company and all of their gear as a mobile base, though the ship comes with its own crew if you lack enough followers to run it yourself.

Genius

Hidden Workshop (100 CP)
Every scientist needs a quiet lab where he can do his work in peace. This one is yours, a private building outfitted with all the equipment you need to conduct experiments and build your technology without being disturbed, especially by anyone who might want to steal the results of your work. It comes equipped with a small living space so you can stay close by without sacrificing creature comforts, but most importantly it's completely off the grid, so any enemies you might have will never find you or your discoveries here.

Abandoned Factory (200 CP)
You've assembled your prototype and proven your concept, now it's time to roll out the production model. Just like the hidden workshop this abandoned factory is off the radar of any potential foes you might have but it has a much larger capacity for industrial-scale work. Any sort of manufacturing that you might want to do can be done here with only a small downtime to reconfigure the plant for different roles; one minute it's a chemical plant, then the next it's an assembly line for artificial Blades, and so on.

Tome of Morytha (400 CP)
An ancient tome full of knowledge of the old world. Apart from being of extreme interest to scholars like Adenine this strange tablet-like device contains knowledge that any mad scientist would give his left arm to acquire, specifically knowledge about the science of the old world. Such things as blueprints for the first core crystals, mech designs like the Siren and Gargoyle artifices, even the plans for the orbital elevator and space station Rhadamanthus. Had you sufficient knowledge and a robust production base you could begin producing these lost artifacts yourself, though at astronomical cost for the most advanced creations.

Fragment of Divinity (600 CP)
Where on Alrest did you get this thing?! This tiny green cross-shaped ornament appears to be a scale replica of the Conduit, about the size of Pyra and Mythra's core crystal. This fragment of a divine artifact possesses the same nature as the original Conduit, in other words it's a gateway to alternate dimensions and a source of limitless energy. Its maximum output is far lower than the real thing unfortunately so you won't be powering any planet-spanning space stations or creating new universes with it, but it would make one *hell* of a power source for something like an Artificial Blade or maybe a Siren unit. If you could figure out how to work with the device's energy you could potentially make an Artificial Blade capable of matching the power of Logos, Ontos, and Pneuma.

Royal

Disguising Cloak (100 CP)
Sometimes a prince needs to travel the land in disguise, perhaps to see how his land is faring from the ground level or perhaps to goof off and avoid his responsibilities for a while. Either way, this cloak will disguise your appearance perfectly, masking your features in shadow and making it difficult to place your voice except for people who've met you before.

Noble Aid (200 CP)
People often dream of being someone important; but they often underestimate the burdens that come with such responsibilities. Whether that's ruling a nation, leading and army, or managing the markets; there can be so much to do that you may never find the time to do anything for yourself. However, like any true leader you've learned the benefits that come with delegation. This purchase provides you with a close and trustworthy figure such as a younger cousin, or perhaps a stalwart secretary; whatever they're nature you can be sure they have your best interests at heart, and can serve as worthwhile confidants. Moreover, while they have no particular talent in martial or mystical arts, they're quite talented at all sorts of administrative, social, logistical and caretaking skills, and will happily take care of any such unwanted duties. Whether that's serving as a regent as you tackle once crisis or another, keeping the books straight for even the rowdiest of mercenary companies, or just keeping your home's affairs in order as you delve into ancient secrets.

Harmless Hamlet (400 CP)
A quaint and idyllic village in some far off little corner. Peaceful as if far away from all the world's troubles, where every day is filled with small joys which enrich the hearts even of those scarred by war. Curiously, even if you were a world renowned hero known for favoring this place no one will look for you here, even if they lusted for your legacy. The perfect place for mighty heroes, or dread villains to rest and fade from history into legend so long as they do not disturb the village's idyllic peace too much. More importantly though, is the secret cavern hidden near the village. A crucible of physical and spiritual tribulations that will test all those who enter it; such that only those worthy of the prize in its depths may claim it. Alas, it's innermost sanctum lays empty for the moment; though that does make it a perfect spot to secret away any priceless relics you wish to keep away from the wrong hands.

Titanic Kingdom (600 CP)
With this purchase you're no longer a mere prince but a king of your own titan and all that lives upon it. Equal in size to the likes of Torna, Gormott, or Mor Ardain, this creature is the size of a small continent or a *very* large island, and its body is rich in natural resources that replenish themselves at the start of each jump. The kingdom your people have built upon this creature contains a single large capital city and many villages and settlements scattered across the titan's back or interior. Naturally the titan itself is mobile and it obeys your orders unless it has extremely good reason to disobey. It has all the abilities of the creature it's patterned after, such as being able to fly if it has the form of a bird or dragon or swim through the seas if it's aquatic. It's also immensely physically-powerful should it need to defend itself or be asked to attack your enemies, though risking your titan in direct combat is a dicey proposition. While it has all the mobility of any creature its size, be aware of the possible consequences to anything living on it before you tell it to do any barrel rolls.

Companions

Old and New Friends (100 CP)

You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 600 CP to spend on perks and items. They may not purchase drawbacks but they may take one free companion if they purchase a Role. You can import a maximum of eight companions, but if you wish to import a full set of 8 you can do so for half price, 400 CP. You can also create new companions for the same price and benefits.

Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin and Role that best fits them as well as 600 CP to spend on perks and items. Companions must be alive at the end of the jump to join you. Drivers can be accompanied by their Blades for no extra cost, turning each Driver / Blade set into a single group companion.

Blade Companion (Free/100 CP)

Jumpers and companions with the Driver role can take Blades as companions. The first Blade is free, its price being covered by the price of purchasing the Driver role, but any additional Blades after the first cost 100 CP each. Blade companions follow all the rules for new companions listed above. If you import any of your companions to become your Blades this cost is waived and you only pay the standard import cost.

Driver Companion (Free, limit 1 per Blade)

Jumpers and companions with the Blade or Artificial Blade role gain one Driver as a companion. This companion is free as its cost is covered by the cost of the Blade role. If you import your companion to become your Driver this cost is waived and you pay only the standard import cost.

Drawbacks

Age of Torna (+0 CP)
Instead of starting right before the events of the main game you'll begin during the Aegis War depicted in the Torna DLC, 500 years prior. You can choose to stay for the standard ten years or you can stay as long as 510 years if you want to witness the entire history of the past few centuries. Just make sure you've got some way to live that long without dying of old age, lest you end your chain prematurely.

Nopon Speech (+100 CP)
Meh meh meh?! You have awkward stilted speech pattern like local nopon race. Make sense if you nopon yourself, but much less sense if not, probably get lots of odd looks from non-pons. Is verbal tic that can't be kicked until post-jump. Very annoying!

Bringer of Chaos (+100 CP)
Oh god, there's two of them now. Much like Zeke you're the epitome of cringe, constantly hamming it up and being a huge nuisance. Whether you're acting like a useless Saturday morning cartoon villain or giving your attacks stupidly long and awkward names that you insist on shouting at every opportunity your misbehavior makes it totally impossible for anyone to take you seriously even if you have a substantial amount of power backing you up. You'll get no respect from anyone no matter how hard you try.

No Blade Potential (+100 CP)
For every Driver in this world there's a hundred people who don't have the potential to synchronize with a core crystal, and you're one of the unlucky commoners. This drawback locks you out of having any Blade partners, though you can have an artificial Blade as a companion if you find one or make one for yourself. For an additional 100 CP you can't synchronize with artificial Blades either, forcing you to go it alone.

Brittle Blade (+200 CP, Requires Driver or Blade)
It's common for Drivers and Blades to share a lot of themselves through their ether links, but you and your partner share a bit too much! Not only is the normally nigh-indestructible Blade just as mortal as any other human, but she also shares any injuries she suffers with her partner. A cut across the arm will hurt both of you, any pain you suffer is felt equally, and should either of you die that's it for both you *and* your partner.

Wanted (+200 CP)
Uh oh. Somehow you've drawn the attention of one of the major powers of the world, and not in a good way. For one reason or another, Mor Ardain, Uraya, Indol, or one of the world's other nations has decided that you're a wanted man and will go to great lengths to see you imprisoned for crimes real or imagined. Unless you're alright with cooling your heels in prison while the world goes to hell around you you'd better stay ahead of whoever is pursuing you. You can purchase this drawback multiple times and choose a different power each time if you want to be in even more hot water.

Forever Alone (+200 CP)
In a world so full of beautiful girls and handsome heroic boys you probably have a few you'd like to get to know much more closely, maybe settle down and start a family or something like that. Tough luck though, because you're a black hole of romantic luck, the secondary character in someone else's romance who always gets passed over for the real love interest. None of your romantic interests return your affections no matter how hard you try, and trying to push the matter will just ensure you lose their friendship as well as their hearts. Maybe try again once the jump is over, but there'll be no romance for you on Alrest.

Seal of the Conduit (+300 CP)
You must've hit your head when you jumped in because you've lost all memories of your adventures as a jumper as well as any out-of-jump abilities or items you may have brought with you. As far as anyone can tell you're just an ordinary person who's lived their whole life in Alrest, at least until your adventures begin and you become somewhat less ordinary. You'll regain your memories at the end of this jump, as usual.

Hunted by Torna (+300 CP)
Being wanted by a nation is one thing but at least they can't go everywhere without sparking a major war. Torna, however, is not so limited, and now you've done something to spark their ire. Jin and Malos have either identified you as a threat to their plans or you've acquired something they want, like the Aegis, and they won't hold anything back once they catch up to you. Expect to face all the best that Torna has to offer up to and including Jin's full power, right from the first moment they're able to unleash it on you.

A World at War (+300 CP)
Tensions between Mor Ardain and Uraya have been simmering for years but now they've exploded into all out war, and at the worst possible time. The two superpowers are at each others throats while their titans are slowly dying beneath them, and the other nations have been drawn into the fighting as well, with Indol and Tantal taking sides for reasons known only to their leaders. At the rate things are going there may not be any titans left alive by the end of your jump, so it's up to you to find some way to end this war before it destroys what little is left of Alrest. Failure will spell the end of your chain.

Scenario: The Legendary Aegis

Hidden somewhere in the Cloud Sea is an ancient shipwreck housing the most powerful Blade on Alrest. This wreck was meant to be the final resting place of the Aegis, the legendary Blade who once helped the hero Addam bring an end to the Aegis War, but even for legends some things don't always go as planned. Sometime during your stay in this world the Aegis's location will be discovered and raised from the depths by the terrorist group Torna and a crew of hired salvagers. One of those salvagers, a boy named Rex, will accidentally bond himself to the Aegis and become her Driver, setting off a chain of events which will lead to the salvation of Alrest. All in all a rather touching tale, but if you're willing to shoulder Rex's burden and try to save Alrest yourself then here's your opportunity to take a stab at it.

At some point early in your visit you'll either discover the location of Pyra's resting place or be recruited to join Torna's salvage expedition if you don't have a way to reach it on your own. Taking this scenario adds Leftherian ancestry to your family tree so you can bypass the security around Pyra's coffin, but actually retrieving her is still on you, one way or another. Pyra will bond herself to you (or one of your companions if you prefer) and join you as a free companion. Unlike other Blades Pyra can function without a Driver, so taking the Driver role is not *strictly* necessary for this scenario, though it is highly recommended.

Objective: Save the Girls
Pyra is not actually the Aegis who fought in the Aegis War. That distinction belongs to her sister Mythra, who sealed herself away within Pyra over her crippling guilt for the devastation she wrought upon the old kingdom of Torna during the war. Both girls are determined to never bring destruction to Alrest again, but thanks to their insecurities and difficulties with controlling their powers both of them are also certain that only their own deaths can ensure that. After awakening her, Pyra will ask that you escort her to Elysium, but won't reveal that she wants to go there to beg the Architect to destroy her, and if you simply refuse outright she'll try to make her own way there instead. To win this scenario you'll need to find a way to help both girls deal with their suicidal depression and regain the will to live.

Reward: Pyra, Mythra, Pneuma
Helping Pyra and Mythra with their burdens and mastering their power will allow you to take them on your chain as permanent companions. Following this jump they can manifest as a single body or two separate bodies, occupying one or two companion slots respectively, but can also fuse into a single person. When fused they both gain the benefits of each others' perks and can transform into Pneuma, their original form. Pneuma is a super mode capable of wielding the true strength of the Aegis, and her power is unrivaled by all other blades save perhaps for Ontos and Logos, her siblings. Pneuma is omni-elemental, able to wield every ether element as skillfully as any other Blade. This effectively makes her a reality-warper, limited only by her maximum range and her Driver's abilities.

Bonus Reward: Siren, Aion
Part of Mythra and Pneuma's power is control over a number of artifices, giant robots originally created by the Trinity Processor using the power of the Conduit before the destruction of the previous world. Siren is an angelic artifice whose power is mainly used to smite Mythra's enemies with orbital laser bombardment, but Aion is a weapon of mass destruction capable of erasing all life on Alrest in the wrong hands. Should you complete *both* this scenario *and* Architect of Destruction you can take along Mythra's Siren unit. Aion can also be taken as a reward provided that it isn't destroyed in the process of completing either scenario.

Scenario: Architect of Destruction

For countless ages the kindly Architect labored relentlessly to rebuild the world he inadvertently destroyed only to see his mistakes repeated by his creations. Perhaps that's why he gave in to his own despair, and why, when a Jumper opened a pathway between worlds and his other half used it to return to Alrest, the weary god surrendered to his other self without a fight. Klaus has been replaced by Zanza, wicked god of the Bionis and ultimate villain of Xenoblade 1, and if you take this scenario you won't be able to leave this world without finding a way to deal with him.

Objective: Protect Alrest

Zanza wants to either rule Alrest or destroy and remake it, but although his power is considerable he's not able to harness the power of the Conduit or Aion to destroy the world right off the bat, so he'll be forced to act through others at first. To this end he'll use Praetor Amalthus and others as his new disciples, granting them power and using them to search for the Aegis so he can claim a new Monado. Zanza will be slow to move at first, but if he gets his hands on Malos or Mythra he'll claim them as his new avatar and abandon subtlety entirely, lording his godhood over Alrest and destroying it if the mortal races choose to defy him. In order to clear this scenario Zanza must be defeated or persuaded to give up his pretentions of godhood so that one way or another he no longer poses a threat to the people of Alrest. Perhaps it's still possible to reach the part of him that's still the benevolent Architect?

Reward: The Conduit

For defeating a false god no reward could be greater than the artifact that created him. The Conduit is an alien artifact, a gate between dimensions, and an energy source of unfathomable power. In the old world its use allowed for the creation of the most advanced technology of the old world, from the orbital elevator and space station Rhadamanthus to the Trinity Processor and the Artifices that defended it. The privilege of wielding that power has now passed to you. In its capacity as a dimensional gate, the Conduit will allow you to revisit Alrest between jumps, as well as any other worlds in the same cosmos whose jumps you've completed (Xenogears, Xenosaga, and the other Xenoblades). Its limitless power can also be harnessed for use in advanced technology, from Blades as powerful as Pneuma to artifices like the Sirens and Aion. However the misuse of its power led to the absolute destruction of the old world and the severing of Klaus into Zanza and the Architect. Hopefully you have the wisdom to avoid the mistakes of your predecessor.

Bonus Reward: Jin & Malos

This scenario offers a rare opportunity to find some common ground with Malos once Zanza's malevolent nature is revealed. Torna holds the Architect responsible for the dire state of Alrest but Zanza isn't about to roll over and die so easily, and it's possible that a common enemy might allow an open-minded Jumper to form an alliance with Torna. If both Jin and Malos are still alive and in good standing with you when the scenario is complete you may be able to convince them to join you on your chain and bring them along as free companions, a Driver and Blade pair just as they should be.

Notes:

In future worlds where ether doesn't exist, Blades can easily transition to using magic or other kinds of supernatural powers that match their element, IE Pyra will be a natural at using firebending in Avatar or fire magic in other fantasy settings, Mythra can naturally use light magic in Kingdom Hearts, and so on.

Blades take their energy from Ether in the atmosphere, and send it to their weapons. Drivers use the said weapons to fight, but when a Driver is there with a Blade, the Driver's physical strength and agility can be raised to superhuman levels; which is why the 15-year-old Rex can fight with such strength.

By having the Driver use their weapon, energy is filled inside the weapon. And giving it to the Blade will let them unleash the power to even stronger techniques, thus forming a cycle. Takahashi likens that to the protagonists of the Ultraman show where one who has power (Ultraman) gives some of the power to a human (Hayata) so that the latter can fight.

Changelog:
1.0 - First release
1.1 - Removed the companion purchase limit on Blades, added Tiger! Tiger! Item.
1.2 - Some text reformatting.
1.3 - Changes to Bystander perks, new scenarios, removed CP cost from Roles, added Role CP stipend.