

Ar Tonelico Jump

Finished v6, by Mir

Ar Ciel - a desolate world who has lost her lands and skies. Her survivors live on the remnants, great Towers that pierce through the hungry mists of the Sea of Death, cradling them below the plasma shell of the Blastline that has barred the heavens.

The three Towers were symbols of mankind's triumph and the power of Song Science, which allowed sound to be transformed into magic. Each administrated by a **Reyvateil Origin**, an artificially engineered lifeform designed as a living regulator and executor of **Hymns**.

Opponents to the First Tower, Ar Tonelico, arranged for it to be destroyed – triggering planetary geological devastation and the creeping emergence of the Sea of Death, a remorseless wall of fog that consumed all life.

Humanity clings to life only on floating continents surrounding the three great towers, mining the few mountains that pierce the Sea. Science has haphazardly regressed to a steam punk level, and their only interface with the fantastic technology of the towers are the half-human Reyvateils descended from clones of the Origins.

The Origins, named after primal goddesses by their designers, are now worshipped as such – but the struggle to maintain life on their sliver of the world has made them distant and powerless to aid their people below.

You enter seven years before the beginning of Ar Tonelico I, with the finale of Ar Tonelico Qoga occurring in approximately ten years.

Locations

Roll 1d12 to determine time and place. Alternatively, pay 50CP or take the 50CP drawback "Plotbound" to choose.

Ar Tonelico: The first and largest of the towers. Its name means "lone divine tree", in [Hymmnos](#), the language of magic. Originally a combination of vanity piece, strategic weapon and bioweapon research station, Ar Tonelico held two small continents kilometres above the surface with its antigravity generators. When the [Grathnode Inferia](#), destroyed the surface, millions of refugees fled to its protection. Three hundred years ago, the most populous of those two continents – 95% of the world's population – was dropped into the Sea of Death, by **Mir**, a tortured Reyvateil created to be an emotionless tool to conquer the country. Since then the **Origin Eolia**, fearing further abuse of Song Science, replaced it with the scientific alchemy of **Grathmelding**, and retreated from the world to deal with the ongoing virus outbreaks released by Mir.

1: Airport City Nemo. Largest city of the First Tower, it hangs over the inner edge of the sole remaining Wing of Horus, facing the Tower. As you might guess from the name, it boasts the largest airport, from which airships connect the many farming and mining communities of the First Tower. Home of the **Church of El Elemia**, who worship Administrator Shurelia as the Goddess Eolia. Due to the influence of the church, Reyvateil rights are particularly strong here, though there is still a strong unspoken pressure upon them to enter and obey the church hierarchy.

2: Platina, the city closest to the Goddess. High up the tower, past the immense crystal regulator called the Frozen Eye, is the home of the **Knights of Elemia**. Responsible for protecting the Tower and directly serving the Goddess, over the last 300 years they have been caught in an unending fight against the intelligent Viruses unleashed into the Tower systems during Mir's Rebellion, and isolated from the Wing of Horus below. With the highest technology, but smallest population, Platina is focused around the Knights. Staying here almost guarantees spotting the Administrator at some point, as she descends from her home in the Rinkernator to go about her own arcane duties.

3: Wilderness of Ar Tonelico. The Wings of Horus were the names for the twin crescents of land held aloft by the paired antigravity generators call the Plasma Bells. The remaining Wing, mainly small rural towns and monster-infested wilderness, is all that remains. You enter atop a mountain, with the sweep of the world beneath you. Below, you see a river valley leading to a small hamlet, smoke curling from chimneys. Deeper in the woods beyond, a monolithic ruin crests a large hill and in the distance, the Tower stands, an impossible giant that pierces the heavens.

4: Firefly Alley: An entirely artificial and floating island that is located around 200 meters over the Sea of Death, created to research and investigate it by the **Tenba Corporation**. Its current population is of approximately 97000 people, owing to heavy recent expansion. Now, most of the residents of Firefly Alley are actually immigrants from the Nemo and the city is an exporter of high technology and nexus for explorers and grathmelders.

Metafalss: A tiny continent built upon the construction scaffold of their unfinished tower, dominated by two opposed factions: the ruling **Grand Bell**, which has recently declared war against the Goddess **Frelia**; and the **Sacred Army**, who believe that the Goddess enables Metafalss to exist. This ire against the Goddess stems from a failure centuries past at creating **Metafalica**, a paradise-like land spoken of in legend, which was interrupted by a vicious automated attack by her defenders. In addition to looming civil war, Metafalss is ravaged by outbreaks of **I.P.D.**, a Reyvateil-specific

disease that causes the victim to execute song magic uncontrollably and do much damage to herself and her surroundings.

5: Pastalia - The largest city on **Metafalss**, Pastalia is constructed on and throughout, an enormous bell-like component of the Tower construction scaffold, now repurposed to house the majority of the Second Tower's population. Centrally located, the sheer size of it has it confused with the Second Tower by many, as, centuries ago the true Tower was rendered invisible and intangible by being decomposed into its component waves - though it still continued to hold Metafalss up, and link to the Sol Marta relay satellite. Pastalia is the home of **Grand Bell**, and strictly organised around status. The more you have, the higher you live and the more food you get. It has a vast slum, where many fugitive IPD-Positive Reyvateil make their homes - somehow managing to stay under the radar.

6: Historical City Enna – Built around the ruins of Enna Palace, this town is base of operations for the **Sacred Army**, the rebel army that opposes the Grand Bell. Although the place is relatively small in comparison to the Grand Bell Hall, which also reflects the difference in size between their military forces, it still shows splendour and magnificence due to being a rebuilt part of the Enna Palace, which was razed in an IPD Outbreak several years ago.

7: The Ironplate Desert - A large expanse of arid ground located near the centre of the Rim, which can be accessed from the frontiers of Rakshek province. Although called a desert, it would more fitting to say that it's a large metal plate, and due to this, no plants or life of any sort can prosper in this place. Supposedly, there are stairs in it that can be used to ascend to the Second Tower, and thus, to Pastalia, but this has never been confirmed.

Harvestasha: The third tower, originally planned as a strategic point for attacking the ancient nation of Sol Cluster. When the Seven Bloodstains incident, where a prototype earthquake weapon test-fire raged out of control and destroyed most of Sol Cluster's surface, raising great jagged mountains from the compacted remains of the nation's capital, it became the central point of the efforts to heal the damaged planet. Construction was intended to be completed in a single day – via a great song that would transform the body and soul of the **Origin Tilia**, into the tower itself. An accident disrupted the process at 60%, and Tilia has not been heard from since. **Harvestasha** is torn between the fascist Reyvateil “empire”, **Clustania**, and the oppressed humans of the **Great Fang Mountains** and **Archia**.

8: Ciela Gate - The closest city in the **Great Fang** to the Tower, once the front lines of the last war between **Clustania** and the **Great Fang**. Currently under Clustanian control, it has a strong Reyvateil presence. Ciela Gate is the only place that airships are allowed to depart for the Tower, at Archia. The citizenry chafe under Clustanian control, but stay quiet for fear of their characteristically brutal responses, with the result that the occupation forces are increasingly lax. Surrounded by massive iron walls, numerous gates allow passage for the airships.

9: Eternus Shaft - The largest community in the Great Fang. Constructed inside an underground tunnel that connects two peaks. It was originally a natural cave that was further excavated to extract the minerals from the rock, now a labyrinthine underground city. Still expanding, new excavations sometimes uncover legacies from the First Age entombed by the devastation that ended it, which pulled in the remains from several cities that were destroyed in the disaster. Clustania is aggressive in their demand for any and all relics, and the human leadership of Eternus Shaft is uncooperative at best. Home of the **Great Fang** faction.

10: The Archia Think-Tank - Formally the Archia Corporarchy Main City. Its creation dates back to before the existence of the Third Tower, originally built as temporary housing for its construction. It now clings to the underside of the Tower and is the only city in it that has a constant contact with the **Great Fang** settlements. While there have been instances of **Archia** and **Clustania** fighting against each other, Archia remains neutral and Clustania has been forced to respect their autonomy due to the carefully-kept secret of the Think Tank's possession of the **SH-Server** that houses the minds of all their Reyvateils.

11: Clustania - A country located high inside the Tower whose population consists of almost exclusively pureblooded β -type Reyvateils. Currently, the **Great Fang** Mountains are under the control of their powerful ground and air forces, and they consider themselves the absolute ruler of Sol Cluster. It is composed of three districts: The Governorate and the Reyvateil Residential district - which possess the highest living conditions and technology in the Third Tower - and the Human Slave District, which possesses nothing. All of the humans that have been arrested by Clustania are quarantined inside the Slave District and have their egos stripped away from them by Cleansing, before being worked to death. The majority of the human population have not been Cleansed however, but they have few chances of escape.

12: - Free Pick!

Background

Age: 2d8+10, or **Free Choice**.

Gender: Free Choice. All Reyvateil are automatically female – but see “Border Disease” under Drawbacks.

Free: Drop-In – No new memories, no ties. Knowledge of local language, no knowledge of any Hymmnos dialects.

100CP: Teru Tribe – A secretive group of half-dragon people, with a tail and vestigial horns on their head, and an average life span of roughly 200 years. They were held responsible for the Grathnode Inferia incident after a renegade tribe broke their neutrality agreement near the end of the Sol Ciel-Sol Cluster war, teleporting into Ar Tonelico and sabotaging its power regulators – destroying the world. There are 12 families, each with their own familiars and spells. In Ar Tonelico, the Teru serve as isolationist guardians of the higher Tower. In Metafalss they run Dive shops and ply their magic openly. In Sol Cluster they have been exterminated by Clustania for their ancient crimes – and would do well to hide their distinctive features should they ever visit.

100CP: Grathmelder/Synthesist – using Song Science it is possible to transmute physical objects, usually by combining them with other items. You make that your business, and have a small workshop in your starting location from which to ply your trade. In Ar Tonelico, Grathmelding is an artificial alchemy that replaces Song Science, but has the same general capabilities. Synthesis is a slightly more scientific practice, but still involves merging things together and hoping it makes sense in the end.

100CP: Faction Agent - You are an agent of one of the major local factions. Skilled and trusted, if you aren't already working personally for the leadership, they definitely know your name. You have access to most resources it would be reasonable for you to have, and if you choose a faction that would ordinarily be hostile to you – such as a Teru or Human working for Clustania, then you were able to prove yourself in their eyes to overcome much of their prejudice, in your specific case.

Ar Tonelico: Tenba Research Corporation, Church of El Elemia, Knights of Elemia

Metafalss: Grand Bell, Sacred Army

Harvestasha: Great Fang, Archia Think Tank, Clustania,

+50CP: You may belong to a foreign organisation. Resources are greatly limited, and you will probably be treated as a spy but you received **150CP** of equipment before you left.

[Varies]: Reyvateil – see below.

Reyvateils

The existence of Reyvateils is a constant reminder of the wonders of the First Age of the world. Reyvateils are life forms capable of conjuring seemingly magical effects by calling upon the Magic Servers in the great Towers with songs in the **Hymmnos** language they instinctively learn.

All Reyvateil are female, overriding any roll, due to legacy design issues. Additionally, their powers depend on their Tower being able to detect their genetic profile – as such if you **completely** change your gender, shape or body, you will lose access to Song Magic for the duration of the change, or until you can re-register yourself. Doing the latter requires Origin assistance.

They come in three types:

Reyvateil-Origin: The first Reyvateils, they are incredibly powerful artificial life forms created to administer the three great Towers. There were only known to be three created, **Eolia**, **Frelia**, and **Tilia**. Though they appear and act human, substantial portions of their bodies are made entirely of completely synthetic components and the remainder is either almost human biologically or comprised of an inert biofluid energised and given shape by energy from their Tower. Origins are effectively immortal as long as the Tower they administer exists, though they could be killed by misadventure. Given that this has never happened, the consequences of such an event are guesswork at best. If their physical bodies were to die, their consciousness would continue from their Tower - and creating a new body would not be beyond them.

To be a Reyvateil Origin, causes drastic ripples in the world, costs **1000CP** and includes:

- A Name: You are **Vielia**, named after an ancient goddess of fire and song. You are **734** years old. You are Administrator of the Tower of Rhaplanca, also called the Tower of Vielía. Your full name is VIELIA_ANSUL_RHAPLANCA.
- One 350km high Tower, far from **Sol Ciel** and **Sol Cluster**. Created by a wealthy but isolated nation far less entrenched in the militaristic ventures that marked the end of the First Age, this Tower was constructed with a smaller, less powerful Song Server, due to its lack of an **Orgel of Origins**. It makes do with a vast solar canopy - millions of fifty-kilometre ribbons that convert light into electricity, and their vibrations into magical symphonic power - but is still several orders of magnitude lower in output.
- The Tower itself was constructed on the peak of a now-submerged mountain range, with a pyramidal base structure that has so far successfully resisted the encroach of the Sea of Death. After five kilometres, your tower narrows to a twenty-metre wide cable, with elevator tracks rendered dangerous - but barely usable - by the **Blastline**. Just reaching past the atmosphere is the **Rinkernator**, your "penthouse suite", which continues up to form the highest point of the tower. Lining the pyramid exterior are the Parameno plates that draw in the majority of your symphonic power, with floating Grathnode discs orbiting near the **Blastline** – these channel most of your output. The solar ribbons contain both elements, and function as either to a lesser extent.
- The majority of your population live and work underground, mining and refining the veins of minerals - and songstone - that had made your nation rich. They have a thriving culture in spite of the difficulties.
- Your population is approximately five million. The minority live in the four great biospheres that cling to your tower like soap bubbles, commonly called the Hothouses for their carefully tailored climate for high-volume food production – but each one is descended from a First Era environmental “ark” project, and great pains have been taken to retain as much of their wide and varied ecologies as possible. As more land is created, they are slowly being converted back

to their original purpose. Inhabitants of the Hothouses range from farmers to entertainers - there's a lot of traffic from underground eager to lose their money under the sun.

- The constant construction is aimed at creating more land - great pillars driven into the other mountains in the range. This project has been in action for hundreds of years, and has more than tripled the available land - but barely keeps up with population growth.
- Scientific data and resources are slight - Song Science is a known quantity, but with every expansion your limited energy reserves dwindle. The energy of your population mainly goes into industry and the arts. Where you excel is mega-engineering and biological sciences, particularly crops and bioware.
- Your Reyvateil are weak and few in number, Halfbloods descended from a dozen Betas who emigrated from **Sol Ciel** and **Sol Cluster** - but you have no monster problem. Without contact with **Metafalss**, **Ar Tonelico** or **Harvestasha**, you do not yet possess the means or knowledge to create **Diquility**. When the Installer Port begins to develop, your own hardware patches ensure they receive an extremely throttled power supply and lifelong medical care, that has similar effects. Dive Machines are an ancient curiosity at best, but do exist.
- Teru, on the other hand, you have in relative abundance. They still keep to themselves, running the most productive of your four hothouses by leveraging their magic and technological knack. But they fear no discrimination, and Teru genes have spread throughout your citizenry, such that their powers concentrate unpredictably.
- Despite being the single most powerful entity in your Tower, your original purpose was to be its caretaker. Your tower is equipped and designed to be a stable and safe habitat. While you possess extensive automation and robotic maintenance systems, you were not designed for combat or civilian oppression.
- **OBJECTIVE:** A crucial component of the **Planet Regeneration Project**, being conducted by the **Tower of Harvestasha** has been destroyed in inter-faction fighting prompted by the militarily powerful all-Reyvateil nation of **Clustania** and their aggressive, sadistic AI overlady. Without it, in eight years the world will die. Their **XP Shell** and linear rail will not function without it. They do not even know there is a problem and do not have the industrial capacity to fix it. In year five, a visit from an Archian researcher named Laude on a long-distance airship will reveal the existence of **Harvestasha**. In year eight, the problem will be discovered when their secondary AI takes over.

Reyvateil-β (Pureblood) – 100CP: The Reyvateil-Beta is the main production line model of Reyvateil. Betas were created using the Origins as rough templates and for a set purpose - and share their dependence on proximity to their Tower. Their lifespans are significantly longer than a normal human's and the strongest of them were said to approach the Origins in power. Betas were vanishingly rare in Sol Ciel as of the Third Age, with the Star Singer Misha and Mir being the only examples. There are not believed to be any Betas native to Metafalss, and indeed it is likely less than a handful of people in that land even know of their existence.

Reyvateil-α (Third Generation) – 100CP: The overwhelming majority of Reyvateils in the world of Ar Tonelico are Alphas. Alphas are human/Reyvateil half-breeds. Theoretically, any female child of a family line that has the genetic marker that leads to becoming an Alpha could manifest as one. Given that at one time in the Second Age Reyvateils made up a substantial percentage of the population, this is not a tremendously rare event. The first sign of manifestation as a Reyvateil-Alpha is the appearance of an odd tattoo, the Installer Port. Unlike pureblooded Reyvateils, Alphas do not enjoy an extended lifespan. The imperfect interface with their natural biology leads to death shortly after manifestation. This can be extended by means of a special Life Extending Agent, which takes the form of a large crystal that must be painfully inserted into the Installer Port every few months. This allows a Reyvateil to survive to approximately half the standard human lifespan - 40 years.

Perks

Non-Reyvateil Jumpers can take Reyvateil powers, as these come from the Tower recognising you as having limited access to its energy manipulation functions.

100 [Free for Drop-In]: Backstage Pass - Despite your lack of history in the world, you find it surprisingly easy to gain acceptance from the major organisations of the world. This doesn't make it simple to get into the restricted laboratories or bank vaults, but expect to be invited to see beyond the public face of any organisation you join within days.

100 [Free for Teru]: Draconic Heritage - The Teru tribe are descendants of extradimensional visitors who interbred with natives. The lingering signs of this come in the form of small horns and scaled tails, and the ability to learn an otherworldly magic that no non-Teru can learn. With this, you have Teru blood sufficient to use the most basic of these powers, and have learnt to create varied effects, such as: small bursts of energy, flashes of light or heat, simple magical shields and weak magic missiles.

100 [Free for Faction Agent and Grathmelder]: Improbable Arsenal – Fighting the way you do is not ordinary. Despite this, you excel at the handling, creation and maintenance of ridiculous weapons. To you “Vernier Lance Autogun” sounds like an interesting idea, but why not add a laser drill? Not only this, but most merchants you meet have some dusty exotic hybrid just waiting for a crazy bastard like you to unleash its true power. Just at the sight of you, actual crafters are filled with strange inspiration in all fields. Weapons, vehicles, cooking – it gets strange, but usually works out.

100 [Automatic and Free for Reyvateil]: Song Magic - Song Magic is the process whereby a Reyvateil communicates her desires and feelings to the Tower, which amplifies and purifies their magic and sends it back to them for use – effectively manifesting their fantasies into the real world. It takes time and effort, but what starts as a candle flame will eventually become an inferno capable of reducing the strongest enemies to ashes. There are three forms of minor Song Magic, Red - spells of attack that manifest harmful energies or temporary physical constructs, Blue - various spells of healing and Green - spells that augment attacks and infuse equipment or warriors with power and massive (if temporary) power. The most powerful of these types of Song Magic come from your partner's progress inside your cosmosphere, helping you defeat your inner demons and craft powerful Songs from them - the emotional resonance is the key.

Major forms of Song Magic revolve around Hymns - complex songs that often manipulate functions of the tower such as its sleep protocol, [SUSPEND](#). Use it in extremely arcane and powerful ways - such as [SUBLIMATION](#), which pulls the souls of everyone in the tower's range into an internal virtual world. Or [DESPEDIA](#), which allows the singer to control the Divine Army of Metafalss. Hymns are encoded onto Hymn Crystals, and can be loaded into a willing Reyvateil's cosmosphere by anyone who knows the password. Each Hymn is extracted by the Reyvateil in the form of a unique song, their interpretation of the contents and their purpose, but the end result is the same.

Song Magic isn't really related to the Reyvateil's normal voice, but it is instead produced by the Song Server causing the waves in the air to vibrate, producing sounds, instruments and voices to form a song identical to the one the Reyvateil has in her mind.

100 [Automatic and Free for Reyvateil]: Install Port - a tattoo-like symbol, that marks a special Reyvateil organ that scans, accesses and assimilates encoded grathnode crystals placed in proximity. The process is extremely painful without machinelike precision, as the crystal physically merges with the "standing wave" that forms their bodies. However, by doing so, a Reyvateil can augment her

powers - adding new functions to existing songs, increasing her resilience or processing speed, or much rarer abilities such as physical transformation. In Metafalss, a much less painful method has been developed, where dissolved grathnodes can be slowly absorbed by the Install port - usually in a hot bath. Culturally, this has led to communal Reyvateil bathing, as the effects of a single grathnode crystal can then be shared amongst several.

100 [Free for Reyvateil]: Stripper-riffic - no matter how outlandish or improbable your clothing, it somehow provides the basic functions of keeping you covered and protected from the elements, and at the very least, people usually don't notice it violating their social norms.

300 [Discount for Drop Ins and Faction Agents]: Combat Prosthetic - for whatever reason, you've undergone a rare procedure where parts of your body have been replaced with grathmelded mechanical analogues, making them far stronger than normal, but obviously artificial. These prosthetics are combat-ready, and extremely ruggedized. If you choose, it is easy to integrate collapsing weaponry into them - a minigun or chainsaw arm are two canon examples. Regular maintenance is required, and while you can choose how much of your body has been replaced, it will affect how you are treated and your quality of life. Replacing your entire body is currently not possible - the CNS and digestive system must be mostly intact.

300 [Discount for Grathmelders]: Creation Prodigy - Grathmelding is an artificial magic created as a safer alternative to Song Science by the Goddess Eolia. By combining items via ritual alchemical methods with a Grathnode crystal, the immense Silver Horn wrapped around the tower detects the signal emitted and computes a burst of transmutation magic in response. This ranges from creating magic swords, mechanical armour, advanced prosthetics, healing potions, guided missiles, all the way up to airships and extremely powerful emergent creations beyond the knowledge of Eolia herself. You can divine a deeper logic behind the often-bizarre recipes and have much better odds when devising new Recipes. For those who live away from Ar Tonelico, Synthesis is the more scientific form of the same process. You're just as good at this.

300 [Discount for Teru]: Clan Magic - the blood of dragons divides the Teru into 12 tribes, with their own unique magics and familiars. By taking this, you have advanced your training and status, moving past the basic magics all are capable of, claiming a Familiar and the right to bear your tribe's name and learn their secrets.

Surname	Familiar	Unique Power
Pel	(None)	Clairvoyance - The ability to see distant places through meditation. Also acts as a general enhancement to senses and deduction, as you are able to notice meaningful details far more easily.
Nene	Gnome	Translation - A kind of telekinesis, limited to large-scale motions, but imparted with great force. Skill reduces the size and number of objects manipulated, and it is entirely possible to fly with this power - just somewhat hard to land.
Ray	Owl	Listening to Voices from the Heavens - A form of divination, where you listen to the songs of the planet. You learn to block out the screams at a very early age. Allows a form of retrocognition, by hearing the echoes of the past.
Plue	Cat	Transformation - The ability to change into animal and monster form. Creatures modified by Song Science - the vast majority of monsters - are much more difficult to transform into.

Ross	Falcon	Teleportation - The power that enable the renegade Necrofamily to bypass the security of the First Tower and destroy its regulators, leading to the Grathnode Inferia and destruction of the surface. Range increases with skill and advanced techniques allow you to teleport objects other than yourself.
Ma	Lilim	Explosions - Not a subtle power, but can be thrown out faster than most Reyvateil. Advanced techniques may imbue blows or enhance gunfire, and explosive "reactive armour" is certainly... theoretically... possible.
Zak	Banshee	Weather Control - Limited to local manipulations by the Tower systems, but theoretically capable of large-scale effects. It never rains on the Zak unless they feel like it.
De	Dragon	Wish Fulfilment - Long-term and imprecise probability manipulation. Their familiars can be fearsome, but the danger of the ritual rises with the ambition of the Teru, and most claim the smallest cat-sized species for their own.
Lu	Pixie	Puppet Manipulation - The ability to see and cast magic through animated puppets, specially prepared vessels imbued with a blood-link to the Teru. The more puppets one controls, the weaker each is.
Sora	Cropocle	Telepathy - Magical telepathy, with practice you may message anyone you've met previously. Far easier to contact other of the Sora clan. Higher techniques may actively assault other minds. The split mind-storage of Reyvateil make them extremely tricky to manipulate.
Vee	Dryad	Growth Acceleration - Especially valuable for its noncombat applications, your clan is able to speed the growth of plants and animals tenfold or more. Precise and advanced applications allow extremely potent healing spells, metabolism control and aging opponents to dust.
Low	Doppelganger	Reincarnation - The ability to survive fatal wounds, by possessing the body of your Familiar. This effectively merges you together, and you gain their superficial shapeshifting abilities. You may then claim another familiar, but it is no easier for having done it before. Rumour has it there are secret arts to allow you to possess anyone you desire...

300 [Discount for Faction Agent and Drop In]: Dive Compatible - You find it easy to gain the trust of Reyvateil, such that they will allow you access to their Cosmosphere - the part of their mind contained within the Tower. Doing so involves descent through nine levels, each time getting closer to their true self. But, people are complicated, and their problems and anxieties have real power here - with no easy solution. Resolving - surviving - their issues can take time, and if rushed or carelessly done can completely destroy both of your minds. The reward is greater emotional stability and extremely powerful Song Magic created by these resolutions. Being allowed past a certain depth generally implies a deep emotional connection from the Reyvateil - while you do not need to share it, it would be almost impossible to survive to their core without meeting that in kind. Aside from an incredible raw talent at safely navigating a Dive, you have a general ability to improve the psychological well-being of anyone you spend time with, and in other Jumps, your skill with Diving applies to telepathy, dreams and other mental landscapes.

300 [Discount for Halfblood, Free for Origin]: Powerful Emotions - Song Magic is mediated by the Reyvateil's connection to the computational hardware of the Tower, in the form of song. These songs extend several orders beyond range of human hearing, and encode the emotions and intent of the singer. The Tower broadcasts power in response to the intensity of the request - so as not to overwhelm the singer - and your emotions are stronger and purer than the majority of your peers. This also effects communication with others, and you find it easy to fan the flames of their hearts to cast synchronised spells with other Reyvateil or inspire others with your song.

300 [Discount for β -class, Free for Origin]: Hardened Cosmosphere - Familiar with the software mechanics of your cosmosphere, you have a great deal of control over its composition and the ability to access the systems of the Tower through meditation. This ranges in utility from being able to browse information archives, playing ancient full-VR videogames - possibly running them inside your cosmosphere, to being able to attempt to hack into systems and automation – though the latter will take much practice. With the Tower's ability to convert digital data into matter and vice-versa, it is theoretically possible to teleport via the Binary Field, or create sapient digital entities that manifest in the real world. Post-Jump, this becomes effective radiotelepathy, and you can connect to and hack wireless networks with the power of your mind, as well as continue to manifest digital objects from them.

600 [Discount for Drop In, Grathmelder and Origin]: Song Science - Before there was Song Magic, in the golden age of the First Era it was discovered that three materials, Parameno, Grathnode and Ardel, allowed for the conversion of sound into magic. From this, came the Tower and all its glories - as well as the eventual destruction of the world. Long forgotten, you have a complete theoretical knowledge of the true underpinnings of Song Magic, Reyvateil biology and the Tower as was understood at the height of the First Era. With sufficient resources, you are capable of creating or altering reyvateil, and repair and alteration to Tower hardware, something it has gone millennia without. With resources comparable to a superpower, you could potentially could raise your own Tower or complete Metafalss.

Song Science allows for the precisely targeted creation of energy fields and semi-permanent matter, such as fireballs, giant swords, force-fields or functional computer systems – allowing a Tower to “sing itself into existence” from a seed. It can apply this to control the weather, manipulate gravity, create life, transmute existing material into new objects, broadcast power with no loss rate within its range, mirror a Halfblood's mind on the SH Server in real-time, convert matter into digital data and vice versa. It cannot create permanent matter, which is mediated by the Wills of the Planet allowing it to become a part of their body.

600 [Discount for Teru, Requires Clan Magic]: Grand Mage – Far more powerful than most, your study of Teru magic has led you to the root principles of their power. Not only are you all-around stronger with the basics and capable of approaching the highest known levels of your tribe's magic, but you have already deciphered the unique magics of two other tribes and with time are capable of learning all of them. In addition, your dragon blood has responded to your increasing arcane power. You are stronger, more alert, need less sleep, your eyes flash gold and you can see perfectly in darkness. Tough scales as strong as the finest armour are developing across your body, your horns are growing from their nubs and you know that if you so chose you could accelerate the process to assume the unknown but surely draconic appearance of your otherworldly ancestors - or reverse it entirely. Perhaps both.

600 [Discount for Faction Agent and Drop-In]: Maximum Penetration – Oh yeah, now you're cooking with gas. Where others might be able to build airships or swords – you can build ways to use them. With some time and thought, you can devise a pen stroke that cleaves iron, make bullets split and home in on your targets or develop "super moves" that could allow you to ride an ordinary spear through a battleship. Even if you lack innate powers of your own, you're also an expert at manipulating external sources to do the job – with the end results distinctly flavoured and altered by the power source used. You have a general knack for exploiting the full capabilities of the tools you wield.

600 [Discount for Halfblood and Origin]: Creative Composition - You possess a true gift for song magic composition, able to construct your own spells on-the-fly, emulate extracted songs without possessing its Song Crystal, and to optimise the energy use and emotional content of all your songs for greater efficiency and power. With a little thought – or a lot – you can probably attempt to emulate most exotic effects that you might see as a Song Magic spell, or make hybridised blends of the two.

600 [Discount for β -class, Free for Origin]: TOWER CONNECT - When a Reyvateil's partner is reaches the deepest levels of their cosmosphere, having fought through their fears and doubt, the Reyvateil is liberated and their mind is able to survive reaching beyond itself and connecting to the greater Tower. Aside from near-enlightenment, this greatly increases the power available to the Reyvateil, gives them some of the most powerful Songs they can craft, and opens access to some of the most powerful weapons systems of the Tower - usually in the form of homing laser annihilation. You are also completely immune to hostile emotional manipulation.

Companions

These companions will be right there with you upon entering the world, already loyal and friendly. Drop-Ins will meet them upon arriving and hit it off quickly, as well as you could in this world anyways, while other origins will already have some memories of them. Name, gender and age are up to you. If you take **Location Unknown**, then you have no idea where they are – or where you are, for that matter.

Import: For 50CP you may import one companion, for 200 CP you may import up to 8 companions. They get your choice of background – but not **Origin**. Other than Drop-In this comes with memories and experience, and the free abilities for each background. You may give them access to the abilities of **one** of the choices below by paying its listed cost – each purchase unlocks it for all.

Drop In and Grathmelder: Either **200** points of Companions or an extra **200 Equipment-only CP**

Faction Agent: Up to two **Reyvateil** for free. Discount on [Reyvateil] and imports with a Reyvateil background.

Reyvateil: One free **Elite Guardian or Monster**. Discount on [Guardian] and imports with a Faction Agent background.

Teru: One free **Monster** - their familiar. If they pay the discount cost instead, their familiar may be any Monster type. Discount on [Monsters] and imports with a Teru background.

[100CP] Guardian – A human warrior, basic armour and equipment. Usually young, but may also represent a veteran past their prime. Capable of holding off most monsters, at least for a while, and has huge potential for growth.

[100CP] Reyvateil – A young Reyvateil, still wielding elementary Song Magic. Your choice of Halfblood or Beta, the former has **Strong Emotions**, the latter, **Hardened Cosmosphere**. With time and attention, will allow you to Dive and raise her power greatly.

[150CP] Grathmelder – Not much of a fighter, this human is a specialist in item synthesis. Given time, material and plenty of your money they can make pretty much anything commonly available – and have the potential to do even better. For **+50CP** they have their own workshop and store, which provides a decent income and plenty of demand for new ingredients. Comes with **Improbable Arsenal** and either **Combat Prosthetic** or **Grathmeld Prodigy**.

[200CP] Monster – A tamed beast or machine, despite many varieties being smaller than humans, their innate resilience and power leaves them capable of shrugging off far more abuse. Easily capable of defeating a dozen armed men with high-calibre weapons, however they go about it. Types vary from amorphous blobs, wyverns, shapeshifting liquid metal robots, dryads, mechanical gorillas – even one of the utterly alien **Antibodies** could be chosen.

[200CP] Elite Guardian – Like the Guardian, but with either decades of experience, sheer bloody talent, or a little of both. Above-average equipment, and capable of throwing down with a dozen men and laughing them off. Actually capable of killing monsters on their own. Has either **Combat Prosthetic** or **Dive Compatible**.

[200CP] Teru Magician – A young Teru mage, with **Draconic Heritage**, **Clan Magic** and a lot of potential. Instead of the latter they may have **Combat Prosthetic** and be the equal of the **Elite Guardian**.

[200CP] Canon Companion - A single canon character will over the course of your stay develop such a bond with you that they become a companion in your journey should they survive, which now depends upon your aid. Best taken with **Plotbound**, as you are not guaranteed a meeting. Yes, even the Goddesses or a Will of the Planet such as **Ar_Ru** – they don't get to take their Towers and gods might have to contend with native pantheons to get things done, but they are otherwise are not reduced in power – however if they're initially hostile you'll have to deal with that first.

Equipment

Starting Loadout: While many backgrounds will give you implied possessions, this is what you're wearing when the Jump begins, along with purchases below.

All: Sturdy, drab clothing. \$5,000 dollars in the equivalent currency. Camping equipment and one week of food, in a spacious backpack.

Teru: Robes and hat sufficient to conceal your horns and tail, useless magical memento.

Faction Agent: Documentation proving your identity and affiliation.

Reyvateil: Unusual hair ornaments. Artful but implausible costume.

Origin: Skin-tight Linkage under suit.

25: Useful Wallet - A wallet that can hold any amount of money and cards without bulk. Each jump it is filled with the equivalent of \$5000 in local currency, which vanishes into mist after a month. Reappears in your Warehouse if lost or stolen, sans any of the \$5000 that remains.

25: Diquility Life Extension Agent [Free for Halfblood Reyvateil] - The lifespan of Third Generation Reyvateil is shortened due to the trauma of their transformation, the bodily stress of channelling song magic and their bodies lacking the implanted energy wells that lab-grown Reyvateil possess. Several hundred years ago, one of the greatest scientists of the Second Era, the Reyvateil Infel, created **Diquility**. A crystallised form of a very specific magical wave, it acts as a temporary energy well and allows a near-normal lifestyle. Installed every three months, it staves off death and allows Third Generation Reyvateil to live to around forty - instead of burning up within days after their transformation. It may also be used to provide a brief surge of power to boost a spell or restore energy, and makes an excellent blank for the creation of new and powerful Song Crystals. Each month, a new crystal spawns in your Warehouse.

50: House Key - In your pocket you find the key to a small property with no distinguishing characteristics in a boring part of the first settlement you enter, whereupon the key will gently pull your hand towards the front door. Paid upfront for 10 months. In future jumps the effect is much the same.

100: Weapons and Armour [Free for Faction Agent] - Two suits of armour and four weapons of whatever weight class you prefer, quality equivalent to that wielded by the majority of professional warriors in the world. Armour is usually a lightweight ceramic over metal, and most have exoskeletal support that carries its weight and augments strength slightly. Has limited capacity for upgrades, but very diverse range of appearances. Ranged weapons exist and are in common use, but melee still has its place against monsters that need to be hacked apart with brute strength or held at bay while Reyvateil prepare Songs.

+100 – Variable Systems: Each weapon and armour contains multiple overlapping modes of operation. Gunswords, Chainglaives with rocket impactors, light power armour with layered forcefields, liquid metal armour – go nuts.

+200 – Surpassing Quality: The finest materials and skill went into these. Power armour that can crush a dragon's skull, vibroblades that can sheer through the toughest monster hides. It takes an impressive weapon just to scratch your protections, and an even more impressive shield to stop your blows.

100: World Map [Free for Drop In] – At will, you may have this small handheld device summon a 3D hologram of the planet you are on – in space the range expands to 1 AU, but doesn't penetrate atmosphere. You can zoom in all the way to the back of your head, but it does not display the location of any animated objects that you are not aware of already and does not display the floorplans, interiors or secrets of buildings you have not been inside or discovered.

100: Staff of Power [Free for Teru, Upgrades Discounted for Teru] – Not necessarily a staff, this is any implement that noticeably increases your magical power. Any form is allowed, but it must stand out as an important part of your "look". At its base level, the simplest spells no longer tire you, you can make it emit bright light and fly to your hand from close ranges.

+50 – Focusing Crystal: Minor boost to the power of all your spells, moderate boost to those of one "element" of your choice.

+100 – Singing Staff: Moderate boost to all spells, delicate songstone runes allows you to transform sound into magic – any form of magic, greatly speeding your magical regeneration.

200: Grathmeld Supplies [Free Grathmelder]. You receive a 1m white ceramic cube, which contains 250 kilograms of randomised base components and Grathnode crystals. Stocks replenish every week, and ratios skew towards whatever ingredients you used the most of.

200: Songstone Composer [Discount Grathmelder, Free Origin]. Another 1m cube. This produces the essential elements of Song Science, in the form of 1 ton each week of Songstone rubble, a crystalline ore of Parameno, Grathnode and Ardel. By itself, Songstone converts sound into magic, storing it until a threshold is reached and it explodes in a burst of wild energy - making them effective improvised grenades. Extracted and refined, their true potential can be reached. Parameno absorbs sound as magic, Grathnode emits it as magic, and Ardel acts as a semiconductor.

200: Grathnode Crystals [Discount for Reyvateil and Grathmelder] – Two dozen potent grathnode crystals ready for Installation, or for use in superior items. Comes with details on how to grow new crystals with similar effects, which makes their study and custom design far easier. By reading the waveform of the crystal, the Tower produces an effect. This can be anything from strengthening the user, lightening their weight, inducing berserker rage or adding elemental effects to attacks, to allowing access to secure areas, interaction with out-of-phase objects, or transmitting authority over specially designed monsters. While there is scope for unique crystals with new effects, there is only a small chance of them being significantly more powerful than already known varieties.

200: Carillon Organito [Discount for Drop-In] - a lost device of Song Science, a sleek hand held baton that allows a non-Reyvateil to utilise a selection of pre-programmed Song Magic spells. While it lacks the flexibility, nuance and control of a Reyvateil, it can still produce powerful effects much faster than most Reyvateil could dream of and a skilled user can make up for its shortcomings. When used by a Reyvateil, it can either cast its own songs separately, or add its own power to her Song to greatly amplify its effects. **Extremely valuable.**

200: Linkage [Free for Origin] – Designed for Origins, the Linkage is a suit of imposing power armour with extensive symphonic links to the Tower. Amplifies casting power and speed, and allows you to hover – and fly with some effort, optionally shifting to a less-durable high-speed flight mode.

200: Ar tonelico? [Discount for Grathmelder] - A device the size of a basketball, overlapping wings that shelter a golden core. Whoever assembled it left a big shiny key inserted into the top? Mysterious. Comes with its recipe, as well as the recipes for two weapons, armours, vehicles, accessories and restoratives of your preference – all of the highest quality.

200: Jaqli Robo [Discount for Beta and Drop-In] - A vaguely humanoid robot about 2.5m high, with dog-level AI and a cramped cockpit. Capable of limited shapeshifting and self-repair, usually without the occupant inside. In humanoid form, hovers on two jet-legs. Can extend solid legs and change the position of the thrusters to assume a quadrupedal or disc-like shape. Has a large golden trumpet on its back, which acts as a receiver for the Tower's broadcast energy - as such it has unlimited operational endurance, but may need minor maintenance if pushed too hard. Its shields and innate durability make a modern tank look distinctly inferior.

200: Airship [Discount for Faction Agent and Grathmelder] - a medium-sized cargo vessel, with approximately 1000 tons cargo capacity and cramped rooms for ten. Barebones but fully functional, it has a very solid superstructure and takes extremely well to modification. Quick for its class, but not nimble. Unlimited endurance as the Jaqli Robo.

+50 – Increases cargo capacity to 5000 tons with no impact on speed, well-appointed rooms for twenty and a high-power antenna relay drone that allows a Reyvateil to maintain contact with her Tower from twice as far as usual.

+50 - Armed with four energy-projectile autoguns with unlimited ammunition and two multipurpose drones capable of repairs or light combat.

400: Divine Beam [Discount for Origin] - an enormous snakelike robot, the length of an aircraft carrier. Has powerful energy cannons and each bus-long segment packs a pair of weapon mounts for anti-air guns or artillery, but its main power is the ability to construct swarms of Divine Army units in minutes, powerful machines only slightly inferior to the Jaqli Robo. Basic AI, with simple threat-response commands. Control is keyed to your waveform and is essentially unbreakable. Takes very well to modification of its structure and capabilities, and can intelligently integrate new components by decomposing them into itself. Contains its own energy generation systems that provide for its systems and all of its sub-units, as it produces more it grows in length to accommodate them.

500: Orgel of Origins [Discount for Song Science] - A copy of the original Song Science device. A handheld music box that plays a very carefully calibrated song. It is made of Parameno and Grathnode - and got hot pretty quickly. Enjoy your white hole generator - this is what powers the entire tower, including the antigravity generators, weather control, and giant beam cannons. All of it. It's an infinite energy generator, with a very high output. Unless you buy both this and Song Science, replicating it is nearly impossible, with both it is tricky.

800: Tower Seed [Free for Origin post-Jump] – Appears to be an enormous seed, made of ceramic. Weighs approximately 1 ton, it has a holographic interface that scans for a geologically suitable location. When planted there, it begins a massive transmutation of itself and the surroundings, growing to the size of a house within a minute and a large office building within a week. It slows down slightly to consolidate after this – hitting skyscraper at the end of the first year. But by the time eight years have passed it is able to push through the clouds and into outer space. Comes with antigravity systems, and sufficient energy generation to sustain and operate it. Will still require additional resources to accomplish greater feats, such as large supplies of Songstone – which it can create very slowly.

The Tower Seed is replaced every jump, and remembers any modifications to the design of the previous tower that don't use exotic technologies. Upon leaving a jump, the Tower it built remains but will deactivate without an administrator (or similar measures). Every time you plant one, the next grows a little faster – capping out at full basic growth in one year. You can potentially make it unusual – branching, roots that bud smaller towers, having it grow ancillary structures automatically and so on. This will probably increase the time it takes. Similarly you are free to experiment with speeding its growth, but nothing guarantees success.

Drawbacks:

600 is a recommended maximum for drawbacks, but you may indulge your masochism.

+50: Plotbound - not minutes after you arrive, the plot of the games finds you. This alters the time of your arrival to the first time Croix, Lyner or Aoto visit your starting location. Whenever you travel to a new and distinct location, if any of the cast – including the villains – are there you are fated to run in to at least one of them. As you enter the jump later than usual, it does not end when or if you first touch land. Origins begin when Laude already visits from Harvestasha.

+50: Standout - drab, dull and ordinary do not describe your taste in clothes. While you are aware of how distinctive you look, you are unable to care enough to change, except into something equally unique. Feather dresses, clockwork top hats, floating armour pods - however bizarre it looks, at least you'll fit in with the protagonists. While they get away with it, expect staring and pointing – especially at your pitiful attempts to “blend in”.

+100: Tone Deaf [+400 if any Reyvateil] - You are not merely ignorant of the magical language of Hymmnos like most civilians, you fail miserably at speaking it, and it has no power to reach your heart. The whole singing thing does nothing for you. This disconnection from a fundamental cultural feature causes a degree of alienation from your fellows, and reyvateil reactions range from pity to nausea. For a Reyvateil, it represents a tragic cosmosphere deformity, and you will always be aware of your diminishment. For an Origin, it means there has been catastrophic damage to your cosmosphere and hardware – risking the entire Tower.

+200: Location Unknown - Your sense of direction is actually worse than Shurelia's. Which is bad, as it isn't just a faulty map module you're dealing with. In addition, you rarely notice when you're lost without outside intervention, and you're extremely resistant to accepting that you have a problem.

+200: Dysfunctional Cosmosphere [Non-Origin Reyvateil Only] – Your mind is fraught with perils for any Diver. Not only is it harder for them to help you, it is much easier for them to hurt you or themselves. Manifests in the real world as an increased vulnerability to emotional damage. Cannot be taken with **TOWER CONNECT**.

+200: Reyvateil Bane - Something about you inspires dislike at best from any Reyvateil you meet. Expect treatment ranging from being the last to receive any healing to, in Clustania, being dragged off for Cleansing at the first excuse.

+200: Amnesia – You forget your previous life, all powers remain but must be relearnt – though they will not usually behave in ways that would endanger you. Diving may restore fragments of the past, but this will rarely be pleasant – said Diver may have to confront beasts long past.

+200: Incompetent – You're pretty pathetic. Everything you do has a higher chance of failure, and you rarely look good even when you succeed.

+200: Enemy – Another Faction has decided, or will decide shortly that you're a major obstacle. They will move past harassment very quickly, and put you on their hit lists.

+300: The Planet does not like you – So, it turns out the Sea of Death isn't empty. In order to survive the Planet created vast swarms of Antibodies, to draw energy from the sun through the Sea of Death and keep it alive. These Antibodies are immensely powerful, alien creatures that have no love for

humanity or concept of restraint. Something about you resonates unpleasantly with **Ar_Ru**, the Antibody Queen – and she will send her children after your blood.

+300: Human Supremacist – Reyvateil are not alive. They are fancy dress-up dolls with useful settings. Do what you like with them and they don't even say no. They can't because they're machines, and machines cannot refuse to be used. Either you believe this, or the majority around you do.

+300: I.P.D Positive [Metafalss Only] - You're infected with Infel Phira Dependency, a psychic malfunction that moves your cosmosphere (normally stored on Tower hardware) into the faulty core of Infel Phira. Originally intended to allow and amplify massive song magic choirs, the subconscious barriers between IPD Reyvateil are missing - causing bleed over from thousands of other minds. The effect is a creeping schizophrenia, along with increasingly severe bouts of wild song magic. As the condition's severity depends on how each IPD Reyvateil is feeling, the feedback loop is causing the insanity of the entire IPD population to accelerate. While initially, only your song magic is affected, as the deterioration progresses it may spread to all your abilities.

+300: Unstable Nuclear Triangular Loop [Non-Halfblood Reyvateil Only] – A sudden defect or accident has damaged the Telomere reserves of your NTL. In other words, you have between three and five years to live. If you took **Origin**, then a previously-unknown flaw in your loop has just been discovered, following fainting spells and weakness. Restoration of Telomere is technically possible, but you do not know how and the Tower of Rhapsanica does not have the resources needed to find the cure.

+300: Border Disease [Non-Reyvateil Only] – While rare, it is possible for Reyvateil genetics to become active in men. This causes the Medley to have their mind mirrored as a Cosmosphere, but with a random and usually invalid Soulspace address on the SH-Server. Traumatic emotions in reality or their Cosmosphere can trigger an attempt from the Server to activate their Reyvateil abilities – and upon noting the invalid address, to delete the Cosmosphere entirely, overwriting it with junk data. Most are driven into mindless berserker rage called the Ultimate Border, **increasing their strength and toughness** due to feedback on their trashed connection, to the point of being able to bend steel plates and endure machine-gun fire.

It is possible however, to retain your sanity, physical augmentation and **access to Reyvateil powers** – giving you a discount on **Song Magic** and **Install Port** – if you're lucky enough to have a valid address on the SH-Server and avoid erasure of your Cosmosphere. However, your Soulspace could be deleted at any time by the clean-up of unnecessary data, or whenever a new Reyvateil is registered to your address. This has the same result as a normal case of Border Disease: the complete destruction of the Soulspace and your subsequent transformation into an empty shell who only lives to kill and destroy.

In your case, rather than instant deletion, you suffer erosion – strong emotions may induce a temporary Ultimate Border state, and you find it increasingly hard to maintain your calm. As you slip closer and closer to the edge, your physical power increases, all your powers become harder to control and the Ultimate Border state lasts longer. Barring a stroke of good fortune, you will go undiagnosed for the first few years of your stay, and when the problem is identified it will require the highest level of Tower authority to even begin to solve the problem – possibly even your companions Diving into your defective cosmosphere.

Medleys are unheard-of in Ar Tonelico or Metafalss, making diagnosis much less likely. However, in Sol Cluster, Medleys are shunned and feared – and used by Clustanians as shock troopers.

+300: Neo Pureblood β -class Reyvateil [Non-Halfblood Reyvateil Only]. You are a relic from a time when reyvateil were considered by many as little more than tools, an experiment designed for increased power and casting speed beyond the limit of ordinary purebloods - and equal to the goddesses - through the psychosurgical destruction of their capacity for emotion. Your sister, Mir, was the only one of their four successful prototypes to awaken when intended - later destroying half of the world in revenge. Three hundred years later you have been released from a cryotube at the physical age of 15 - emerging from your choice of dust-choked ruin, secret basement or sealed cell.

Your emotions will not return naturally for the duration of the Jump, and implanted commands prevent you from thinking about their absence and leave your mannerisms eerily robotic. Your previous Jumps fade into a flat, context-less mess inside your tortured Cosmosphere and lose all meaning and informational content beyond nonsense scraps that will inform alien behaviours.

The only way to recover yourself is via another person Diving into your Cosmosphere, a gauntlet far stranger and more dangerous than any other Reyvateil's - but finding a trustworthy and capable Dive partner is the first step, and you're just a doll.

It will not be easy or pleasant, and the Jump will not end until you have recovered every scrap of yourself - unless, you intuitively understand, you want to leave those pieces and powers behind.

Cannot be taken with **TOWER CONNECT**.

If you take **Origin**, then you are a newly designed replacement for Vielia, who suffered some catastrophic injury and is lost – but not dead, as the Tower never lost function. The above still applies, but in addition you have masters who expect you to be a good little Tower, and help them rule with an iron fist. Your Objective remains the same however – not that you know about it.

Survival

After ten years, should nothing disrupt it, the Planet Regeneration Project is completed and the Sea of Death dissipates to reveal a rapidly-greening surface. Upon taking your first step onto the planet that has rejected you for so long, you are presented a choice:

xE rre ewle uteu qEgLYIs eh, en xE rre qoga tErLYIm/. - You wake up, in the bed you left so long ago, all powers, equipment and memories at your command.

Was yea ra chs hymmnos mea – You choose to stay, to continue in the wide world that has been opened up.

Kiafa Hymme Mea? – The next Jump beckons.

Post Jump Notes:

Planet: Should the planet die, but you somehow survive, the jump will end as normal. The planet dying is penalty enough, and you will carry everything you've bought and stored forwards as though it hadn't.

Reyvateil: All Reyvateil and similar companions lose their dependency on proximity to a Tower to use Song Magic. Halfbloods no longer require Diquility and Betas do not die when out of transmission range. Reyvateil may now shapeshift freely and retain their powers.

Neo-Betas regain their memories, powers and emotions if they have not done so already – with no trauma.

Ultimate Border humans gain control over their berserker state, and retain their full powers outside it anyway.

Any mental problems caused by failed Dives are healed.

Equipment powered by broadcast energy likewise no longer needs it. Equipment built post-jump will need some form of energy supply, however.

Origins: A perfect copy of your tower (minus population and ancillary buildings) merges with your Warehouse or Bay. If the latter, it has physical presence in space, otherwise it has no exits. Within either location, you receive the benefits of being within your tower as normal. Outside, you cannot use its powers (other than Song Magic) without opening a gateway for it. The tower created by your Tower Seed is a superposition with this one, and any completed room may be accessed by you from either version – deliberately altering the layout of one, changes the other.

Grathmelding: No longer needs a Tower, provided you use the equipment ingredients as normal. If you have a Tower, or construct its transmutation system on your own, then you may utilize otherworldly materials as well.

Song Magic: cannot create permanent matter without the consent of the Wills of the Planet. In other Jumps, it is up to you how this applies. If there are powerful natural spirits, or similar, it may need their cooperation as well.

Powers that rely upon Song that you acquire in previous or future Jumps generally mesh well with Song Magic. Any Tower you might have counts as yourself where it would be beneficial – not as an external amplifier, for instance.

Golden Shovel: Songstone is a very useful mineral. It is not especially rare. Treat it like you would treat quartz for purposes of growing more.

The **Ar tonelico?** Is a sonic detonator, roughly equivalent to an H-Bomb in destructive power. It is a flawed, miniaturised form of Ar Tonelico's power conversion and emission systems – minus the Orgel.

Orgel of Origins: Later material has revealed that the Orgel is both much larger than originally presented – a disc about the size of a car – and also an unstable system with the potential of causing an equivalent to a false vacuum collapse – the total destruction of the universe. This is **optional**.

Sound Science, Song Magic: For what it's worth, they are scientific forms of reality warping based upon the exotic physics of the setting. But they're clearly Sufficiently Advanced. To your tastes, they count as magic or science or something that straddles the blurry borderline.

Creative Composition: Note that emulation is not quite duplication - while fireballs and magic missiles are trivial, instant-kill conceptual effects, meta-state hypergeometric temporal apathy compression, divine apotheosis and other such feats may be nearly impossible to emulate with the sufficiently advanced science that underlies this talent.