

Wild Arms: 2nd Ignition

by Gaff Gafgarion



Introduction

Once, there was a Blaze of Disaster that stained Filgaia with its crimson flames.... The flames from the earth scorched the heavens. The blazing whirlwinds threatened to consume the very future of the planet. Mankind clung to its only hope of surviving this life-or-death crisis: the Sword Magess. Born as the daughter of a nameless petty nobleman, she was drawn to the call of the Guardian Blade named "Argetlahm." With no way to fight, the people cast their hopes on the Magess' sword and believed in the future.

The night of the seventh day after obtaining the sword — wrapped in a torrent of light, the Magess vanished from Filgaia together with the Blaze of Disaster, leaving behind Argetlahm plunged deep in the earth...

Time passed. The Guardian Blade Argetlahm began to be treated as a symbol of power. The battle of the Sword Magess remained in the hearts of the people as a familiar, ubiquitous legend. But the people had no reason to think that their familiar legends of the past would have meaning in the present — and in the future.

It is this world that you have arrived into, a month before the terrorist organization known as Odessa is going to perform a demon-summoning spell on the Sword Cathedral. You are going to be here for the next ten years. Here is a little something to help you prepare:

+1000 CP

Your age is freely chosen between 16 and 30 and your gender carries over from the previous jump.



Location

You can freely choose your starting location. Alternatively, you can receive extra 100 CP to Roll a 1d8 and determine where you start.

1. Sword Cathedral - A sacred building located near the Town of Meria at the spot where the Sword Magess first heard the voice of Argetlahm. The cathedral was built here in honor of the Sword Magess sacrifice, so that it would not be forgotten with the passage of time. You start in front of the altar of the holy sword.

2. Prison Island - Meria Boule, Sylvaland Slayheim, and Guild Galad all controlled this place. "Illsveil Prison" was feared by most convicts, the history of this location built up until it eventually developed independent rule. It boasts the harshest penal life and has a system of convict rule, that is the prisoners deal with prisoners and everyone else stays out of the way, a "hell" passed off as "paradise.". Starting here means everyone considers you one of the prisoners.



3. Golgotha Prison - At present, Illsveil Prison is in operation, so Golgotha prison is closed and abandoned but, since the prison is still rife with dangerous traps. Some say that it should be used to train troops but those for and opposed to the plan have yet to come to any conclusions. You start at the deepest part, be mindful of the traps.

4. Millennium Puzzle - Lucky you! You get to start in this maze-like pocket universe filled with hostiles, you need to solve the puzzles to reach filgaia in front of a random city. (Bad luck is still a kind of luck).

5. Trapezohedron - Welcome to the most horrible dungeon of filgaia, Logic and navigational skills aren't needed here. The Trapezohedron is a bunch of roads all connected through teleporters. You never know where a teleporter leads to and sooner or later you'll lose your way here. There's no big bad here for now and if you wander enough you can get out of here, but expect to go through a lot of battles with the local monsters.

6. Good Luck Zone - This sanctuary is the location of the idol of guardian Chappapanga.

7. Town of Meria - This place is the hometown of Ashley Winchester, Marina, Tony Stark and Scott Summers. Small town, nothing of interest besides the people.

8. Free Choice - Lucky roll, choose anywhere to start in.

Origins

Drop-In (Free): You just show up in this world, as you were.

Gun Warrior (Free): You grew up as a member of a local musketeer brigade or militia and you've been selected to work in battling the crisis facing Filgaia after being chosen as a member of the **Agile Remote Mission Squad (ARMS)**.

Crest Sorceress (100 CP): Or sorcerer. You can use spells inscribed on magic crests to a variety of effects. Once a crest is obtained, the spell written on it can be erased and replaced with a different spell at any time by visiting any specialized magic shop.

Zoa Priest (200 CP): You've been gifted with the ability to communicate with the Guardians of Filgaia, the protectors of the world. However this gift might just end up bringing tragedy for you. Zoa Priests can absorb a defeated monster's energy to obtain magic abilities from the guardians.

Bounty Hunter (Free): Wandering the land as a mercenary, hunting demons in Filgaia. "Mercs" can broadly be divided into two types: One who hunts for treasures in the ruins and the other does freelance work, fighting monsters or acting as bodyguards for money. The public considers both types to be scoundrels.

Crimson Noble (200 CP): Long ago there lived a race of beings who shunned the sun to live in the world of darkness. The Crimson Nobles, beings that were virtually immortal and were said to have ruled the world in the past. Nowadays there are few recorded sightings of the Immortals, so many believe them to be a mere legend. You can be the only other remnant of this race alongside Maribell. Crimson Nobles are a type of vampire with an innate ability to learn any spell-like abilities from monsters they see; They have a moderate desire to drink blood and with easily burnable skin when exposed to the sun.

General Perks

100CP perks are free for their respective origins and other price levels are discounted to their respective origins, unless specified otherwise.

Jumper's Wild Theme (Free): Remember the catchy tunes? All these songs will play during the appropriate time for your journey, the music and theme songs of Wild Arms 2 will follow you from now on, as you desire it. No one else will acknowledge its existence unless you call attention to it. This may be toggled on and off at will.

Dynamic Intro (Free): Maybe this exists to help slow people recognize dangerous enemies? When facing strong opponents or something above a mook you will get a small intro about your opponent where their silhouette will pose in a red background and you will learn their titles or made-up nicknames. You can toggle this freely on/off.

Health Crystals (Free for the duration of the jump, 100 CP to keep): They are everywhere, these orange health crystals that you can hold and use to heal yourself and your allies. By paying 100 CP more, these crystals will appear in future jumps, on enemy or unknown territories. Only you and your companions will be able to use these crystals. You can collect them and store them for later use.

Enough is Enough! (Free for the duration of the jump, 100 CP to keep): This world has a lot of locked doors, passwords, switches, blocks and dozens of puzzles, therefore you will be spending a lot of time making IQ tests to advance on dungeons and on story... Unless you would rather not.

This will take care of all that annoying stuff, now you can “skip” any legwork directly and instantly solve all puzzles you encounter, it will still require you being capable of solving the issue, but you do not have to suffer the bore of actually moving the blocks in the hole, pressing switches, finding clues etc. All that gets done automatically and can be glossed over with no one finding anything strange about this.

Force Techniques (Free, 300 CP): Everyone in this world possesses a special ability known as Force power, it is a form of psychic power with no relation with the power from a galaxy very far away. During combat or stressful situations, a being's Force level rises up in proportion with stress and focus and unlocks access to spells or special abilities, the higher your force level is at the moment, more powerful abilities can be invoked; Using those techniques or spells will drain mental or physical stamina and being exhausted will keep your force techniques from activating.

Force users usually develop a personal power uniquely suited to them through their experiences, these force abilities are capable of some strong and unique exoteric effects like speeding yourself or your tools; Expanding the effect of a curative to several targets or

performing undodgeable attacks. In exchange for these unique effects, these powers or “force abilities” are much more exhausting than any other actions. You can choose an original theme for your force abilities or pick one similar to the heroes of the story. You start capable of minor tricks and a moderate useful technique with your force ability but with time, you can get much more experienced with your ability.

While everyone in this world can have and use these techniques for free, only by paying 300 CP you can take this system with you and teach to who you wish to in future jumps, becoming able to unlock the potential of anyone you wish for this force power. You will also be capable of adapting any magic, supernatural, psychic, physical or any other kind of ability to work with this Force Power, being only limited by your mental/physical stamina. Or, if you prefer you can also go the other way and convert force techniques to work with mana, ki or what would be more appropriate for you.

ARMS Upgrade (300 CP): Relics are a treasure left behind by fallen civilizations, despite their power they can only be improved in specialized shops in some towns. These shops provide an upgrade to your ARMs in exchange for currency in order to strengthen them, provide maintenance or just a tuning up. Only a few people in the world have the expertise to work with these relics and upgrade them.

And now you are one of them, you can repair, maintain and even design **Advanced Relic Machines**, with this valuable knowledge you will be very sought after in this world. In exchange for a lot of money and rare resources you can upgrade these relics to higher levels than expected, improving power, accuracy or bullet capacity of your ARMS.

Curiously, you can apply these improvements in other weapons and ammunition besides ARMS, in some cases you can even improve a spell or special ability! As long as the spell or special ability is specific enough and not too broad. You could strengthen a specific spell, but not your entire spellcasting ability, for example. In the same way, you could improve your telekinetic shield but not your telekinesis in general.

These improvements can be focused in any area: Power; Duration; Recoil etc. You can improve the accuracy of one of your ARMs or increase the number of shells your weapon can hold and, in the same way, spend resources to get the accuracy of a spell of yours improved or getting an extra cast out of the upgrade. Upgrades don't need to cater to possible or reasonable limits, if you upgrade a BB gun enough it may hit as hard as a bazooka no matter how nonsensical it may look.

The only limitation besides the cost is the number of upgrades: You can only upgrade the same thing nine times per jump or per decade, whatever comes first. Any increase in any aspect counts as an upgrade, doubling the cost in resources and counting towards the nine upgrades limit. After a decade or every new jump, you can further upgrade nine more times, but the cost won't ever reset. Post-Chain, you can upgrade anything any number of times, limited only by the cost.

Accession (400 CP): A recent discovery made and promptly weaponized by a secret organization, a magic ritual to bring beings from a parallel universe and stuff them into physical vessels since these beings aren't made of flesh and bones, but some kind of supernatural energy. As it was mentioned before, some unsavory individuals are performing human sacrifices to summon monsters into this world. There isn't very much information on what these demons want just yet since the sacrifices weren't strong enough to survive possession, but that will change very soon.

Due to a demon possession gone hilariously wrong, an aspiring hero will receive the power of Lord Blazer himself, an individual who used to be an officer from an army long ago on Filgaia and after being sealed in a pocket dimension became a supernatural entity known as the Blazes of Disaster, this is the being directly responsible for the cataclysm that condemned this world. Just like the one possessed by the Blazes of Disaster, you also will start the jump with access to a supernatural entity on the level of Lord Blazer, except you won't need the power of the holy sword to counterbalance the entity as you have reached a balanced state as soon as you received this power.

You can freely design the entity or just get the power without a will of his own. By harnessing this power you shift into a form that is several times stronger, faster and more durable than your base form with themed powers based on the spirit possessing you and with the potential to develop more abilities as long as they follow the theme.



Origin Perks

Drop-In

Road Warrior (100 CP, Free for Drop-in): Living in this decaying world is not something easy, only extraordinary individuals can make the difference here so you can have this talent to learn the basics of any survival skill, including the basics of combat within the first hour or during your first fight. With this you can hit the ground running. Also comes with some wild instincts that help you communicate with animals.

Treasure Collector (100 CP, Free for Drop-in): Everyone could use a little luck, but you get this instead! You have a sense of who to talk to and where to look to get what you need. People will look more intense for you, something calling your attention about them and places with are resources will shine to your vision. Any treasure you get will be a little better than what others would get, either in better conditions than they look or with core components intact, that kind of thing.

Solitary Struggle (200 CP, Discounted for Drop-in): Taking care of yourself for years taught you useful skills, like when to act and when to retreat, but most importantly when to take a stand: During battles that threaten your life, your body will get stronger, faster, your mind and your senses will get sharper, instincts will start to feel like divine guidance, your actions more efficient and better in everything.

The longer the battles go on, the higher your abilities will reach, your capabilities getting fractionally better all around, very noticeable in longer fights. The improvement happens at fixed intervals of time, though by the time you are several times stronger than usual it will start to taper off. After combat, this boost fades away and starts over from zero on future combat situations. Lastly, bonds forged in battle are sturdier than other bonds, fighting against or with someone teaches you more about them and lets them learn about you than months of friendship.

Development Guide (200 CP, Discounted for Drop-in): The basics of survival are well and good, but there's a difference between just surviving and *thriving*, in order to have a life worth living in this world you need that extra determination. You have an ambition or dream that fuels your willpower and lets you tackle every difficult situation you encounter and lets you succeed where any other would give up.

Also, everytime you look into improving yourself, you will quickly find ways to train your body. You will get an almost instinctual knowledge of how to increase your resistances against harm. Poisons, diseases, forgetfulness, feeling downhearted, being confused, paralysis, petrification and others. You know the best way to increase your defenses against any harmful effect that could hit you in combat. In time you will learn how to mitigate all these ailments.

Custom Loadout (400 CP, Discounted for Drop-in): You know how everyone seems to use a different weapon or combat style? You can do it too, you have the knowledge and a little experience in building and modifying your equipment. You will easily find out how to customize your weapon and battle style in ways you find that fit your personality and ways to develop further. You can make fighting styles, special attacks and know how to modify or create your own ammunition, techniques and special attacks. For the techniques you design, you will always be able to perform them to the best of your capabilities as long as your body still moves.

Sole Survivor (400 CP, Discounted for Drop-in): Freak accidents, explosions of exotic energy, being exposed to alien blood, an unknown virus, bitten by radioactive spiders, used as a human sacrifice for demon summoning... All these events that should result in death, deforming mutations, sanity damage or simply death and yet some people not only survive but come out of it better than before, maybe they just are made of sterner stuff like heroes of stories and you can be like them.

Whenever you get involved in bizarre situations or accidents, not only are you guaranteed survival and full integrity of self, but you also get out of these situations with extra advantages, if there are any possible positive side effects in your situation then they will apply to you 100% of the time and even if there aren't, the usual harm you would get will be walked off and you will instead develop new talents or abilities related to the event you survived, just like Ashley did.

At least the first time these events happen to you, more than that and you get the same chance of dying as everyone else. Though if you have some kind of safeguard or other 1-ups, you may spend them to invoke the first part of this perk: To guarantee survival and get superpowers from freak accidents or the like. This perk will not save you from mundane deaths, only extraordinary situations qualify.

Personal Skills (600 CP, Discounted for Drop-in): A Skill, habit or set of priorities developed during years of battle experiences, collected from the best fighters and streamlined in order to be easily taught to everyone. These are the personal skills, basically they are tips, tricks or techniques that others learned in combat and sold off to newbies. Certain shops teach them to those strong enough to learn. It may take some time and experience before one can fully learn one of these, but their usefulness it's worth the effort. Better attack power, more defensive capabilities or just some utility, they make battles easier.

Personal skills aren't necessarily only useful in combat, for example: If someone trained in order to avoid forgetting important things they could have developed a personal skill that helps them become better at resisting spells that affect memory and give them better memory overall.

You have the training to run one of these special shops. You have the expertise and understanding of people's limits that lets you design training plans or a series of specific

challenges that make anyone learn any kind of personal skill. You can even design a personalized gauntlet that makes those that complete it learn a personal skill uniquely suited to them, with original effects based on their talents. The strength of the skills created this way cannot exceed your powers and this kind of gauntlet will only benefit any given person once per jump or every ten years.

In future worlds, you can keep creating training plans to learn new personal skills, however during your chain, the number of personal skills one can benefit from at the same time is limited to a half a dozen, though this limit will loosen as one gets more experienced or grows in power. You can still learn any number of personal skills and you can freely toggle any personal skill on and off.

Shades of Heroism (600 CP, Discounted for Drop-in): Heroism is a central theme of this story, pretty much every character in the story is a hero in some way, to someone or something. Even the villains are heroes from a certain point of view or view themselves that way. After the journey reaches its conclusion, the answer the protagonists reach is of a world without heroes, that is, without anyone elevated and sacrificed for the greater good, but instead a world in which everyone works together for the sake of a miracle.

Based on this answer you can have this ability, by harnessing the willpower of those that desire for a tomorrow, you learned to convert these desires into spiritual power capable of affecting entities like Lord Blazer and the Holy Sword Argetlahm. This power increases as more individuals transfer their feelings to you and the stronger your bonds with them are. Alone you would at most be capable of banishing an eldritch being to outside reality in exchange for your life, but with the feelings of several close friends and people you met in a journey could make you would be capable of easily destroying these eldritch beings completely.

Basically you are fueled by the power of friendship, you can use this power to recover from wounds, refill your reserves of energy and manifest the positive energy in the form of light to materialize personal weapons and armor and in general to attack or defend. You could Banish or destroy evil or do anything else you think a JRPG Hero would be capable of doing. Even without extra energy from others feelings you can still manifest positive energy from your own reserves of energy.

Gun Warrior

Knife Hurler (100 CP, Free for Gun Warrior): You are experienced in working in a militia, knowing the ins and outs of every possible position in such a group, from the grunts to the leaders, you know how to defend yourself, work in teams, delegate and organize personnel and are even skilled in all the paperwork involved. As a bonus, you have the dexterity necessary to hurl knives at moderate distances and know well enough to never harm yourself with them.

Technical Tap (100 CP, Free for Gun Warrior): Sometimes machines stop working or are just in the way, living these situations made you figure out that you can always kick your problems away: Your kicks are easily capable of breaking wooden boxes and crates, cracked walls or push away blocks of iron. Curiously, you can occasionally fix defective machines with a well placed tap, though they will eventually fall apart after being fixed this way.

Fastest Gunner (200 CP): A very useful trick, by manipulating the force power, you can accelerate your thoughts and reflexes for a short duration of time, enough to surprise those who expected you to be a sitting duck or shoot first in a duel. Very useful in short bursts, but could be very exhausting if overused. Practice can help with improving this.

Bravery (200 CP): Another ability you can use by manipulating force power, you can increase the effectiveness of your senses, improve your body coordination and sense of timing making you someone capable of locking on a target and hitting without fail. You will naturally be able to predict trajectories of evasion and aim at the smallest gap in someone's defenses.

This isn't necessarily only useful in combat, for example, an awkward young man could "boost" himself to declare his feelings to his crush and accurately make her understand his feelings, no matter how air-headed or innocent she usually is. As is common with force abilities, keeping this state is exhausting, but training can improve that.

Punching Works Fine (400 CP): Sometimes simple is better, when you realize that instead of setting up and charging a shot from your usually inaccurate bazooka to kill a giant monster, you might as well just punch it to kill it all the same. It is pragmatic and efficient, but also a little unsatisfying to realize your weapons lose to your physical strength.

But now you can ensure that your weapons, be it melee or projectiles, will always hit harder than your physical strength by using Force power. If you can break concrete with your fists, then your launched rockets will also do so even easier, and cause proportional explosive damage when it blows up, where a normal person with a rocket could blow up a car, someone with higher strength could blow up a tank even hitting the thickest part of its armor. In other words, your weapons and projectiles will always be useful.

Personal Routine (400 CP): Regular physical activity is good for everyone, it can improve muscle strength and boost endurance. Some characters in this world exemplify this to the point that you will notice that the healthier someone already is, the greater is the growth they experience in health. Hardier people get tougher and wimpy people don't get as much from the same training routine.

How about becoming one of these healthy people? You receive the benefits of regular physical activity from very early in your life, without suffering any harmful effects whatsoever. Your body will grow strong almost as if you had been training your entire life, stamina, muscle strength and all other physical stats will be at their peak and you can maintain this psyche in the future without making any extra effort, regardless if you train every day or not. This training doesn't include fighting knowledge, so you still need lots of experience to become a top fighter.

This will continue affecting you in future worlds, where you automatically become a paragon of any species you belong to and stay that way even if starved in a prison or something like that, rest assured for you will never grow weaker, only stronger.

Full Clip (600 CP): Do you know that common trope where someone with a gun shoots ineffectively at a monster or something impervious to bullets? Even if that never works in stories, you can make it work with this force ability. You can combine or fold any limited resource into a single enhanced resource. In the earlier example, instead of emptying your clip by shooting several times, you could convert your entire clip into a single enhanced bullet that has the combined strength and speed of all your remaining bullets.

This is not limited to bullets or healing items. By focusing on an ability that can only be used a limited number of times you can enhance the resulting effect and by completely discharging it has an increased effectiveness proportional to the total number of uses of the ability. Using this force ability exhausts an average person completely, so be careful with it. Post-jump you can control the degree of discharge, allowing you to control how much you overcharge your abilities.

Heroes Do Not Die (600 CP): A Hero embodies the will to show courage, they personify bravery, shake off doubts and steps forward following the road with the spiritual strength and willpower to never give up or accept defeat.

You have this courage, even being abandoned, blamed for a crime you didn't commit and left to rot for years can't make you despair. You have endless willpower that lets you choose to do the right thing in every aspect of your life and the manliness that transcends any preferences, attracting everything you want to attract. Once you make a decision, no foe can make you doubt yourself and stop you from moving forward and friends you make will always choose to believe in you if not given hard proof of betrayal.

In addition to your bravery, you get the ability to augment your whole body beyond your limits, greatly increasing your senses, strength and durability. In this state you can

instinctively sense how to cause the most harm to your opponents, not only will your attacks be strengthened but also penetrate through any exotic defenses. Such power is not without cost, you will strain your whole body and spend a lot of energy while in this state and once knocked out of it, you won't be able to augment your body for at least a day. With training and practice you can reduce this cooldown.



Crest Sorceress

Crest Magic (200 CP, Free for Crest Sorceress): Gives the affinity and training necessary to cast Filgaia crest magic, which has a variety of effects, ranging from elemental attacks to healing, temporality debilitating or boosting capabilities, creating barriers that deflect physical damage or reflect spells. Also you can attack with pure magical force.

The name of this magic comes from the Crests, runic writings that simplify the casting of spells. Each sorcerer has a grimoire called a Graph in which he inscribes the crests. Depending on which crests are inscribed upon the graphs, the sorcerer gets access to different spells. Due to Force techniques, complex spells can easily be cast over and over by experienced individuals without rest, but all sorcerers have an increased intake for food in exchange for the ability to cast crest magic.

Overshadowed (100 CP): Crest magic requires study and focus. You may not instantly figure out everything but your patience and perseverance are developed enough that you find it very easy to focus on something and avoid distractions. It also helps you avoid comparing yourself to others and cope with the fact that you have no personal stakes with anything at all in this story.

Helpful Kid (100 CP): Even though you are very clumsy, everyone around you treats you kindly, perhaps they pity you? No, that's not it. There's something special about you that makes others look beyond harmless mistakes and give you the same respect that you treat others with.

This also gives you good karma, everytime you help someone, they and others will see you in a better light. Living this way has developed your inner kindness, you will find it easier to think positively and can easily avoid dwelling on jealousy or envy.

Forbidden Knowledge (200 CP, Discounted to Crest Sorceress): Some avenues of research are very difficult to study, without experimentation and practice you can't confirm theories and fully internalize certain knowledge. This is where this perk comes in, you can have a few years of theoretical and practical knowledge about a subject others would frown upon you practicing, all without having to "dirty" your hands. Unless you want to, for some reason.

At a start, you know everything you need to know about how to perform a demon summoning, which is basically magic about transportation and embodiment of dimensional creatures. You have the relevant knowledge to create, alter or improve these rituals or any kind of dimensional ceremony. You can also use this knowledge to exploit weaknesses of these rituals to stop them or at least slow them down. Every new jump or every ten years you can pick another "Forbidden" knowledge to obtain.

Mysticism (400 CP, Discounted to Crest Sorceress): Sorcerers commonly develop an ability known as "Mystic". This is the ability to bring out the hidden power of an item, the most common use of it helps in healing, bringing out the hidden power from a healing berry to heal an entire party of adventurers instead of a single person. There are also many other items with hidden powers in them, most consumable items and some types of equipment. In future worlds you may find that some unexpected items have some strong effects in them just waiting to be released.

Consumables disintegrate or lose their hidden power after being used with Mystic, but strong magic items can be reused without being destroyed or emptied of their magic.

Crest Graphing (400 CP, Discounted to Crest Sorceress): The Crest used by sorcerers during the casting of spells eliminates the need for troublesome rituals such as the drawing of magic symbols or the speaking of incantations since everything is already done in the crest. There's even some altered crests, inscribed in a different way that supercharges a spell by boosting its impact, making it work on a larger number of targets or making it more efficient.

You have years of experience in building these crests and the talent to understand glyphs and all other runic, symbolic or magic languages. Just looking at a magic symbol is enough to let you start puzzling out what they mean, how to wield them in spellcasting and get a few ideas about building tools either powered by, or able to cast magic. You have an insight in learning how magical artifacts and magic languages work in general, everything comes to you much faster than normal.

Building a magic tool or crest requires money and rare resources, but you can scavenge existing crests or other magical artifacts to create your own or build new ones. With time and experience you may learn how to improve existing crests or design new ones that apply different effects to your spells. You can also convert a crest into a crest cap, an item holding a prepared spell and usable by anyone at any time, though it needs to be prepped again after every use.

Extension (600 CP, Discounted to Crest Sorceress): Spell crests effects are usually fixed: Range, effect, AoE and the like are all inscribed into the crest and can't be changed without rewriting the spell itself. And that's why this Force ability was developed: With the purpose of altering parameters of spells, a single target becomes a spell that affects an area or the duration of the spell gets extended.

However, increasing the number of targets is only the basics of this ability. With some practice, one could change the depth of spells as well, like a healing spell that targets the living being extended to affect the unliving or extending the range to affect an entire town, though there's probably no one with enough stamina to endure such effort. Mastering this ability will let all your magic do "More", maybe one day you could learn to extend a temporary effect into a permanent one or learn to affect more than magic.

Witch Girl (600 CP, Discounted to Crest Sorceress): There's a famous sorceress in the magic communities of Filgaia and it seems the Eleniak Witch Girl has gotten a new rival? Your talent at learning anything related to magic is notable, you are capable of learning in weeks what others would take months or years. Not only do you learn fast but you can also perceive the secrets and intricacies behind magic that normally baffles others with these mysteries easily unraveling themselves to you.

Your understanding of magic allows you to change things about spells mid-cast: Double casting, delayed, quickened, combined and pretty much anything else is doable for you. No matter how rigid the spells may seem, you can intuit how to make them more flexible and slowly change anything about them, fire spells could become ice or acid spells, ball shaped magic becoming lance-shaped or like jet streams. With enough time and experience you can even create new spells altogether cobbled from known spells and your modifications.

Even with other magic systems that you learn in the future, you will be able to slowly intuit how to alter rigid spells with enough practice and research. The more separated the effect is from the initial, the harder it becomes to figure out, but there are no limits on what kind of spells you can create, you just need the time and experience.



Zoa Priest

Pooka (200 CP, Free for Zoa Priest): Pooka is a spirit guide used by Tim to help him with small tasks and in summoning the power of the guardians, basically a small controllable doll. It is a familiar made of spiritual energy, it can look like some mascot animal or you can change it into a tool of some sort, in both cases it's an extension of yourself and will follow your orders with some degree of intelligence. It can't move too far from you or else it disappears and reforms close by, it will do the same if destroyed. Summoning your familiar and making them capable of affecting the material world requires an expenditure of spiritual energy which exhausts you just like doing a complex and long mental exercise.

Advanced uses of this familiar include making it shapeshift to a compatible form in order to materialize the powers of the guardians, you can train to make your familiar shapeshift to enhance and combine with any other powers of yours.

Measured Effort (100 CP, Free to Zoa Priest): Being just a kid could hamper you during severe exhausting activities, like ruin diving, sneaking around an enemy complex or fighting a gauntlet of battles, it's a good thing that you know how to pace yourself in fights or other heavily intensive endeavors. You spend less stamina than necessary in any activity and are able to fight hard for longer than most. Anything that would tire you out takes about half as long to exhaust you.

Wallflower (100 CP, Free to Zoa Priest): If Odessa didn't try to kidnap him, Tim would have faded in the background and let his more attention grabbing friends lead him around. If you wish for it you can also avoid calling attention to yourself and have any exciting events redirected to affect others instead, as long as they are less of a wallflower than you are.

This only helps you avoid attention indirectly, if the bad guys discover your talents then they will want you under their thumb and this will not be enough to stop them.

Energy Transfer (200 CP, Discounted to Zoa Priest): With this ability you can reduce the burden of your allies, you can manipulate force power in order to share your physical and mental stamina with your allies. The recovery is equal to the degree of power used, but the degree of recovery doesn't change even if you target one or more people. No matter how many allies you heal, the amount transferred is the same.

Dream-Seer (200 CP, Discounted to Zoa Priest): Wouldn't it be terrible if you had some special powers but didn't know how to use them? Sometimes a guide can be helpful, so you can have this mental sense that lets you intuitively figure out how your abilities work, no matter how obscure or unlikely you are to find out, you will "luck" out into activating any and all special abilities you possess as soon as you get them and can start working out how to control them.

Which is convenient since the ability you receive here is Dream-seeing, just like the oracles of Baskar, you are capable of dreaming of things to come, from big disasters to personal struggles. Unfortunately these dreams are usually filled with metaphors and may require you to puzzle them out before you obtain useful information, though that won't stop those seeking to know the future from bothering you.

The mental sense applies somewhat in letting you know how skilled you are at using your powers, you can sense how to go about developing more of your potential and how close you are to your limits.

Summoning (400 CP, Discounted to Zoa Priest, requires “Pooka”): Perhaps the strongest force ability a pillar can have. You can shapeshift your familiar into a projection of any being that has a contract with you like the Guardians of Filgaia.

Guardians are deity-like entities that possess incredible powers. Their physical appearance can vary from large beast or animal-like figures to more human-like appearances; their size is not necessarily a reflection of their power, the projection you create has a high cost in spiritual power and so can't be kept for long durations of time, but while it's in effect your familiar can mimic all the attributes and powers of the contracted being generally causing damage similar to a natural disaster.

Should you have some kind of connection or strong bond with others (just being in the same “Hero Party” isn't enough, you need something more concrete), then they can also be “summoned” and lend you their own spiritual power to stay for longer, letting them practically be in two places at once through your familiar. Post-jump any projected creature that you summon with this ability has their upkeep greatly reduced.

Madonna of Destruction (400 CP, Discounted to Zoa Priest): You have a special constitution, either your body or soul is special or maybe the connection between them makes it so that you are a perfect ingredient for any rituals, sacrifices or similar. What's useful about it? Being compatible with these rituals means you have some special quality or rare characteristic and so every time you get identified as a target for a ritual or sacrifice you will also discover you possess some special or rare quality that you may find helpful. It's almost as if you were being compensated for the trouble.

In case of you being valid as a sacrifice to the guardians to protect the world means you can access a part of their powers and serve as a priest vessel for them. If you can be turned into a vessel for an invading parallel universe then you are also capable of unleashing all their powers without suffering harm (though you won't necessarily be in control of your body). It won't always be immediately useful to you, but the more you discover the capabilities of this constitution the more chances you have to find some characteristic that a clever jumper could turn into an advantage.

Division (600 CP, Discounted to Zoa Priest): The pillar of Filgaia can wield a powerful force ability, the power to divide their opponents to diminish their might. Sounds powerful on

paper, but in practice this ability is easily resisted by undamaged enemies and even when it works it doesn't necessarily divide the opponent equally, sometimes the division separates the weakness and leaves the strength making your opposition more formidable!

But there is a very effective use in this ability, if used on a recently killed enemy it can divide the spiritual power and let you absorb it to yourself. This power is then added to your own, either strengthening your spiritual power or filling the blanks in your soul that represent the temporary blessings you are currently benefiting from. Filling the spaces that these temporary powers or effects leave on you will make them become self-sustaining and eventually permanent. Wherever these effects are sourced from objects, cast on you or a boon from a patron, once enough spiritual energy is absorbed, It will become a natural part of you and fueled by yourself. The stronger the effect is, the more spiritual power you have to collect.

Pillar Compatibility (600 CP, Discounted to Zoa Priest): The guardians of Filgaia have powers over elements according to their domains, with their full power their attacks could have the same effect as a natural disaster. Even though you don't get access to the same level of power as them, you can receive a fraction of their might once you wield one of their mediums, wearing their idols lets them lend their powers to you to protect yourself and the world.

Now you may earn power from patrons in the same way, by making a vow, oath or contract you get a weakened copy of one or more of their abilities, in their most basic form. You can train these gifts to strengthen it and with enough time they may be able to rival the original. A Fire Bird capable of causing eruptions in volcanoes could let you learn to generate and manipulate flames; An Icy wolf could let you learn how to create daggers of ice or a boulder of ice to hurl at your enemies. In future worlds, any contracts or similar you make will let you wield a small fraction of the other side's abilities, though if the contract gets broken you lose access to their power until another agreement is made.



Bounty Hunter

Holy Blood (100 CP, Free for Bounty Hunter): You have a fate to accomplish, so this broken body will not hold you back, with your determination you can fully wield your limbs to the limit of their capability, ignoring pain and discomfort, and even replace them with cybernetics when they break. Your body will not reject the replacements, you won't lose any functionality nor will you feel pain over the loss, this is what you were meant to be.

Tools of the Trade (100 CP, Free for Bounty Hunter): A life in the underworld has taught you some harsh but necessary lessons about survival, you know how to track down what you need, be it eligible food, places to heal, doctors to fix you up, places to rest, weapons, people to talk to in order to get information or how to follow your target to the ends of earth to complete your hunt.

Jumper Comradery! (200 CP, Discounted for Bounty Hunter): Looks like that holy blood is good for something, Now you have the same luck that a heroic protagonist would have in finding allies, people in trouble or with objectives similar to you. These allies will see beyond your faults and learn to appreciate your good points. Its effects will be stronger during your first attempts at getting true companions then this luck will tamper off when you gather a good enough number, may four or five true comrades? Then it will just be a little luck in getting allies.

Victor-Series (200 CP, Discounted for Bounty Hunter): The use of bionic implants or cybernetics requires regular maintenance to keep within maximum effectiveness. Too much damage could make them unbalanced and too loose, but the power they give is worth it for many people. Should you decide to exchange your body parts for implants from this world, you will receive benefits that invalidate many of these issues:

While normally one would have to adapt to the unchanging artificial material, you will find that your implants, cybernetics and the like will change themselves to fit you. After a while adapting, your bionic implants or cybernetics will be as good as a real limb and never worse nor will they degrade, maintaining themselves without any work necessary. There will be no discomfort and no rejection from your body. These limbs will also start to fix themselves over time if damaged, almost like the human body but within limits, if they get too damaged it might be necessary to replace them.

Cold Heart (400 CP, Discounted for Bounty Hunter): Did someone hurt you? Or were you just born like this capable of thinking differently enough to sacrifice anything in order to attain your objective? Regardless of the reason, you can "engrave" an objective in your heart, spirit or your subconsciousness. This process requires a few days of preparation, after conclusion you basically hypnotized yourself into following an order. And you will certainly follow it regardless of any obstacles like your feelings or logic. Not even mind control, memory changes or falling in love will stop you from completing your objective.

Your objective can range from “Saving the world” to “Hurting your parents' murderer”. Once you set yourself up, you will pursue your mission following your principles when possible, but easily ignoring them if they get in your way, even love won't stop you from sacrificing a sibling or your lover. Mind control will be reinterpreted when possible or just ignored if not, losing your soul will have whatever remains of “you” still doing whatever possible to complete your order.

You can erase previous orders with a few days of meditation, but it won't be instantaneous so be careful before you decide to do this, lest you regret it. But if you think something needs doing regardless of consequences, this could make you unstoppable.

Gatling Gun Force (400 CP, Discounted for Bounty Hunter): This is less of a force technique and more of a full assault on the opponent using all your capabilities and resources. A cyborg could go full power with their cybernetics and what remains of their body, breaking muscle limiters and using artificial limbs at their maximum capacity, allowing them to show strength far beyond their usual. Any damage you suffer from going beyond your capabilities is guaranteed to not be permanent.

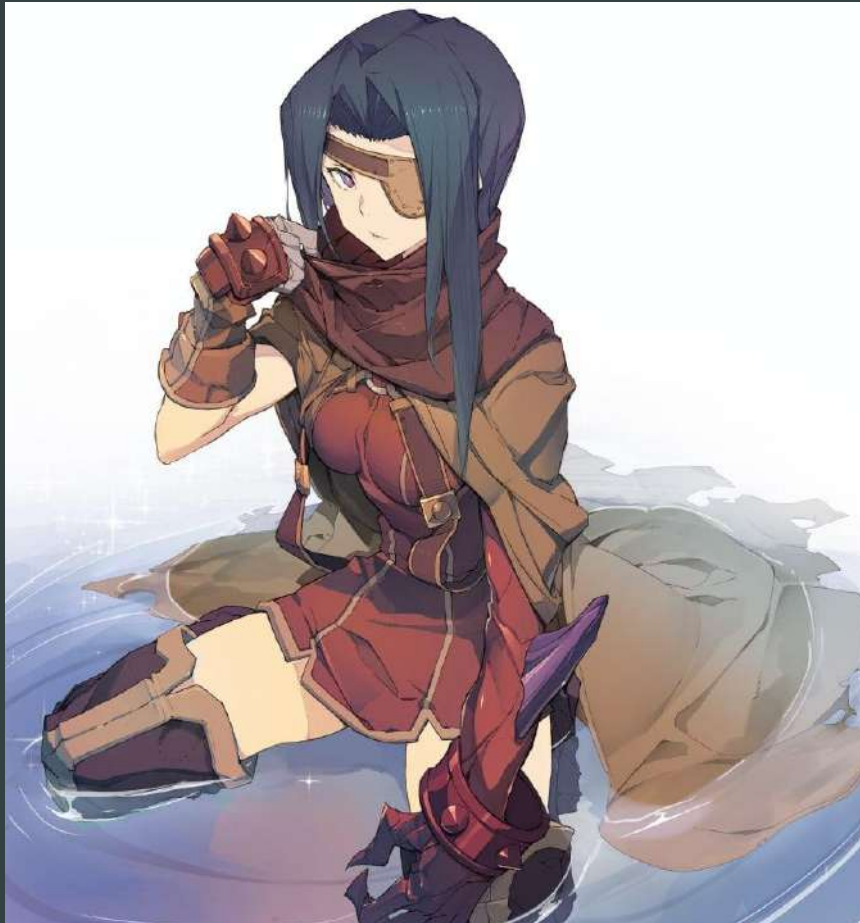
However you must use this force ability with moderation or the damage will keep accumulating and keep you from unleashing your full potential.

Overcoming Uncertainty (600 CP, Discounted for Bounty Hunter): Doggedly pursuing a target through obstacles and misfortunes can be troublesome, but you can succeed if you persist, because you have a special quality, your persistence can “force” probability to bring you results. By repeatedly failing an action over and over you can eventually attract the future you want and bring it to reality. You have a mental gauge within yourself that fills itself after failure, the more this gauge is filled, the stronger your influence over the future becomes. By spending this gauge you start to “feel” the right way to guide your actions in order to reach the result you want. The larger are the odds you are fighting the more you will need to try before becoming able to attract success so be prepared to face countless failures.

Every failure fills the gauge with the same amount and your mental gauge can only be filled with genuine failures, not calculated ones. You can choose when to switch from accumulation to spend your gauge. When you start spending it will guide your actions and bring you to advantageous situations even if you don't have enough to force your success, so if you combine this luck with some skill you could attain your objectives anyway. It needs to be a possible future, this ability cannot bring the impossible after all. You will be able to instinctively tell if something is possible or not.

Overclocking (600 CP, Discounted for Bounty Hunter): Bounty Hunter Kanon's skills improve by using her bionic implants and concealed weapons in bursts of high activity, she has a bionic governor that prevents self-harm by stopping her from going over her limits, but when she repeatedly releases her attacks, there is a chance that the limiter will loosen and a new combo attack may “spark”, granting her a new ability.

Now you can have the same peculiarity: Every time you use one of your abilities, there is a chance that an upgraded form of that ability may be “sparked”, granting you a more powerful version. A fireball spell could spark a lava ball or plasma ball and a special sword technique may become a double cut or get increased range. However the chances of a new ability appearing become lower the more powerful the ability is, which means that upgraded abilities have even lower odds of granting you new abilities and only live combat can stimulate the growth of your abilities.



Crimson Noble

Crimson Ancestry (200 CP, Free to Crimson Noble): A Crimson noble is a long lived race with a strong regenerative factor that slows aging to a fraction of the equivalent in humans, in 100 years their bodies wouldn't have aged more than a year and, once they reach maturity, they stop aging altogether.

Their physical attributes such as speed, strength and durability will depend less on their body proportions and more on their remaining vitality. The typical crimson noble is as capable as a human with parameters at the peak of their race. Crimson Nobles can go through days of heavy activity before requiring to drain blood to restore vitality.

In addition to the natural talent for the force-powered magic of Crimson Nobles, you can also naturally drain energy from living beings, be it from drinking their blood out of their veins or just draining their life energy through touch. Make sure to immobilize your victims before you can absorb their vitality and add it to your own.

Flexibility (100 CP): There is something really special about you, jumper it seems you already have been through your character arc. Instead of angsting about your immortality you just have a healthy and calm mental outlook, leisurely making friends even if they will die out in a few years and leave you alone. It won't bother you just like all common issues of long lived races. Maturity, in other words.

Wiz Kid (100 CP): You have an affinity with machines, messing with some tools and devices will let you start guessing how they work and were built even if you don't know the principles behind their function. A little familiarity with them will let you fix any device in case they break.

Energy Conversion (200 CP, Discounted to Crimson Noble): Even though your body heals at fast rates, you can further focus your vitality in order to manually heal certain parts or speed up healing in some parts over others. Every time that you come out of combat or situations of great stress, you recover a small amount of health and stamina, as if the relief or the release of tension squeezed out a small reserve of energy. This small amount is enough to bring you from almost dead to only half dead.

Regeneration (400 CP, Discounted to Crimson Noble): Even more than others of your kind, your healing is really strong. In addition to your normal healing rates, you can further increase the speed in which your body recovers with training, subjecting yourself to damage while being full with drained vitality will make your body adapt to the point that your wounds will visibly close moments after being made.

Golemancy (400 CP): Golemancy is a form of magic in which an artificial construct is brought to life. Animating or creating one of them is just a matter of research and resources

for you, you can use any kind of material to make a golem, except stronger metals will result in sturdier golems, but you can make do with any kind of material and give them all kinds of functions using the exotic materials of this world like the empathite. One example of a golem is the prototype “Hob & Nob”, created a long time ago by Meister Anastacia, these telepathically controlled devices have a range of applications from disciplining children to the Operation: Genocide.

Tinkering Hobby (600 CP, Discounted to Crimson Noble): You have a wealth of knowledge about engineering, mechanics and some about biology, enough to mess with cybernetics and the like. You are a technological wiz capable of building mechas, flying mansions and other ancient devices, you just need time and resources and all these and more are possible.

Red Power (600 CP, Discounted to Crimson Noble, Requires “Crimson Fangs”): Perhaps the most frightening capability of Crimson Nobles, the ability to tweak their magic to replicate the natural abilities from enemies they drain. Monsters in Filgaia are capable of some varied and strange feats that could make someone very versatile: Manipulation of elements, sealing enemies actions, protecting from bad ailments or inflicting them and some exoteric effects, like attacks based on the amount of money carried or total health.

After draining energy from a monster, you become instantly inspired in creating a new spell capable of replicating natural abilities or special attacks of your enemy. Complex effects may require you to drain more energy before becoming capable of mimicking them and some abilities may be beyond your power. Post-jump this power can be used on your enemies to inspire you into replicating a biological ability from those you drain, magical abilities sourced from biology also qualify. Some abilities may require some training and experiments to fully reach levels you observe.



Items

All Items may be bought repeatedly. 100 CP Items are free for their respective origin, remaining items are discounted to their origin. All origins receive a 200 CP stipend on this section.

Wherever applicable you may import existing items for no additional cost. Damaged, stolen or lost items will respawn in the warehouse or any property belonging to you 24 hours later, fully recovered, unless specified otherwise.

Advanced Relic Machine (Free for all): This refers to any piece of lost technology, though most commonly refers to the special weapons or firearms found in ruins. You can design and start the jump with your own ARM.

Examples of some ARMs from the series: Hand Cannon, Prism Laser, Rocket Launcher, Twin Orbs (Twin attack "bits" that encircle an opponent and fire multiple times), Bazooka, Phazer (Named after the Star Trek weapon), An energy sword, light single or twin pistols, shotgun, rifle with a bayonet blade or a rifle gunblade.

Map Scope (Free for all): This device can help guide you through this wide, confusing world, it shows a map of the whole world or just your surroundings with your position marked on it. It displays only certain areas and towns, but is good for learning the terrain or your current position, when used with a Teleport Orb, this item lets you search the world to discover new surprises since it still contains many ruins that have yet to be explored.

The device never runs out of energy. In future worlds, it can be updated with other maps or just start mapping a new place you discover, your position will always be highlighted on it.

Cowboy Hat and Poncho (Free for all): Exactly what it says, just so you can get in the theme and dress the part.

Teleport Gems (Free for all): A shard of a special crystal similar to the one that enables communication worldwide, this one enables transportation. Holding one shard of it allows a few people to teleport to a city or town visited before. You have a small amount of shards and will find a couple more once in a while inside your warehouse.

Aportation Feature (100 CP): Rather than an object, this is a feature that can be applied to any vehicles you own and makes them teleport to the closest location when you're teleported yourself, or at your command. Any means of transport with this feature will be teleported to the nearest place they can stay close to you: Boats stay at the nearest port, cars at the nearest parking spot etc.

Anytime you teleport, your vehicles will follow behind you. Applies to any vehicle you obtain in the future if you choose to apply it. You can revoke or reapply this feature at any time.

Hovercraft (200 CP): An amphibious vehicle capable of traveling over land, water, mud, ice, and various other surfaces. No need to refuel or regular maintenance. Can import another vehicle to obtain these capabilities.

Millennium Puzzle (400 CP): A special amulet that contains a puzzle. Once solved it transports the user to a Memory Zone, a dungeon created from the user's own memories. Once per month, the user can fill the zone with facsimiles of enemies that have been fought before and defeating these fakes can net you any non-unique materials and resources which would otherwise be no longer available, recreated from your memories.

Argetlahm (400 CP): This sword is a spirit weapon that converts the user's willpower into fighting power, it can channel the power of bonds of love into holy light that can attack, defend or heal wounds and other ailments.

The owner of this sword is protected against any kind of possession and the sword continuously generates a barrier that strengthens the body, especially strength, speed and durability. It also manipulates the air to parry projectile attacks. The air barrier can condense to protect you against one fatal attack once per week and dispel itself as a result. The barrier can recover faster if you have powerful bonds with other people.

Buying this weapon here lets you decide if it is the original or a copy, in any case, you can always use all the powers of the sword and can share with anyone you acknowledge.



Drop-In

Tiny Flower (100 CP): A *Camellia sinensis*, a popular gift for travelers, its leaves can be turned into tea and drinking this tea is said to bring good luck. They seem to easily grow in your properties. You also get a box with a few leaves every week.

Empathite (100 CP): The Telepath Tower was designed to broadcast worldwide, in its center lies the world's largest Empathite, a special crystal that enables telepathy and amplifies people's thoughts. It has the ability to transmit individual pulses, two or more pieces resonating with one another far away can transmit information.

The power of the crystal is determined by its size and purity. If size doubles, so does power. If purity doubles, power triples. You get a few pieces of random purity, and get more each year. When added to technology, it can make machines activated and/or operated by thoughts.

Lucky Card: (200 CP): This card holds an enchantment, triggering is as simple as holding in your person. The effect of the card doubles the speed of growth and learning for as long as you hold the card. Unlike the other cards found in this world, this one does not lose power after use.

Duplicator (200 CP): A special key that can be used to open any physical lock and this one doesn't stop working after being used. You can import your warehouse key into this to get this capacity.

Elemental Ring (400 CP): A box filled with eight rings, each one tied to one of the elements of this world, holding one of these rings will infuse your attacks and also protect against the same element, basically reducing any damage of this element by half. Only one ring can be in effect at a time, the last one equipped smotheres the effects of the previous. Also includes blueprints to let you build similar rings in the future.

Gimel Coin (400 CP): This coin can be used during battle to turn back time to the beginning of the encounter or back long enough to give you a chance to turn things around, it automatically activates in case of your death, bringing you back to the start of the encounter. Everything will be reset to the initial conditions with the exception of the expired coin and your knowledge of what would have been. You have three coins and receive an extra one each year, up to nine coins total, afterwards you will receive a new coin a year if you spend any.

Reflex (600 CP): This pair of gauntlets possess a powerful defensive enchantment, it grows denser or harder to always provide the same relative level of protection to you as its base form would to an ordinary person, in case your skin gets more durable than normal. These

gauntlets can also be used to reflect magic directly aimed at you, accepting only beneficial effects. They accept any upgrades you apply with the best possible results.

Coin Purse (600 CP): This coin purse has an unlimited amount of space as long as it is only filled with coins or similar symbols of currency. Once per year this purse duplicates all the coins that it holds, regardless of the material used in their construction.

Gun Warrior

Knives Collection (100 CP): You have an endless amount of knives, every time you shift your sleeves you can make a new throwing knife appear in a position ready to be hurled.

Sturdy Boots (100 CP): This item protects your feet and part of your legs from any damage you would get from hitting something, that is, no more recoil. Kicking with these will cause all kinds of things to happen.

Treasure Core (200 CP): This device launches a signal that makes any treasure within a room send back a signal identifiable only by someone holding the radar, either by glowing to their eyes or letting out an unique sound. The definition of what a treasure is depends on the holder of the device.

Tools of Demolition (200 CP): Here's a kit for experienced explorers, containing a crate with small explosives and a device that uses vibration resonance to destroy crates of wood, though with specialized knowledge you may be able to attune the device to other materials. Explosives used respawn in the crate.

Bullet Load: (400 CP): A shapeshifting cartridge, can be inserted in any gun. Gives unlimited ammunition by replicating the last bullet used and recharging when the gun would click empty.

Holy Grail: (400 CP): This cup is a popular enchanted item in this world, any liquid put on this cup will be blessed, giving the drinker good luck and a protection against harm in general. Any harm that is not specifically targeted will just avoid them and their belongings and any matters of chance or luck will favor the blessed.

Handheld Railgun (600 CP): This specially made Railgun has been adapted to use by infantry (though it can be adapted into vehicle-mounted), it normally requires great physique since it's unwieldy and heavy, but in your hands it's easily usable just like any of your limbs. This weapon boasts an incredible range and unreasonable firepower, not many monsters or buildings can survive a shot from this, though it has a limit of shots before overheating, but

some tinkering can increase this limit. Get this now and receive a flare gun with unlimited ammunition!

Force Unit (600 CP): This mysterious crystal, as long as it is in contact or close with your skin, fills your body with energy and recovers your stamina, mental or physical. If you have this crystal you will never need to stop to rest your body, nor will you accumulate mental fatigue.

Only one person can benefit from this at a time and it takes a few minutes to start working. Separating from the crystal doesn't cause any negative effects, just makes it so your stamina can be exhausted again.

Crest Sorceress

Mini-Carrot (100 CP): A lifetime supply of small tasty carrots, boxes appear on any property in your name or your warehouse. Eating a few of these help you recover from tiredness.

Clear Chime (100 CP): Produces a melodious ringing sound when hit, those that hear this sound receive clarity of mind, having any distractions and unnecessary worries chased away.

Thermal Rod (200 CP): Another popular tool for sorcerers, this magic rod can shoot out balls of magic that affect the temperature. Any sorcerer can use this to light or erase candles, but a skilled user could start fires or freeze objects with enough time.

Change Rod (200 CP): A common tool for sorcerers, this rod can slowly change shapes of objects or convert life force into fragile objects or platforms. A high amount of skill is necessary to perform delicate tasks like sculpting with this rod.

Teleport Orb: (400 CP): A teleport orb is a magic tool that transports the user and closeby allies to marked locations, just like teleport gem, but unlike them, the magic in the orb lasts indefinitely. It instantly transports people to the place visualized and works better with places previously visited. But it is not perfect, without a clear visual and confidence in this tool you may be redirected to other populated places by the protections installed into the orb... or they fail and you get sent to the wilderness. Allows up to dozen people to teleport at a time, low chances of redirection. Safety during transport is guaranteed, but only during transport.

Life Giving Orb (400 CP): A magic orb filled with life force, at certain intervals the orb pulses like a heartbeat and heals those around, filling them with life and removing wounds, regenerating organs and limbs. Pulses once every few minutes.

Black Queen Umbrella (600 CP): A surprisingly sturdy parasol, protects against harsh sunlight, strong wind and of course the occasional downpour. Not enough? This was made with a special fabric capable of interacting with magic, specifically it can absorb the energy of spells and transfer it to the user of this parasol, unfortunately while it resists some of the effects of the magic it doesn't fully negate the damage, you still need to be hit with magic to take advantage of the recovery granted by the umbrella. Can also be used as a weapon in case of emergencies.

Elite Crests (600 CP): You receive a Graph with a few crests, one of them being a rare crest, Elite or Special crest. Over the years you will keep receiving crests, they will get formed out of the graph almost as if growing like leaves, one or two per year. At least one of them is guaranteed to be another rare crest before your jumps ends and a new one each jump or after every ten years.

Zoa Priest

Elven Boots (100 CP): These specially made boots muffle the sound they and their user make, helps them move silently helping in starting surprise attacks or avoiding enemies entirely.

Toy Hammer (100 CP): Despite looking like a toy, one hit from these can jolt your memories in place, curing amnesia and other memory related issues. You can also use them while healthy to prevent memory related issues for a while. Just hit yourself with the toy hammer to keep yourself protected for a day or so. The magic in the Toy doesn't fade away after use unlike others found in this world.

Odd Sandals (200 CP): These sandals are particularly comfortable despite their odd design, unfortunately the sounds they make while walking attract hostility, causing fights to become more likely while you wear them. These sandals are also popularly used as a bribe due to their value, but even if you give them up, they will come back to your possession within the day. Be careful not to let any possible customer realize this.

Elven Cloak (200 CP): This beautiful cloak has an interesting relationship with time, those that wear it find themselves unhurried and measured since it lengthens the time to make decisions, in battles it helps dodging attacks since everything seems slower than normal.

Air Ballet (400 CP): A feather duster that generates a strong push of wind, it generates a high enough force to push blocks that weigh up to 11 metric tons, or an empty shipping container. Don't wave it around at people.

Full Libra (400 CP): These scales have an enchantment that imparts a sense of equilibrium and balance on the user, protecting not only his mind against any harm, but also making his body resist poison, disease and transformations. Having one of these means you cannot be defeated indirectly, only a punishing amount of damage can take you down.

Chapapanga (400 CP): Those who hold this idol are gifted with great luck and get the strange blessing that materializes useful items when they defeat opponents, sometimes even rare items can appear after defeating strong enemies. Also works as a medium to the Guardian of Luck. You can change the idol bought with this purchase and any further purchases are discounted to all origins (making it 200 CP to them or 100 CP to Zoa Priests). List of Mediums: Grudiev (Earth), Schturdark (Water), Moor Gault (Fire), Fengalon (Wind), Nova Shax (Lightning), Stare Roe (Light), Leitea Stalk (Dark), Aru Sulato (Snow), Rigdobrite (Star), Ge Ramtos (Death), Odoryuk (Life), Chapapanga (Luck).

Mist Cloak (600 CP): This magic cloak confers its user the power to turn into mist. When turned into mist, you can float as high as you can jump and move at walking speed. The transformation tires you out mentally, lasting only for a few moments at first until you get practice with it.

High Mediums (600 CP): These golden idols are unique in that they contain a small portion of the power of the guardian, manifesting strong abilities for anyone who channels force power through them. Each one contains an extraordinary and ultimate ability related to the guardian in question, using the extraordinary ability just requires channeling force power, but the ultimate ability requires a large expenditure of stamina:

- ☐ Dan Dairam (Space-Time): You can disrupt one target in time, freezing them in place and delaying their actions or you can freeze time itself for all except you with spacetime magic for a short while.
- ☐ Raftina (Love): You can shield yourself with love, which can make you very sturdy or outright invincible for a short while. Or channel that love into a healing miracle.
- ☐ Justine (Courage): You can draw strength from your bravery to enhance your attacks, causing shockwaves that hit several targets or focus and condense all this explosive power against a single enemy.
- ☐ Zephyr (Hope): You can draw strength from hope to restore your stamina or convert it into an aurora of energy that explodes and accurately aims for your target weakness.

Bounty Hunter

Grappling Hook (100 CP): This is a lightweight grappling gun that can be folded and integrated into a prosthetic arm, the lines can hold quite a lot of weight and retract with force enough to propel you up very fast.

Artificial Eye (100 CP): Highlights the location of dungeons, cities and the location of treasure. Alternatively, it can be converted into a contact lens.

Post-jump it highlights hidden places, secret entrances and important objects in addition to previous effects, it all depends on what you would consider as treasures, important, or as dungeons.

Ankh Cross (200 CP): This talisman is blessed by the Guardian of Love Raftina, and constantly rejuvenates the body, granting regeneration. Heals wounds and defects according to the user's will.

Rocket Skates (200 CP): These indestructible, motorized skates will boost your jumping capabilities and allow you to glide even on difficult terrains like lava without harming you, as long as you can keep your balance.

Missanga (400 CP): This very colorful amulet brings good luck to its wearer, helping him avoid unnecessary confrontations, take the best treasure unnoticed, hit enemies weak points more often, dodge fatal attacks and in general make everything get better for its user.

Weathervane (400 CP): Always points to danger aiming at the user, when properly used can stop ambushes and help avoid mortal danger.

Personal Temple (600 CP): This facility can be a part of your warehouse or placed somewhere in the world you arrive at. It comes with all the tools necessary to maintain or upgrade your cybernetics or advanced prosthesis. Its workers accept any kind of currency to perform their services and could be convinced to work on other projects with the right incentive.

Projects funded by you and built on this workshop can benefit from any crafting advantage that you have (like your crafting perks) if you choose for it.

Power Magnifier (600 CP): A magic amulet, containing an enchantment that increases your offensive powers. Once it's active, every one of your movements accumulates and condenses energy, anytime you want you can release this energy to make your actions stronger, faster, heavier or just plain "more". Once spent, energy must be re-accumulated.

Changing users will reset the amulet to initial conditions, resetting the accumulated energy. The amulet somewhat responds to the host thoughts so with practice you can learn how to switch on the functions of this amulet without effort.

Crimson Noble

Bloody Apple (100 CP): This apple tastes like blood and can indeed sustain a crimson noble (or any other kind of blood feeder) for days, you receive a basket with a dozen apples, the basket will refill if emptied during the start of each new week.

Electel (100 CP): This little jury rigged generator can provide enough electricity to activate the lightning panels you sometimes see on walls, it can also destroy or charge little robots.

Wind-Up Key (200 CP): This magic key can animate mechanical tools and objects, it briefly breathes "life" into them, making them perform the task they were created for. You may find other uses for it if you look for them.

Ebony Cape (200 CP): This cape is a treasure of the crimson nobles. You will find that there's a curious effect engraved into this cape, any one that wears it can shapeshift into a bat or a wolf. The transformation is comfortable, letting you adapt to your new senses and capabilities in short order, you can transform back just by desiring it.

Necronomicon (400 CP): A Magic book describing dangerous spells that focus on harming others, no one knows where the title is from, it just sounded cool to some crimson noble so it stuck. Any spells using this book as a focus are half again as powerful and effective.

Scapegoat (400 CP): As long as you have this on your person, this icon will receive one fatal attack for you, saving you and expiring in the process. You receive a new icon each year, and multiple copies can be stocked.

Jumper Chateau (600 CP): Your very own country house or castle, fully populated with helpers that take care of the place for you and keep it stocked. If you activate the generator in the basement you can turn it into a mobile castle with the anti-gravity devices installed around the chateau. However it requires a very specific ground in order to land without damaging the devices or the chateau itself.

Marivel's Myke (600 CP): This mic is like a dog's whistle but instead of dogs it summons demons. Any monsters who hear you will immediately attack you. Magical seals will degrade and hidden monsters will also not resist the urge to attack during your songs. Curiously, any monster defeated shortly after hearing your song will pass through a metamorphosis and leave behind some kind of artifact or trinket much better than anything made in this world or having unique magical abilities.

Scenario

Put Order in the House

Requires drawback “Check Your Guns At The Door”

Pyramid Bosses: Gatlorg, Ghost, Titanius, Zavorg, Zolinge, Zyclus & Zetrim, Xenon, Kobold King, Bulkogidon, Ragu O' Ragula, Angolmois

You reward for defeating Ragu-O-Ragula is the **Sheriff Star**, the staple item of Wild Arms, this accessory is a symbol of power, it's also very useful as an RPG accessory since it can replicate the beneficial passive effects of any other item you have (including those from other worlds) and apply all effects it copied to the user at the same time (only different effects stack with each other, otherwise only the stronger effect is applied). The badge is indestructible and cannot be taken from you without your permission. If lost or kept away from you for more than a day it can respawn in your person after 24 hours.

Minimalist Run

Requires drawback “Increased Encounters”

Your reward for surviving Filgaia for ten years is the perk **Optimized**, which removes all obstacles to reaching your full potential, your capabilities can reach the maximum regardless of any setbacks, any disability will be overcome and low stats just take longer to reach the cap. You can also limit yourself at any point to any of your abilities, restricting them and not allowing growth in power. Just in case you want to face another challenge.

Hero Journey

Requires Toggle “Know You From Somewhere”

Back during Blazes of Disaster campaign, you appear when Anastacia pulls the sword from the stone, and from now on you will follow on her journey to defeat the Blazes of Disaster. And it will only end with his defeat, sealing him will mean the failure of this scenario and result in you staying here until 1010 years pass.

In case you succeed, you can invite everyone who journeyed with you to be a companion.

Companions

Import/Create (50/200 CP): Import one companion for 50 CP or eight for 200. Each one receives 600 CP to spend, but cannot take drawbacks. When creating a new Companion, you may define their appearances and personalities as you desire. Companions may not buy Companions of their own.

Canon Recruitment (100): Every time you take this option, you'll get a chance to bring along one character from this world with you on your future journeys as a companion. You'll be assured of meeting them time and again in favorable situations to the two of you forming a close bond, as you'll need to convince them to come with you to turn them into a companion.

Doppelganger (50 CP): You receive one of these beings, a shadow that can take the shape, memories, and skills from those they first see. for 50 CP. Sapience may come with time.

Anastasia Rune Valeria (200, Free if you bought Argetlahm): This demure young woman is the Sword Magess who banished Lord Blazer to the Event Horizon 1000 years ago. Actually she is just the remaining memory of the Magess, kept unchanged by the nature of the pocket dimension she sealed Lord Blazer, your arrival here presents an opportunity: A second chance at life for her, if you wish, you can take her with you on your travels. She comes equipped with her own Holy Sword Argetlahm and is a talented fighter.



Lombardia (200): The Last Dragon, the Dragon Caliber and the Wing of Heaven. Once a refugee from his own dying dimension, he is the only one of his kind to survive on Filgaia.

Drawbacks

No limitation on how much CP can be taken in drawbacks.

Your Story? (0): You want to replace a canon character? If you have the right origin and the relevant perks, you may replace specific characters from this tale.

A Hero's work Is Never Done (0): If the crisis has passed and the world is still turning you may leave for your next jump.

Know You From Somewhere (0): There are a few references to other characters in the town of Meria: Tony Stark, a boy who wears gold and red? Scott Summers? They are just expies, but if you want them to be more, feel free to use this toggle to visit a Wild Arms 2 Fanfic.

Bad Translation (+100): Someone was not doing their job. You will find that occasionally people will talk nonsense, it will make some sense grammatically but no sense of coherence. Talking about things that didn't happen yet or revealing themselves to be the culprit of a crime no one accused them of and worse: No one will act as if they heard anything wrong, just you. Perhaps it is schizophrenia?

Railroads (+100): But Thou Must! Because, while there aren't wrong answers, there is just one that's acceptable. The world carefully planned a path for you during your stay here, and in order to advance you must follow it. Talk to people, they will give you hints of what path you must follow. You can try to avoid it, just be prepared for the increasingly overbearing railroads put in your path.

Hungry Again? (+100): Perhaps you are a user of crest magic? Even if you aren't, you will find that your food intake needs to be tripled for this jump or else you will suffer the effects of starvation and malnutrition which will be much more severe on you than usual. Races with different diets or no need for fuel will still suffer from this drawback.

Puzzles Everywhere (+100): You need to reach the end of this dungeon? Only after solving this obnoxious puzzle, and these two mini challenges. Are you done? Congratulations you reached the first checkpoint, now solve **these** other puzzles to advance to the second...

Do not fall for the trap of believing that this will only apply to dungeons, you will find that now you need to solve puzzles to do anything in this world. Good Luck on your grocery shopping!

Memory Zone Prone (+100): A Place just outside reality, where time stretches and filled with hostile magic creatures and non euclidean geometries. Everytime you fall unconscious or travel through supernatural ways like teleport gems there's a chance you will be

summoned to this place and will need to find your way out before it collapses. Everytime you come to this place, it changes and you will need to find a new exit while facing more hostile monsters and new challenges. Did I mention the puzzles?

Destiny Obsession (+100): You have some special characteristic, maybe you were descended from a famous hero or you have been chosen by your village to hold a special position, in any case, you are fully behind whatever your destiny has in store for you, even if that means picking a fight with the vessel of Blazes of Disaster. Make sure you don't lose or else the shame will only be erased by killing yourself.

Censored (+100): You seem to be a victim to a certain curse, everyone views you as your opposite sex or the one you less identify with. Perhaps the translation team didn't want such a "complex" character to influence the kids. Then again the same team created other complexities in other interactions and now you will suffer the same during this jump: Scenes will fade to black, dialogue you hear will be disconnected from what you respond etc. Lots of implications will be raised through your journey.

Renamed (+100): Seems like some player decided your name was lame and changed it, now you have the absolute knowledge your name was changed and you neither remember your old name nor convince anyone to call you by anything else. Your new name is something that deeply annoys you, like BallsDeep69 or something like it.

Allergic to Sunlight (+200): Are you some kind of vampire? You must be a really wimpy one because a light breeze might blow you away. You have a really weak constitution, easy to tire and without any kind of pain resistance. Better not pick any fights, you are liable to drop after one hit.

Increased Encounters (+200): Three steps, that's all you seem to take before encountering a monster or some kind of foe. Any travels take longer for you since it seems that all enemies are attracted to you like bees to honey. Anytime you leave a safe zone expect lots of enemy encounters.

Black Holes (+200): It seems jump-chan was lazy when creating this universe, in some places and pocket dimensions there will be some gaps, crevices, holes, ravines and cracks leading to darkness, even if logically they should have a reasonable distance to fly or drop into, it seems that due to software limitations or laziness in universe creation there will be a lot of these patches of darkness that will swallow you up if you touch them.

Needless to say, you better not let that happen to you or else you will be lost for a long time, perhaps until the jump end, glitched out of reality and unless jump-chan is feeling generous, probably fail your jump.

Locked on Event Horizon (+200): You thought the locations offered were bad? How about this, you start your jump outside reality, inside the reign of mind and spirit. You and your companions will be barred from entering the world until the jump ends. By the way, Lord Blazer and his army are around here somewhere with new bodies reflecting their deeds and who knows what could happen if you die inside this dimension.

Improved (+200): Perhaps you suffered some kind of accident, maybe you picked a fight you couldn't handle or your house fell upon you. In any case what remains of your body is less than ideal to independent life unless you pick up some technological replacements, but that comes with its own set of issues, any prosthetics you use will bring you constant pain and occasionally will malfunction.

New Game Plus (+200): No metaknowledge allowed here, either you accept sealing those memories or the world will be changed. The broad strokes are the same, the world is in danger, people will cause disasters but the details will be different enough that any metaknowledge you have will be unreliable. If you don't know anything about the setting then everything will defy the usual tropes.

The Only Road to Choose (+200): It would seem that your presence in this world brought a big butterfly: As long as you live the Guardians of Filgaia refuse to help save the world, they will not give one iota of support to anyone while you draw breath. You better solve the world crisis yourself since otherwise the world will be devoured and you will share the same fate.

No Items Challenge (+200): Your warehouse will be unavailable during this jump, together with any properties or equipment you bought previously. Your benefactor will hold on to them until your time here ends.

Cheaters Shall Not Prosper (+300): Besides all the devastation suffered in the past, this world is about to suffer an incursion, that is, an alternative reality is about to collapse into this one and bring destruction. Now this incursion is just the first that approaches, saving this reality will be much harder with another crisis following the first, and more behind it.

If you bring technology or powers from other worlds then the speed these realities will come will accelerate even more and solutions that solve one of them will not work on another.

Check Your Guns At The Door (+300): Yeah, all of these supernatural abilities you learned in past jumps? Leave them with your benefactor before entering. You will be reduced to your bodymod during your stay. You do benefit from the origin, perks and items bought here.

Possessed by the Blazes of Disaster (+300): The demon who plies the scorching hell fire by thought, take in all the wrath, sorrow and negative feelings of people and grows fat as a curse called “god”, each time hell fire is waved, 100 wraths and 1000 sorrows are born surpassing a new threshold.

If you pick this together with accession, this drawback locks the spirit possessing you to Lord Blazer. In any case, before the end of the jump, you will have to face Lord Blazer even if you avoided him during your stay here. This struggle will decide the fate of your soul (and the rest of the world), you should only pick this option if you have some means of interacting or affecting spiritual entities otherwise Lord Blazer will remain undefeatable, even if you destroy his body over and over. Remember that this guy wiped out the immortal race of vampires by destroying their souls with his flames.

Losing will revive Lord Blazer in your body, resulting in jump failure.



Choices

After ten years on Filgaia, all your Drawbacks go away and you have to make a choice:

Stay: You want to stay here in this apocalyptic wasteland, have 1000 CP for your trouble.

Go Home: You've had enough of adventure? You can go to your original world.

Move On: You know the drill, onward to more adventures!



Notes

This jump is based on the Wild Arms 2nd Ignition.

About the **Crimson Noble** Origin: The urge to drink blood and easily burnable skin go away post-jump. But even in this world, this isn't that troublesome, you can drink the blood of animals or monsters and cover yourself up to avoid getting exposed to the sun, as long as you walk in the shade you won't be getting harmed.

About **Cybernetics in General**: If you have an origin that doesn't necessarily have mechanical parts but you get a perk from one origin that has one you can choose to have the advantages of cybernetics in your biological organs instead.

About **Force Techniques**: You can design your force abilities by tying them around a theme, maybe something like "Rush" letting you speed yourself up, a second level letting you attack many times in a burst and as a final level letting you access your future potential.

- Something like "Augment" to increase your accuracy, boost an attack with a duplicate or overcharge a single strike with the previous two abilities.
- Maybe "Spare" to pull extra magic effects out of common items, extending the effect of common spells or letting you cast two spells at the same time.
- "Offering" would let you share your stamina with your allies, divide the strength of your opponent and entreat the help of your guardian.
- And something like "Union" to combine your body and your implants to perform increasingly elaborate and stronger attacks.

You can pick one of these lines of effects or make your own, up to three levels of force abilities with the stronger effects being more exhausting.

About **Full Clip**: You can use this with any spells or abilities as long as they have limited uses, the strength comes from being combined: If you have a ring with three wishes, you can use all three wishes to desire something much less restricted than you would have with any individual wish. Basically, this can combine limited use stuff to get better effects. While this ability is exhausting, like all others force abilities it can become better with training.

Change Log

Version 1.0 Posting finished version.