

Final Fantasy 8 CYOA

Welcome to the world of Final Fantasy 8. This unnamed planet is much like our own during the mid to late twentieth century, only with the addition of monsters and magic. With the later being extraordinarily rare, humanity has fought off the hordes of creatures descending from moon solely with their intelligence and technology, explaining its high rate of development. The planet is ruled by two superpowers, one in the east and one in the west. The western continent of Galbadia is controlled by a nation of the same name, an oppressive dictatorship with plenty of military might. The eastern continent of Esthar is controlled by another nation with the same name, a secretive nation with highly advanced, futuristic technology that hid itself from the world once the tyrant Sorceress that ruled it was felled seventeen years ago. All is not peaceful, with Galbadia mopping up the last of the independent powers in the world, war still occurs in this world, which leaves plenty of room for mercenaries like the SeeD, an organization which uses para-magic to outpower larger forces. You start the day a young man named Squall Leonhart loses his last duel with his rival Seifer Almasy, and soon the world will be thrown into great turmoil, war, and strife that will decide the fate of all of time and reality. You receive **1000 CP** to decide your place and role in the story to come.

Location

Roll 1d8 to determine your starting location.

1. Balamb Town

A quiet seaside town and the effective capital of a country by the same name, on a continent of the same name. With Balamb being the smallest continent in the world, it's a fairly quiet and isolated place, but also has a temperate climate and friendly people. The landscape is varied, with plains, forests, mountains, and beaches all close by. The nearby Balamb Garden serves as a school for SeeD, who often spend time in the town itself. Far in the past, it was a part of the Holy Dollet Empire.

2. Dollet

A small and isolated duchy on the eastern end of the Galbadian continent. Dollet is all that remains of the Holy Dollet Empire of the past, it only continues to exist because of Galbadia has yet to conquer it. However, Dollet has beautiful scenery and weather on the beach, and serves as a major tourist destination, especially to the rich, who have a variety of different upper class hotels to choose from. With only a small amount of soldiers to defend itself, Dollet mainly relies on SeeD and other mercenary groups to protect itself. Dollet is also one of the few places in the world to still have a working radio towers that can still function after the beginning of the worldwide radio interference.

3. Deling City

This bright, modern city is the capital of the Republic of Galbadia. Situated on the northern edge of the continent, Deling is the home of Vinzer Deling, its namesake and president for life of the nation. Aggressive and expansionist, the nation of Galbadia has conquered the majority of its neighbors and taken over the continent. In the past, they were simply one of the splinter nations from the fall of the Holy Dollet Empire, but after the rise of Sorceress Adel in Esthar, they united the continent with fear and installed the president of their formerly democratic government as a dictator to resist the sorceress' armies. After her fall and the disappearance of Esthar from the outside world, Galbadia is the sole superpower in the world.

4. Timber

At one time another independent country descended from the Dollet Empire, Timber is a nation of resistance. Nestled in the thick forests of the south eastern Galbadia continent, Timber was incorporated into the Republic 18 years ago, but still plays host to several rebel movements intent on asserting their independence due to public execution of several of the leaders of the resistance in the first years of the occupation. Because of this, the country is heavily watched by a permanent guard of Galbadian troops. Despite Timber's location at the crossroads of several railroads and its logging industry, it hasn't grown or flourished in the meantime due to the tight controls over the population. Timber is also known for its TV broadcasting station, one of the few left in the world.

5. Esthar City

Highly futuristic, the nation of Esthar is comprised of a single city which spans nearly half of the continent (also named Esthar) all on its own. A completely separate branch from the former territories of the Holy Dollet Empire, though both share common lineage in the dead civilization of Centra. Focusing on technological development, Esthar is the single most advanced country in the world. Protected by its Optical Camouflage System, it has hidden from the outside world and the militaristic nation of Galbadia since the death of its former leader, Sorceress Adel. A power hungry and vicious sorceress who tried to conquer the world 17 years ago, but was deposed with a man named Laguna Loire tricked her into a sealing chamber and launched her into space, preventing her from passing her power on but causing the worldwide radio interference phenomenon. Esthar is also home to Dr. Odine, the man who invented para-magic, and the junction system and discovered Guardian Forces.

6. Fisherman's Horizon

A scrap village isolated in the middle of the ocean on the remains of the Horizon Bridge inter-continental railroad track. The town is led by Mayor Dobe, a strict pacifist, and the older population is made up of engineers who abandoned their homeland of Esthar long ago. The newer population is largely made up of their children, as well as those who tried to reach Esthar from Galbadia only to learn it had shut itself off from the world, and unwilling to return to their homeland, settled here. Despite this, the people of Fisherman's Horizon are unfriendly and suspicious towards outsiders and very hostile to those they believe will shatter the enforced pacifism of their small settlement. This non-violent streak runs so deeply that all disagreements must be solved with discussion and no one is allowed a weapon, even for self defense.

7. Shumi Village

One of the few settlements on the icy continent of Trabia and at its northern top besides, Shumi Village is one of the most isolated places in the world. None of the people who live here are human, but are in fact Shumi, a race of strange, yellow beings with large hands and bald heads who evolve into a number of different forms later in life. Regardless of their strange appearance and isolation, however, the Shumi are a gentle and friendly race who prize craftsmanship and humility above all else. The city itself is far underground and protected by a high-tech dome, leaving the city temperate and comfortable in climate. Glowing stones provide bright light, leaving the village in permanent daylight and even allowing plants to grow.

8. Free Choice

You may choose to start anywhere in the FF8 setting.

Background

Roll 1d8+14 to determine your age, or pay 100CP to choose your age and gender.

Drop In (Free) - You wake up in this world with no memories or connections to anyone. However, you find yourself in a bunk inside of a local rebel faction's base, the leaders of which see nothing amiss with your presence and are very eager to recruit you to the cause.

Soldier (100) - A low-ranking member of your starting location's militia, or otherwise a traveler between deployments, you've spent most of your teenage years training to be all that you can be. While not as specialized as some, group tactics and the use of various weaponry are where you shine. Despite your young age you're highly talented, and a promotion doesn't seem too far off. You may also choose to be a student of or start in Trabia or Galbadia Garden instead of the location you rolled.

SeeD (100) - Mercenaries, trained by the Gardens (though they must transfer to Balamb for the final test) and sold to the highest bidder for missions everywhere in the world. Highly prized in combat, SeeD specialized in the use of para-magic and GF to accomplish feats impossible for normal humans. Their true purpose, however, is to slay Sorceresses, merc work simply being how they fund themselves. While you're may be out on mission in your starting location, you can also choose to start at home in Balamb Garden.

Instructor (100) - All students need teachers, whether the destination is a lab, an office, or a battlefield. Just as much of an expert in combat as your students, you have largely left active duty behind to focus on honing their skills, a task at which you excel despite your age. However, you're well read, and may know a few exotic techniques rarely seen or practiced by others. As an Instructor, you may start in any of the three Gardens of your choice instead of being employed in a public military organization.

Scientist (100) - Magic is simply another form of science with its own laws it must obey. You understand that better than anyone, having dedicated your life to the research and study of magic, para-magic, magitech, and any other wacky combinations of sciences that involve the strange phenomenon of this world. Your skills are highly prized, so much so that your nation's enemies are perfectly willing to keep you alive, even if it is under lock and key in a heavily guarded lab. Despite your starting location, you can be native to any other area.

Sorceress (300) - Human women in which part of the power of the Great Hyne has been hidden, a lineage traced back to when the mysterious creator of humanity fled from the righteous fury of its creations. The only wielders of true magic, which far outstrips the artificial para-magic, a Sorceress in full control of her powers is typically the strongest single being on the planet besides other Sorceresses. A Sorceress is made, not born, though it's by birth that someone has the qualities that make a good candidate. Sorcery is passed on when a Sorceress is near her death, at which time she must find a successor or she cannot truly die, though she can be forced to pass her power onto the nearest woman if no others are available. Immediately after the power transfer, the old Sorceress dies and the new one becomes aware of her powers.

This is often quite a shock, even more so if the Sorceress' power is discovered as even her friends and family will often turn on her, little despised more in this world than the evil Sorceresses. While this response is born of the fear of what megalomaniac Sorceresses have done in the past, especially now less than a generation after the tyrant of Esthar, this treatment is tragically what often turns them into monsters in the first place. In this way, you have been blessed with the power of a Sorceress, along with the fear of discovery and death, or worse. You may compound this issue if you choose with the physical marks common to some Sorceresses, such as an inhuman skin, hair, or eye colors, strange lines around the eyes, tattoos, hands and feet twisted into inhuman claws, or a pair of wings (energy, physical, bird, bat etc. whatever kind you want) on the back. That last one is mandatory when using your power. You must be biologically female to be a Sorceress, though you certainly don't have to look the part. Just ask Adel. If necessary, picking this will be a free gender swap.

Skills and Abilities

Limit Break (Free)

When you're at the end of your stamina and are ready to collapse in battle, you can activate a special move called a Limit Break. Utilizing true magic, which normal humans can only perform in this situation, you unleash a devastating attack of your own style and choosing. Flying sword or martial arts combos, magical spells, supernaturally accurate shots, huge energy beams, a combination of any of these, and more are just examples of what can be done with a Limit Break. Sorceresses are exempt from the need for a Limit Break to use their true magic, and magic from outside of this setting is also free from this restriction.

Triple Triad (50)

By purchasing this perk, you spread the game of Triple Triad to each world you visit. Every jump from now on will contain at least a single club of Triple Triad players and a Queen of Cards, potentially with more depending on how large the setting is and how popular the game grew. While all the rules and gameplay remain identical to how they were in FF8, each world will use cards depicting monsters, animals, spirits, and people native to their reality that you can collect and take with you.

Eyes on Me (100) (Free Drop-in)

You're cute, to put it bluntly. Something about your looks and behavior is cute enough to trigger a strange reaction in people, where they're more willing to forgive your faults and shortcomings because of it as long as they're interacting with you directly. Nobody will be willing to forgive everything, and it might take some work depending on the severity, but your cuteness can save you.

Goofy Charm (100) (Free Soldier)

There's just something about you that people find endearing, no matter if you're stumbling all over yourself or accidentally flubbing a big speech. Your innocent mistakes and failings now serve to make you more charming instead of less. If you end up causing serious harm, however, this is nullified. Tripping over your own feet isn't charming when it throws a baby off a cliff.

Whatever (100) (Free Seed)

Dark, brooding, and troubled, or at least that's what you want people to believe. Your grumpiness and general air of unfriendliness is no barrier to other people, and those who don't buy into it and see you how you want them to are just inclined to try and find the good underneath it all. You can't help but pick up true friends, whether you're honest about wanting them or not.

Regulation Rules (100) (Free Instructor)

Rules matter. Rules make the world go wrong. Rules make the trains run on time. And somehow, you always know the rules. You automatically know the rules, regulations, and standards of any sort of organization, nation, or group in which you're a member. Even those pesky unwritten ones. Does not automatically come with the authority to enforce them.

Certified Scientist (100) (Free Scientist)

You have a fancy degree proving that you are, in fact, an actual scientist. With it, of course, comes all the knowledge and experience inherent in spending several years with your nose in the books, studying for the next big test. Pick one field of hard science to be a specialist in, though this also comes with general experience in related fields.

Intimidating (100) (Discount Sorceress)

Just a glance from you can send a shiver up someone's spine, and not in a good way. You're surrounded by this vague aura of threat and unease when you wish to be, unnerving and embedding fear into the hearts of the weak willed and letting everyone know just how dangerous you are. The strong of mind may not be effected, but at the same time they will notice this effect and how it impacts others.

Combo-Dog (200) (Discount Drop-In)

You're good with animals. Really good. You have the expertise and ability to train an animal to fight along side you in battle, as well as the more mundane kinds of animal training. It's possible to train them to use special techniques, how to use weapons and healing items to assist you, or even to activate its own magical talents if it has any. The training works best, however, when you team up to perform powerful combination moves with your pet and fight in tandem.

Combat Training (200) (Discount Solider, SeeD, and Instructor)

It's a dangerous world out there, and so plenty of people have basic combat training. You've taken it a bit farther, though, and are very competent in general. Small unit tactics, personal combat, hand to hand, melee, and ranged, you have basic experience in all of these, as well as the physical fitness to properly utilize it. While not a bodybuilder or anything so specialized, you're at the generalized peak of human physical health and ability. What's more, you've chosen a particular weapon to focus the bulk of your advanced training on. Weaponry here is mostly mundane, with the rank and file using machine guns and rifles, but melee weapons such as flails and swords are still viable and popular. A rare few individuals make use of outlandish weapons like gunblades and giant anchors to great effect as well.

Mad Researcher (200) (Discount Scientist)

Morality? Ethics? What are those, beyond distractions and restrictions holding you back? A true scientist has no need of them, and as long as you pay no attention to these petty concerns, any sort of research or study you perform is completed much more quickly and with far better results. You don't necessarily have to hurt people intentionally, but if it's what would most benefit your research, then to make use of this perk it's what you will need to do.

Bewitching (200) (Discount Sorceress)

One of the most common traits of the evil queen or Sorceress in fairy tales and bedtime stories is her great beauty, almost enough to ensnare any weak-willed man that she meets. To a degree, this seems to be fact in fiction, for Sorceress are often exceedingly good looking in reality. Few would deny how lovely you are, on a level far beyond common women, even while they ready the torches and pitchforks, and with a few clever words and manipulations you might be able to win a reprieve, or even a trusted place by the side of a world leader. Another's common sense seems to flee from the pretty face of an intelligent Sorceress. That's why they call it bewitching.

Fan Club (200)

For whatever reason, you're really popular. Within the circles you run, you'll likely to pick up a fan club or two, a group of individuals dedicated to how awesome/cool/strong/hot and all around amazing you are. Their obsession is a little disconcerting at times, since they're not above keeping all kinds of stats and records about what they know you've done and accomplished, and have a tendency to get a little miffed at anyone close to you, but they never actually interfere or do anything outright disturbing. On the bright side, your fan club will be more than willing to help you if asked, whether that involves battle, politics, providing a cover story, cleaning your car, or almost anything else you can think of. Your fan club might only attract the low ranking members of your organization or group at first, the students, interns, guards, and the like, but can potentially contain almost anyone if you have the right amount of popularity and are active enough.

'Strategist' (400) (Discount Drop-in)

An expert strategist in your own words, you do seem to have a special talent for a certain kind of strategy. That is, if the plan is ridiculous, overcomplicated, and risky, it has a much higher chance of success than it normally would. With a little too much imagination, you're able to think up these kinds of plans on the fly, and with enough talking can sucker people into implementing them no matter what their own opinion is. Then it just works, somehow, against all odds, you manage to line the trains up perfectly, jump onto the car, input the complicated digital code, all without anyone seeing you. THEN you kill the president. You still have to put in effort to make something that at least follows some kind of logic, however, and have the necessary skills to carry it out.

Lucky Bluffing (400) (Discount Soldier)

Lies, tricks, boasts, they all somehow work for you. Even when it should be obvious you're lying, even when what you're doing is outrageous and dumb, and long as it's bold, and as long as you put some real thought into it, you have a much greater chance to fool people. You're a lucky liar. Beyond that, you get increased skill in bluffing, including an ability to lie with a straight face and know exactly what kind of boasts or tricks to make people pay attention. It may not seem like much, but if you had a solid plan, you might even be able to trick a major dictator into walking in front of an obvious hologram and push her into cryogenic chamber somehow without her incinerating you down to the bones.

Junction System (400) (Discount SeeD)

Invented by the legendary scientist Dr. Odine, the Junction System is a method by which a normal human draws special energy from draw points or monsters to gain a magic like force called para-magic. Para-magic can be cast as spells, but each draw only grants a limited amount of casts per spell, per monster. These spells run the full range of what you'd expect from combat magic, including healing, attacking, status inflicting, and buffing spells of various kinds and strengths, along with a few more exotic spells. Para-magic can be stored indefinitely. A more advanced application is the Junctioning itself, in which a person attaches a Guardian Force (GF), a kind of elemental spirit, to themselves and uses their power to Junction specific para-magic stocks to their individual 'stats', using the magic to greatly boost their attributes or apply special effects like poison or sleep to their attacks, all of which can be swapped around or removed at will.

The increase is tied directly to how many casts of a particular spell are stored, up to a total of 100, which are not consumed or otherwise diminished while Junctioned. However, what stats can be boosted are determined by the experience and strength of the GF, which must be increased through frequent summoning and training, and which are restricted to the limited stats supported by the Junction System. Unfortunately, the GFs take up residence inside of the user's mind in the portion where they store their memories, slowly eroding the details of their history until it has induced total amnesia of events predating five years or so in the past. There have even been cases where the user forgot they had a GF Junctioned at all. This drawback has made Junctioning controversial and unpopular outside of SeeD. On the bright side, you get 2 GFs of your own with this purchase. See the companion section for details.

Teaching Prodigy (400) (Discount Instructor)

You're one of the youngest, if not the youngest teacher at your school, and there's a very good reason for that. You're an amazing teaching genius, capable of getting even the densest student to learn something, and even get straight A's. There's almost nothing you can't teach, as long as it's knowledge based. Math, science, history, combat, magic, FTL space travel, as long as it simply relies on knowing your stuff, you've perfected a method of expressing it to your students. It's almost miraculous how you can improve a student's potential, even outstripping most restrictions caused by intelligence or injury, to impart knowledge and skill beyond what they would be capable of alone. This includes, of course, the ability to make schedules, plans, and demonstrations that will optimize the learning process

Sorcery Stopper (400) (Discount Scientist)

Magic is a force, a detectable field of energy. And like most fields, it can be disrupted or dissipated, if one knows how. Utilizing principles discovered by Dr. Odine, you can construct technology that binds and restricts magic. Once created, all you have to do is force the object onto the victim, either worn on or around their body being the simplest way. As long as the object remains in-place, they will be completely unable to cast any form of magic, their spells simply refusing to cast and any magical enhancement of their bodies suppressed. Though it has no range whatsoever, this technology is extremely effective at what it does, and sophisticated enough to fit into simple jewelry if ones desires. Since you fully understand the nature of the research, you are capable of tuning this effect to target specific kinds or expressions of magic as well.

True Magic (Free and Restricted to Sorceress)

The real deal. This magic is capable of everything para-magic is and more, with every Sorceress specializing in one field in particular. Choose any one element or other aspect of reality to focus your magic around. This isn't the only kind of magic you're capable of, but it does play part in your theming and includes your most powerful magic. Canon examples include ice, force (non-elemental magic), space, and time. Outside of all of what para-magic can do and magic tied to your element, all Sorceresses are capable of telekinesis, teleportation within a short range, telepathy, mind control (including lesser beguiling and emotional manipulation, like stirring a crowd into a frenzy) and mental possession which can be resisted by willpower, imbuing inanimate objects with life, creating barriers, phasing through solid matter, creating illusions, and enhanced strength and endurance beyond that natural to humans. All of these take time and practice to master, which may be quite a while when the only Sorceress around to teach you would rather possess you than bother giving lessons. By being granted another Sorceresses power at their death, you can increase your own even further, but not change or expand your theme.

Angel Wings (600) (Discount Drop-in)

While you receive no extra ability to use magic, you can now enter a berserk state at will that amplifies your magic power by several times its usual strength and prevents any drain of your spell stocks or greatly reduces any cost in mana at the price of your sanity and logic. While you won't target your friends, you'll wildly attack any enemy almost at random, paying no heed for obstacles or collateral damage. Choosing from the spells you know at random, you'll still tend towards the offensive and the devastating over all else. This state will last until you're incapacitated or the foes have been killed, and nothing that impedes your thought process, mind, or ability to cast magic will have an effect on you for you're already mad and the magic coursing through your body refuses to stay silent.

Weapon Space (600) (Discount Soldier)

Nobody really knows how, but you've figured out a way to store an entire small arsenal of personal weaponry behind your back. As long as it's small enough to hold with your hands, anyway. When you reach behind yourself, you can swap weapons in and out of this space very quickly, allowing you to rapidly switch between firing a machine gun and a rocket launcher without having to worry about petty things like weight, volume, or logic. Unfortunately, it's only weapons, nothing else really works, not even spare parts, and only ammo within the weaponry itself can be stored in this way. What you pull out is determined by your will, and all it take is a single thought to decide what you wish to wield. While weapons are all stored in the same 'place', they're not stacked together or in any danger of interacting or malfunctioning while there.

Amnesia-Proof (600) (Discount SeeD)

It seems like a lot of people in this world have to deal with some nasty amnesia, especially SeeDs. Not you though, you're completely immune. Whether it's 1 GF or 10, they just don't effect you. Maybe it's because there's enough room in your head for them as well as your memories, or your head is made of stronger stuff, or you've figured out a special way to handle GFs, but all that matters is that you won't forget your entire childhood without questioning it. This isn't the only benefit, though, because this immunity extends beyond simple GFs and includes all forms of induced amnesia. Neither brain damage, drugs, nor magic can ever erase your memories if you don't want it to. On the other hand, this doesn't stop you from losing memories the natural way, so if it's something important, make sure to write it down.

Blue Magic (600) (Discount Instructor)

A curious and obscure ability, you've somehow picked up the ability to learn Blue Magic in your studies. The basic principle is that many monsters possess special magical techniques, often employed through a special body part or organ. You can, with a little research and a complete dissection, learn how these techniques work, and how you may replicate them yourself using magic. What this amounts to is the ability to copy a defeated being's (monster, animal, plant, sapient, etc.) single strongest technique, whether biological or magical in nature, by examining part of their dead body. While this ability has plenty of potential, the single biggest caveat is that these techniques are often true magic, and normal humans just aren't capable of casting true magic except during a Limit Break. This drawback will apply to any Blue Magic learned from creatures in the Final Fantasy 8 world. If you leave this world, however, any techniques learned from creatures outside of it will still function normally barring similar restrictions, no Limit Breaks needed. The best part, though, is that Blue Magic is entirely reproducible and teachable, and though it's quite an advanced subject, any of your students may eventually be taught to wield the techniques you've gained through its use as well, or even Blue Magic itself.

Sufficiently Analyzed Magic (600) (Discount Scientist)

If magic is a science, then why can't you research ways to replicate it? With this and the example of the renowned Dr. Odine (he sure is prolific), you've made an astonishing breakthrough. With just a little application of science, you're capable of building a device that can harness almost any kind of energy using wearable devices to produce your own brand of para-magic. Want to cast spells using friction, explosions, or nuclear power? All are possible, and you're even capable of storing the spells made from this energy for later use. Of course, the strength of the magic depends entirely on how much energy you can produce, and it takes more than just a thought and a wish to harness energy into magic. You'll have to put in some good, honest work and study to figure out how it works, and how it can be used to create your own system of magic. The resulting spells you can create depend on the energy harvested too, for good or for ill. Expect explosion magic to tend towards large explosions of force, and magic created from water power to manipulate that element or the energy of waves, for example. It can be a boon or a curse, though creativity could be used to utilize this aspect to its full potential and power or mitigate the drawbacks of it. It's a long and difficult road full of countless hours in books and labs, but what kind of scientist would have it any other way?

Actualization (600) (Discount Sorceress)

Drawing from a person's mind, you can crystalize their fears, beliefs and imagination into their image of the most powerful spirit or creature. This being works like a Guardian Force made flesh, and far stronger than GFs usually are. It can exist on its own indefinitely, never needing to retreat to your mind to recharge or gather its energy to act on the outside world, fully capable of independent thought and completely under your control. If the person you drew this GF from is awed or frightened by this manifestation, then it steadily grows in power, its strength building through its bind to their mind and its existence born from their thoughts. The greater their fear or beliefs about this creature, the greater the power. You may even Junction with it like you would a normal GF, only this is instead a physical process. Both of you bind together into a new, monstrous form which greatly increases the GF's powers as well as your own magic. You instantly gain understanding of how to use the GF's power and this new body, and may even shift its appearance somewhat. You can only have one of these creatures active at a time, but the only cooldown between dismissing one and summoning another is the amount of time it takes to tap into the opponent's imagination.

Items and Equipment

Triple Triad Deck (Free)

You receive six level 1 cards depicting common monsters used to play the most popular card game in the world, Triple Triad.

Gil (50)

10,000 Gil, enough to you started on your adventures with plenty of items or to put yourself up in a hotel for a decent amount of time.

T-Board (50)

The classic hoverboard. A t-board is approximately five feet long, and floats a few inches off of the ground. Capable of doing radical tricks and sure to get you into trouble with teachers.

Uniform (50) (Free all except Sorceress)

In addition to a set of custom street clothes (wacky Nomura style), you obtain a fancy pants uniform, well-tailored and fit for your faction. From largely useless metal armor atop a jumpsuit, to formal wear, to a simple lab coat.

Ornate Dress (100) (Free Sorceress)

A highly ornate dress tailored specifically for you, this outfit truly stands out. Typically featuring a horned headpiece and a flattering, if somewhat revealing dress. You can otherwise choose any look you wish. Comes with as many assorted pieces of jewelry and accessories as you wish, and can be any color or mundane fabric. Go crazy with it. Dry clean only.

Weapon (100) (1st Free to Everyone)

It's a dangerous world out there, full of murderous wildlife and other threats, so most people will carry a weapon if they plan on traveling outside of the cities and the roads. The world is fairly advanced, and most people use guns. Machine guns, shotguns, and rifles being the most popular. However, melee weapons are still popular in certain groups and as side arms in the military, and progress from standard fare such as swords to knuckle dusters, whips, flails, katars, chakrams, harpoons, and finally the rare and storied gunblade.

Chocobo (100)

What amounts to a giant emu covered in yellow feathers. Your chocobo is very friendly, docile, and has already been saddle broken. It runs very quickly on foot and is an excellent jumper. While not trained for battle, this chocobo is fairly brave, and will not bolt unless it's being attacked directly, and has decent potential to be trained as a war mount.

Motorcycle (100)

Your average everyday motorcycle, of whatever style you prefer. Except this one comes with infinite fuel and rockets strapped to the back. It may or may not be a good idea, but using these rockets can boost your speed or propel you for a few minutes through the air off of a ramp. Comes with the shocks to survive that kind of impact as well.

Car/APC (100)

Sleek and futuristic, this car comes with an unlimited fuel supply and serves as an excellent base for future upgrades, but is otherwise unremarkable. Soldiers and SeeDs may instead choose to receive an APC vehicle, which is similar except for the thick layer of anti-ballistic armor and the larger amount of sitting room in the back.

Assault Boat (200)

A highspeed armored hydrofoil, the SeeD Assault Boat is designed to be both an excellent troop transporter and artillery emplacement for taking and defending beaches and waterways. Has seating for six troops and two pilots, but standing room for a few more. While the folding hull and protected cockpit make this a very secure boat, its most distinctive feature is the artillery emplacement at the prow, which can chew through heavily armored robots and vehicles with little effort. The only downside is that the Assault Boat is, obviously, restricted to the water.

Salary (200)

You're on someone's payroll now. Every week you'll receive a small salary in local currency, starting at enough to pay for food any little else. If, however, you obey a strict set of guidelines and rules and complete missions (no matter who you work for), then this mysterious cash will increase in amount until you're earning a very decent living. Conversely, not completing missions or breaking the rules will lead to the salary steadily decreasing back to its default amount. Unfortunately, these rules are the SeeD rules of conduct, and may be a little bit obscure to anyone not part of the organization.

BGH251F2 (300)

Essentially a low-lying, highly armored tank, the BGH251F2 is an oddly designed vehicle controlled by three pilots, though its systems will go haywire and act on their own if damaged enough. The Ironclad is armed with a machine gun at the front, but its most important weapon is the extremely deadly laser cannon it can fire after a brief charge time, assisted by the six spinning turbines around its edge. Can survive enough explosives to wipe an entire military base off of the map, but with heavy damage.

X-ATM092 (400)

Slightly less well armored than other vehicles its size, the automated, spider-shaped X-ATM092 is instead highly mobile and possesses the unique ability among Galbadian robots to climb walls, jump great distances, and scale obstacles, much like the creature it was designed after. However, being a walker design, its speed is only slightly above that of an animal like a dog and below most vehicles. Favoring versatility over a single major weapon, the Black Widow can attack with sharp steel claws/pedipalps situated at the front, either with stabbing, bashing, or crushing maneuvers, or with a wide ranging cutting laser that causes a massive trailing explosion in its wake called the Ray-Bomb. Because of its design however, the X-ATM092 can be fitted with a number of extra guns as the user desires, and its AI programming will utilize them to the best of its ability. The most impressive ability of the robot is its self-repair system, which will automatically kick in once the Black Widow has received enough heavy damage and can heal the machine to full, closing bullet holes and fixing damaged systems with advanced technology. This renders the X-ATM092 extremely hard to kill without heavy weaponry that can destroy its vital systems faster than the self-repair system can fix it. However, it can only repair itself five times before it must rest to recharge the self-repair systems.

Galbadian Military Secrets (500)

Stolen from the top-secret files of the Galbadian military and delivered straight into your hands. These notes and schematics contain blueprints for all of the above machines and many others used in Galbadia. However, they're highly encrypted, and still need to be cracked to offer up their secrets.

Ragnarok (600)

One of the three legendary Esthar Ragnarok space shuttles, based on the mythical Centran dragon ships of old. The Ragnarok-class is vaguely dragon shaped and painted bright red, making it a very distinct vehicle. Capable of traveling through the atmosphere and outer space both with ease, the Ragnarok is nonetheless a sub-light vessel that requires only four crew members to staff it. As far as hard stats go, the Ragnarok is laid out like so. Fully stocked and staffed, the Ragnarok weighs 3,450 tons. It's also 108 meters long, 77 meters wide, and 65 meters tall. Has room for 14 people to staff and live in it, all told. The Ragnarok is not a defenseless ship, and has a 609mm charged particle cannon, two 152mm multi-barreled lasers, and two retractable mandible claws for close range. Top speed is approximately 11.8 km/s in atmosphere. Also comes equipped with a map system and automatic auto-pilot, allowing it to fly itself to any location the ship or captain knows how to reach.

Companions

Moomba (50)

A strange, intelligent, semi-bipedal lion-like creature. Nearly incapable of speaking, but can learn individual words like a parrot. They can smell or lick blood to determine who it belongs to, but otherwise possess no special powers. Known to be loyal and docile, and are frequently forced into slavery. Sometimes this is the end result of a Shumi's evolution.

'Freedom Fighters' (100) (Restricted to Drop-in)

A team of up to three new or imported terr-I mean, freedom fighters, dedicated to whichever of the many resistance groups dotted around the world. They get only 200cp to spend, but receive the Drop-in's discounts and free perks, with the only difference being that they possess a background and history in this world. Because of this, they're decent at sabotage, stealth, creating bombs and other makeshift weaponry, and general rabble-rousing and anarchy. Applies to eight companions if purchased twice.

Squad Mates (200) (Restricted to Soldier)

No soldier goes on missions alone, and this option gives you your own small squad of three new or imported companions to help you. They receive the Soldier background free and 300cp each to spend anything they want. On top of the discounts and free perks typical to Soldiers, your squad mates also get a discount on everything in the item section barring the Ragnarok. You and your squad mates have spent plenty of time together going through basic and on missions, even spending your leave together more often than not, and are very close. Applies to eight companions if purchased twice.

Team Mates (200) (Restricted to Seed)

SeeD operate in small teams, and while you may have random SeeDs assigned to you otherwise, with this you receive three new or imported companions with the same training and expertise as you. They have the SeeD background for free, including all of the discounts and free perks, and 300cp each. On top of that, they also receive the Junction System perk for free, reflecting the abilities that define all SeeDs. Your specific relationship is up to you, but you've at least gone to school with your companions and proven yourselves to work well together. Applies to eight companions if purchased twice.

Students (Free, 100) (Restricted to Instructor)

A teacher is nothing without their students, and with this you have your own small team of three new or imported pupils eager to learn. They must collectively take either the SeeD or Soldier backgrounds for free, and will then receive all of the discounts and free perks of that background along with 200cp each to spend how they wish. Having already been members of your class, you and the students are well-acquainted and have a little experience fighting together. These students have been entrusted to your care for field studies, and both the faculty and the students themselves have great trust in you to give them the best training you can. If purchased again for 100cp, you can import or create up to eight companions.

Researchers (100) (Restricted to Scientist)

Lab hands, assistants, colleagues, or lab rats, few modern scientists work in a vacuum. Three of these, new or imported, join you in your studies. They receive the Scientist background for free, including the discounts and free perks, along with 200cp to spend each. While all of you are accustomed to working together, they most likely have little experience in doing anything outside of a lab. They'll all been assigned to you to pursue your collective scientific goals, though nobody has to tell anyone if it's really field research you're doing or not. Applies to eight companions if purchased twice.

Sorceress' Knight (200) (Restricted to Sorceress)

All Sorceresses, almost without question, have a Knight. A single individual they trust above all others, who serves as their friend, guardian, companion, and often their lover as well. Even in a world that hates and fears the Sorceresses, this position is frequently romanticized in books and movies, and more than a few fantasize about receiving this position. For you, your Knight may be a new or imported companion who will receive any other background for free (treating Drop-in like the Freedom Fighters above), along with the discounts and free perks associated with it. As a new companion, your Knight is extremely loyal and devoted to you, while imported companions remain themselves, though it's important to note that a Knight must be someone with a close bond. To top it off, the Knight will have 800cp of their own to spend on anything above. You cannot purchase this more than once.

Guardian Force (200) (2 Free with Junction System)

Guardian Forces, or GF, are sapient energy fields taking almost any shape they desire. Unbound GF are most often found in hidden wilderness locations surging with power, where they typically refuse to bow to anyone who cannot best them in a battle. However, GF that have accepted a person will become Junctionable, where they fuse with the person and take up residence within their mind. In this situation, GF can communicate with this person as often as they wish, but may only manifest outside of them for a limited amount of time. To do so in a way that effects the outside world, they must charge for a brief time and then be summoned, at which point they'll unleash an attack, healing, or supportive spell based around their personality and powers. Outside of this and those mentioned in the Junction System perk, GF also possess unique abilities, such as teaching their users how to convert items into useful resources, prevent status effects, or even reflect damage.

For a GF, its power grows the more its summoned, along with its Compatibility with its summoner. Compatibility is basically a relationship score between the GF and its user, and many GF are jealous beings who actually lose Compatibility whenever the user summons a different GF. All of this power comes with the rather nasty side effect of slowly eroding your memories, however. When purchasing a GF, choose their element, appearance and summon ability at will, though none of them will out power the ultimate GF Eden solely through this ability. Most of the time, GF are based on a FF creature or a mythological being or figure, but this is not always the case. You can instead import someone, but only similar spirits can be imported as Guardian Forces.

Generic Import (200-500)

Unsatisfied with your background's import? You may instead choose this option, which grants you a new or imported companion with any background for free save Sorceress, along with 300cp to spend on their own. On the other hand, you can forfeit this CP to purchase your companion the Sorceress background. Each further companion costs 100cp, until you reach 500cp at which point it's possible to create or import up to eight, but no more than three can be Sorceresses including yourself.

Drawbacks

Leg Cramps (+100)

You have a problem. It's not a serious problem, or at least, not most of the time. See, whenever you try to interact with the opposite sex, your legs just cramp up. You can barely talk, stuttering over every word, you can barely walk at a limp, and your face flushes bright red. If you're careful, you might be okay, but just hope that your CO is the same sex, and that you don't end up falling in love with anyone.

Flashback (+100)

For some reason, you'll occasionally here a loud buzzing noise that knocks you out cold, leaving you to collapse wherever you are. That's not the end of it though, because you'll experience mysterious visions where you're someone else in a different time and place. Sometimes these visions will offer insight and knowledge about the events surrounding you, but just as often they'll only confuse you. They only last a few hours at a time, but since you are effectively this person during that time, you'll have to actively try and survive any situation they end up in.

Amnesiac (+100)

In your childhood, you Junctioned a GF to yourself. Now, not only do you not remember anything in your life that happened more than five years ago including any events before this jump, but you also don't recall that this GF is Junctioned to you or you might remove it. This effect is persistent as well, and no matter what, your memories will slowly erode, ensuring you will only ever have five years of memory to go on.

Crazy Train (+200)

The Doomtrain is coming for you. It can be anywhere, at anytime. It doesn't need rails to reach you, and is perfectly able to keep pace. The only warning is the sound of train whistles and unholy screaming as it barrels towards you, seeking to strike terror into your heart before it ends your life. Make one mistake or have a lapse in attention while it's after you means that Doomtrain will run you over. You can survive this, potentially, but it will be painful and deadly, and Doomtrain will never give up until it sees you smeared across the ground.

Limits Unbroken (+200)

It seems that the restrictions on this world have managed to enforce themselves on you. Here, no normal human is able to use true magic outside of a Limit Break. While normally this would be restricted to only this setting's magic, now this extends to all of your supernatural powers and skills from other jumps. Only when your life is on the line will you be able to act fast and unleash any of your magic during a single Limit Break attack. Even if you're a Sorceress, your true magic refuses to function for some reason.

Witch Hunt (+200)

Burn the witch. It's something you'll hear quite often during your stay here, because even if you're not a Sorceress, and even if you're a man, you're widely known as and feared as an evil Sorceress. While the big players might not spend any effort going after you unless you do something threatening, they know of you, and are waiting for the moment when they're paid to assassinate you or when you do something that threatens their power. Townsfolk, on the other hand, will regularly run you out, chasing you with guns, pitchforks, or any other weapon they have in hand to protect their hides.

Lunar Cry (+300)

You're on the moon! At least it has a breathable atmosphere, but that's where the good news ends. The bad news is that the moon is completely coated in horrifyingly powerful monsters, enough that when they gather in one place, they overcome the satellite's gravity and descend to the planet below. This event is called a Lunar Cry, and it can blast a hole through a continent and is the source of all the monsters on the planet. It's also your only ticket off of the moon, but you'd have to survive being stuck inside a mass of deadly, hostile monsters.

Love Grows (+300)

Rinoa Heartilly is just so beautiful and wonderful and perfect. You've fallen completely head over heels for her, and could never even dream of seeing her as bratty, immature, selfish, controlling and naive like other people claim. They're just idiots. It's too bad that she's currently dating a guy named Seifer Almasy, who is a deadly and talented Garden student. And after that relationship falls apart, she shacks up with a SeeD named Squall Leonhart. No matter what, Rinoa never returns your feelings, and neither of her boyfriends take very kindly to your presence if you ever happen to show up. And you will show up, because you just can't help but follow her around like a lovesick puppy. You'll face a great deal of the danger of the main plot without any of the protection that the main character or his foe might give you if you weren't creeping on their ex/girlfriend.

Time Kompersion (+300)

Ultimacia, the most powerful Sorceress in existence and ruler of the future, has taken notice of you, and she sees you as instrumental for her plan to kompress all time into a singularity and achieve komplete omnipotence. She will use all of her powers and agents to find you and either possess, eliminate, or manipulate you, maybe all three. While at the beginning she only has kontrol over one Sorceress, it won't be long until she kommands half of the world and all of its military might. Very few will be willing to help you for fear of her wrath. The worst part is that she only exists in the future, far outside of your reach. Meaning that no matter what you do, you can never truly stop her unless you assist Squall and his party in defeating her.

Ending

After ten years, you'll be presented with one final choice.

Never Look Back – This is the last trip for you. After what you experienced here, you just want to go home. You reappear there, with no time having passed. You still get to keep all of the powers, items, and companions you've gathered.

Where I Belong – Maybe you've grown to love this world or someone in it, but either way, this is where you'll choose to stop. You'll be reported missing back on Earth, but you'll be able to continue your life in FF8 with all you've obtained.

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