

FINAL FANTASY 10 (VERSION F)

-In tribute to Lycoris-

"Listen to my story. This...may be our last chance."

"Hmm...ah, traveller, you're here. I had arrived to pick up a colleague of mine, but I seem to be in the wrong place at the wrong time. Well, not anymore now that you've shown up. Let me explain, I'm here to help you with any preparations you'll need for entering this world. Ah...I got ahead of myself there."

This world...this world of Spira, it's a world trapped in a vicious cycle of death and rebirth. Its surface is calm like that of a still pool of water – the people of Spira go about their days without interruption, living in scattered villages in peace. But that peace, this tranquility...there's a turmoil that comes along with it – bubbling underneath the calm surface.

Make no mistake traveller, I said tranquility, but really this is stagnation. A great deal of fear and distrust rests underneath the visible surface of Spira. It manifests in a physical form, in a great beast known as "Sin". From what I understand of this beast – it has a very firm directive – it will forcibly shift civilization back into a primitive state whenever any civilization grows beyond its bounds. It's quite ambiguous, don't you agree?

Unless this beast is placated, Spira will never know true peace, any calm there is to be had is a temporary one. If it sees fit, Sin will destroy you along with Spira.

It's quite unfortunate that you've arrived when you did. Sin is beginning to stir again, and it seems that the last Calm is coming to an end...very soon the people of Spira may begin to see strangers wash up on its shores – actually, that might very well be you washing up on the shores of somewhere in Spira.

Worry not traveller, you're not stuck here completely without help, and Spira isn't completely hapless to the plight of Sin. There are those called Summoners, individuals who possess the power to call forth beings known as Aeons – beings forged from the spirits of the dead – all to fight the threat known as Sin.

Maybe you'd consider helping her out a little? Sin isn't the type of creature to parley after all – the enemy of my enemy may well be my friend, no?

Well, in any case, worry not either way, because arrangements have been made to get you prepared naturally. So take this with you.

+1000 CP

There are still some details that I have to go over with you, administrative things really – but before long you'll be on your way to a decade in Spira. It's no vacation for sure, but I'm sure you'll make do; you always have, haven't you?

Let's start with something simple – an identity...you know, for while you're here.

[Personal Details]

The basics of the basics, your appearance, your age, and so forth...well let's start with your age, that's usually the simplest. I have, three choices for you actually, so don't say I'm stingy.

Age 1d8+13, or 1d8+23, or retain your age from previous.

I'm not going to touch your gender – you should know that for yourself by now. So unless you want me to change it for you, we're sticking with what you have. I won't judge, so the choice is yours.

Let's move on to something more...relevant, shall we? Your race – you see, Spira isn't just inhabited by humans. Make no mistake humans are everywhere on Spira, but there are other races as well. Well, before you get any wrong impressions I need to make some clarifications. Some of the races are humans, actually many are...just from different regions of Spira. Unfortunately, what region you come from can make all the difference.

Let's just say, there are still prejudices that Spira hasn't gotten over yet...

Race	Description
Human	
Al-Bhed	
Ronso	
Guado	
Cactuar	

Ah! Right, before I forget...we should go over the map and figure out where we're going to deploy you. Might as well go over the lay of the land right?

Background	Description
Drop In	
Blitzball Star	
Guardian	
Summoner	
Sphere Hunter	

Last thing to note – of course, I need to figure out where you're going to end up – erm, where you'll be deployed. If you're ever in need of a guide...well why don't we take a look at the map, huh? It might help you decide.



If you don't care to go to a specific location, we can decide by dice, or you can pay me a small sum of **50 CP** and I'll arrange for you to arrive in a specific location.
Roll 1d8 for location.

Well, you rolled...	...This Location!
1	Besaid Island
2	Kilika Island
3	Luca
4	Djose
5	Guadosalam

6	Macalania
7	Bevelle
8	Free Pick

PERKS

RACIAL PERKS (1 FREE WITHIN RACE, OTHERS DISCOUNTED)

AL BHED

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Give it a Good Knock 200

Lv.0

Mechanical Mixtures 200

Normal people mix potions. You mix machina. You can take any two examples of machina (or machines from other worlds) and hybridize them together – just don't expect them to have all the functions of both combined –

And be careful not to make a Weapon, yeah?

A Legacy of Innovation 200

Lv.0

CACTUAR

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Desert Barrier 200

Lv.0

Jumbo! 200

Once per day, you magnify your size by twentyfold for the next ten minutes. All your features scale accordingly, but your equipment will temporarily disappear and your skills don't scale. Instead you learn to fire a barrage of needles the size of spears.

This works outside of Cactuar form post Jump

Time to Flee! 200

Lv.0

GUADO

<_____>

Cloistered Souls 200

Lv.0

Farplane Contact 200

Once per day, you can summon a spirit from the dead that will last for a day and a half. The spirit will just linger there and perform some mundane actions, but it cannot fight, speak or interact with the living.

Spiritually Attuned 200

Lv.0

HUMAN

<_____>

A Legacy of Fear 200

Lv.0

Iron Duke 200

Once per day, for a period of fifteen seconds, you enter a state of full invulnerability. You move at half your speed, but you negate anything that is being tossed at you (Provided it wouldn't have killed you outright).

If it was something that would have killed you outright, it leaves you clinging barely to life and the effect fades.

Enterprise 200

Lv.0

RONSO

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Frost Born, Iron Clad 200

Lv.0

Lancet 200

You have a mystical skill to draw skills out of enemies. When you see an enemy use a skill, you can learn it with a slight probability of success. The probability goes up the more you see the skill.

Pride of the Mountain 200

Lv.0

BACKGROUND PERKS

DROP IN

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CTB/ATB Shift 100

CTB Shift - The way you fight has shifted! Now instead of each fight being a chaotic mess, you can pause time until you take an action. Beware though, since enemies will be able to do that too. Both parties can still dodge after an action is taken, but this just gives you some breathing room.

ATB Shift – Well that’s weird. All your spells seem to have a fixed minimum cast time of three seconds now, but this shortens your existing cast times of spells by a quarter.

You can freely turn this ability on and off, as well as switch between CTB and ATB modes.

Unorthodox Refinement 300

You’ve found a very weird way to refine your weapons. Instead of taking that hammer and whetstone and pounding away, you can now refine your weapons by doing utterly bizarre tasks – like racing on birds to beat a time, or dodging lightning two hundred times, killing a specify enemy a thousand times.

The stronger the item, the harder the task will be.

Overdrive! 600

Select one of your skills to be designated as an “Overdrive” skill. When you use that skill, time stops for a period of ten seconds. You have that time to perform some sort of bizarre task (complete a puzzle, do some sort of dance routine perfectly...etc.) to power up that skill.

You may not move or perform another action during this time.

BLITZBALL STAR

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Basics of Blitz 100

You've been blitzing all your life and it shows. You can breathe underwater as if you were breathing air. You also have perfect swimming abilities and speed comparable to the fish in the ocean. Your awareness in water has improved dramatically.

In the Zone 300

From the moment the match starts, your mind races into overdrive. Whenever you enter into a "match", be a duel, a cook off or a spelling bee (etc.) you enter into a state of hyper focus. Time slows down around you and your reaction speed doubles. You can also ignore pain at will.

Jecht Shot EX 600

Let's bring blitzball to the world! You can be out of the water, without even a blitzball in sight, but out of nowhere one will appear (or you can have a companion throw you one.) and you can kick it at an enemy.

That enemy struck by the ball is sent flying twenty meters, regardless of size. There's no physics in blitzball!

GUARDIAN

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With a Whistle 100

Your life is dedicated to your Summoner. If you designate an individual to protect and they whistle (or a designated call), you'll instantly be teleported within eyeshot of them. You can change your "Summoner" once per Jump.

To Zanarkand... 300

The Pilgrimage is tough, and you've learned the limits of your own body. You've also learned how to surpass them. Whenever you're travelling, you now have a significantly reduced need to rest, eat, or drink. It starts with only needing those necessities once every other day and grows.

Code of the Guardian 600

The Summoner above all else, the Guardian will be able to block any targeted attack towards their Summoner. As long as they are in danger, the Guardian will also be able to fight at their peak performance regardless of personal injury. In a worst case scenario, you can keep fighting with a fatal wound. (and survive it if something can heal you quick enough after the Summoner is outside of danger)

SUMMONER

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Eternal Calm 100

There has always been Sin, and there has always been the Calm after Sin. But if there was no Sin...would the Calm not be Eternal? In the thick of battle, the Summoner will not waver. Nothing can break your concentration or interrupt your casting as long as your target is in sight.

Hymn of the Fayth 300

It seems music isn't for nothing. When you chant the Hymn of the Fayth, the undead nearby lose their physical hold on the world and slip towards the next realm. You've also gained the ability to see undead, even if they're masquerading as living beings.

The Final Aeon 600

Perhaps you already reached Zanarkand once. Perhaps this is your last moment of preparation before Sin. But fate is cruel. The Aeons you have collected will all be butchered and Sin will be reborn. You may pick a single Aeon from the masses you have gathered – it will become a Dark Aeon, and becomes a companion.

Rejecting the False Tradition 600

Perhaps when you faced Zanarkand last time, you rejected the tradition. You rejected the sacrifice. You were struck down at Zanarkand, but you survived, at a great cost.

From the Aeons you have gathered, pick three, they will become companions, and you may never enter a Fayth again. Good luck with Sin, he's now actively hunting for you.

SPHERE HUNTER

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Looking into the Past 100

You've stepped out of time and back in again. When you visit any location, you can freely look back in time to see the events that occurred within the past week.

Change in the Present 300

Dress Spheres are an oddity aren't they? When you change between them, time seems to stop. Now this applies when you change between any ability. Maybe you're casting magic from two different worlds – when you switch between one to the other, time freezes for a second.

Has no effect if you're casting two different skills simultaneously. Effect can stack to a maximum of five seconds.

Forward into the Future 600

You've had plenty of time to contemplate dress spheres, and you've reached a breakthrough. By condensing enough of your spirit, and provided enough souls – be it pyreflies, living souls, dead spirits – you can focus magical abilities into a dress sphere which can be applied to a piece of clothing. Anyone wearing that piece of clothing can use those abilities.

LOCKED PERKS

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SPHERE HUNTER

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Time Management 100

Lv.0

Time Management 300

Lv.0

Time Management 600

Lv.0

GENERAL SKILLS

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Chocobo Riding 100

You can ride a Chocobo. It's not as easy as it sounds, considering the stupid birds tend to go wherever they want and run wild. But with a whistle, you can conjure one and ride it, and it'll be perfectly tame unless it comes across something aggressive. Then it'll buck you off and run away.

Sometimes you might conjure a red one though...be careful with those. I heard they summon meteors.

Taming Contract 300

You met an old man in the Calm Lands, and agreed to sign a contract with him. You'll get a free experimental capturing device as well as the monster arena for free. In return, you need to go around Spira and capture every single monster in the span of ten years. The Jump won't end until you've captured one of every species!

No it doesn't include the more mythical beasts (bosses).

1000 Years After... 600

A young genius researcher is in the process of investigating a massive energy source in the Farplane. His notes indicate that it's something akin to a stream of Life itself – but that perhaps it could be harvested.

The equipment is there to set up a prototype reactor...and the researcher's notes suggest that the energy may be enough to even topple Sin provided there was a way to channel it.

COMPANIONS

Strength in numbers is a thing alright, and it's not too uncommon to find groups of travellers when wandering about Spira. After all, the place is hardly as safe as it used to be. Nowadays most travellers are usually on a pilgrimage, so don't be surprised if you find them armed. That being said, why don't you take a look at the options below? If you have companions of your own it might be helpful to arrange some accommodations for them.

THIS IS OUR STORY 50/300 CP

Your companions? Certainly I can arrange it so that they'll go through the same preparations as you – they can choose a background at will – but if you're asking for my advice, I'd advise that your companions take a more even approach to things – a whole group of Summoners might sound neat, but then who is going to be the Guardian? Well, it's up to your companions to choose in any case. With the CP they have to spend, they can procure perks as they see fit. Be wary of one thing – your companions won't attain companions of their own, prospective "companions" will merely be summons at best.

Import a companion for 50 CP; they gain 500 CP to spend on skills.
You may import in a batch of 8 for 300 CP, with the same benefits.

BRAVELY FORWARD, TOGETHER 2/300 CP

Would you rather have somebody who already knows Spira thoroughly? I can arrange for you to meet with a native of Spira certainly, though whether you can convince them to become your companion is another matter altogether. If they already have a profession, it's not likely that they'll change – but for those without, you can determine a background for them. If you'd prefer that they become your companion straight away...that's an option too – but it'll cost you more.

You may arrange to meet a canon companion for 200 CP, if you can convince them to join you by the end of your stay they will become a permanent companion. They have 500 CP to spend on skills. Alternatively, for 300 CP you'll start with a canon companion. This is limited to individuals who will show up within the ten year span of your journey here, whether they be Unsent or not.

PEERING INTO THE ABYSS 1/2/300 CP

Perhaps a human ally isn't exactly what you're looking for? There's still one more option left – a highly theoretical one as a young Al Bhed may attest, but it's still present and available if you want it. Instead of finding a companion among the more civilized folks of Spira, you can find a companion among the fiends. The fiends don't receive powers in the same way you do, but they do gain benefits of their own, depending on how much you're willing to invest in them.

You can gain a companion from one of the normal monster breeds of Spira, excluding the sinspawn, aeons, and substantially strong breeds. For each 100 CP, your fiend companion will have 10 MP, up to a maximum of 30 MP.

CACTUAR DOLL – 100 CP

A plush doll of a cactuar. If you could find a certain black mage from Besaid, you might be able to awaken it as a companion... This doll seems to move in your hand. It feels like if it came alive, it would probably be really hyperactive. Maybe a good thief? While they gain no CP, they have 10 MP to work with.

MOOGLE DOLL – 100 CP

A plush doll of a Mooglee. If you could find a certain black mage from Besaid, you might be able to awaken it as a companion... There's something odd about this doll, it's holding a wand...maybe it can use some rudimentary magic? While they gain no CP, they have 10 MP to work with.

TONBERRY DOLL – 100 CP

A plush doll of a tonberry. If you could find a certain black mage from Besaid, you might be able to awaken it as a companion... I'd be careful though, because that plush knife looks awfully sharp... Hey did that doll just growl at me? While they gain no CP, they have 10 MP to work with.

PYREFLY INJECTION – 100 CP

Need to give your friends even more of a boost? Well that's what pyreflies are for...there have been techniques using pyreflies to make fiends stronger...and there are those who believe that the presence of pyreflies is enough to attract fiends...which would make one think that there is indeed a connection between the two. For each 100 CP, you can give a companion 10 more units of MP.

GIFTS OF THE FARPLANE (MP ONLY OPTION)

There are options to make your fiend companions stronger, with the infusion of pyreflies as necessary. There's a variety of options, so take a look and see what interests you.

Gift	Cost	General Details
Parameter Shift	1	
Collective	2	
Catalyst Effect	2	
Sphere Bearer	2	

Auto-Spell	5	
Directive	5	
Gift of Kings	5	
Meridian	5	
Delta Attack	10	
Emblem of Thanatos	10	
Karma	10	
Spirit Command	10	
Acta est Fabula	30	

ITEMS

Not necessarily souvenirs, if you're looking for preparations on every front you might as well consider bringing some specialized items as well. That's right, I do stock some specialized goods, though really I wish the assistant I came here for was here to handle this – I'm not too fond myself of managing inventory. In any case the stock is divided into two categories, [synthesis](#) and [standard items](#)...I can describe them in greater detail depending on what you're interested in.

-SYNTHESIS ITEM-

It was a bit tough arranging for this frankly, the man that I was talking with while investigating this little...residence was particularly keen on exchanging information. A little bit too much information – he seemed a bit too obsessed with “advancing forward” for my tastes. Ah, that's a bit too much about me and not enough about this option and the option is what you're interested in right? This item is a bit complex, depending on how you choose to customize it; it might serve you in different ways – certainly, the old man saw reason to use it for training purposes.

One note though, your companions may come to possess items due to their backgrounds – but you and only you may select options from regarding the Synthesis Item.

The Monster Arena 200 CP

(Free if you have the Taming Contract perk)

The Monster Arena is a replica of the same facility and landmark that can be found within the Calm Lands. However, with the technology that's at your disposal, you'll find that you can probably make better use of it than the Crusaders – certainly you can make more customizations to it than they can.

At its very base, the Monster Arena is a nice cave facility that makes use of Machina to store, develop and cultivate monsters. It has a dedicated set of 10 pens, each of which can contain a monster breed. That being said, just because you have the arena doesn't mean you can magically force different species to breed. There are limits still to what Machina and Al Bhed science can do. Well, I'm not taking your own abilities into consideration here of course.

The Monster Arena will follow along with you as you travel – in what format exactly is something I'll leave to you. Maybe you have a pocket dimension you'd like to toss it in, or maybe you'd just like it to reappear in each world as you visit it. Barring modifications, only the contents of each pen will be saved, and with only a single species per pen – well 10 species should be a fair amount, no?

How are you going to capture monsters? Well you can go about it with brute force and wrangle them into the pen – or you can use the specialized capturing weapon options. How you get those is your own problem!

DOMAIN EXPANSION 50 CP

A very simple modification that increases the amount of pens you have by 2 for each time you purchase it. Good if you ever feel that you need to expand the amount of pens you have because you're lacking in space for some reason. The pens are already specially designed so that they can contain dangerous breeds – so containment really isn't an issue.

HYPER MIGHTY G 50 CP

If you're going to collect monsters, why not make them the best monsters they can be? Well this won't do that immediately, but it is a good start! A strong growth agent that will naturally make your monsters stronger, over time the physical effects will become very apparent as all of your monsters will grow in size up to a maximum of 25% beyond their original limits. This can't be stacked beyond 100% of their original limits, effectively doubling their size.

SIMULATION ROOM 50 CP

Perhaps part of the reason you'll have wanted the Monster Arena in the first place – this room is another annex entirely in the Monster Arena, and allows you to face off against your “pets” in an environment that remains completely safe.

Even should you or your pet fall here it is of no consequence, as no lasting damage will be done to either party – it might serve to be a good testing area, or a good training area, both the same thing really.

The default appearance resembles that of the Calm Lands, but you can configure it to resemble another locale you've visited before – it's just for aesthetic purposes.

CAPTURE PODS 50 CP

Still not sure how to go about capturing monsters? Can't seem to herd monsters into the pens? Monsters lingering about in places you can't reach? Well this pod system might be able to help you out then. Though it has to be manually activated and deployed, once this is done you can just walk away and wait for a creature to be captured, at which time the pod will return to an empty pen.

Of course, without any real offensive capacity you probably won't find the strongest creatures captured – but it does spare you quite a bit of effort in hunting beasts down. If you don't have an empty pen, the capturing pod will deposit the captured monster in the nearest empty space – so be careful. You'll get a fleet of five pods to start off with, ranging from XL to XS sizes. Use them carefully!

THE RUIN DEPTHS 100 CP

Why would you need a basement for creatures to wander about in? Wouldn't that be rather dangerous? No one really knows why these ruins existed in the first place, though one could presume that they were used for ancient Crusader training purposes.

Though at first glance you'll probably think of using it so that your creatures have a place to mingle and wander freely – be wary that there are “connections” between the ruin depths and the outside world. At least, there should be, because wild monsters keep wandering in. Thankfully a barrier prevents them from wandering into the Arena proper. This might be a good place to get some monster feed for your pets. If you don't have any free pens, any capture pods that you deploy will deposit their contents within this place.

FIEND ARENA 100 CP

An alternative to an open field for those who would prefer to have your pets exercise in a more controlled environment. The fiend arena is exactly that – a controlled area where you can pit your pets either against simulations, or against live subjects. If you don't have any free pens, any capture pods that you deploy will deposit their contents within this arena.

Being a controlled environment, if you have a creature creator active, you can also use this arena to test out potential monster combinations and modifications – though these will be simulations unless you actually proceed ahead with them of course. It'll be a good environment to see what potential modifications you can make in any case.

It goes without saying, but for all the skills that a monster might develop through combat – you can have them train these here. As with anything – training is always a matter of time and effort.

CREATURE CREATOR 100 CP

You can't expect that you'd only keep the Arena as a petting zoo right? What's the point of collecting and tending to monsters if you're not going to help them grow a little? Maybe even experiment with perfecting breeds and creating better variants? That's what this lab annex is here for anyways. It's a very well-known fact that fiends in Spira are created with the absorption of Pyreflies, but in the absence of this, you can substitute spiritual energy as well. Following in the example set by our Crusader friends, unless you possess alternative abilities, it is still impossible to hybridize different monsters together.

The creature creator works in a very methodical fashion, using creatures you already have within pens as a “foundation” for either improvement or creation purposes. Modifications such as size and basic parameters are simple and don't require a substantial amount of spiritual energy, but as modifications stack up, the results will become less apparent and come at greater cost. It's best to keep a tight handle on things, and not let things go out of control.

It's possible to make more substantial changes – like modifications towards a monster's physical form and properties that would more resemble an evolution or mutation, but these will take substantial amounts of spiritual energy. However, it is possible for you to modify monsters with the use of material items along with spiritual energy, much like how the Guardians can modify their weapons. It'll consume a substantial amount of items, but with this you can teach your pets new tricks.

PYREFLY INJECTION 100 CP

As the owner of the Monster Arena can attest – the use of pyreflies is very effective in making newer and more effective monsters – but it takes a very high level of control to use pyreflies effectively. It certainly isn't difficult to just stuff pyreflies like some sort of growth stimulant, but with this, you'll attain a higher level of control – making you capable of using pyreflies, or a very substantial amount of spiritual energy to create “pyrefly additions”.

Those with sufficient skill can take control of pyreflies and weave them into armour components and additional parts for your monsters. Artificial wing components, additional tails or appendages, and other such parts that you can find on Spira's monsters can be added to your monsters with this.

DROP PODS 100 CP

To preserve the safety of Spira – and likely other worlds you venture to, for the most part your monsters will remain contained within their pens. Even if you trust your monsters to behave, you can't expect others to believe the same – especially considering the opinion that most people hold of monsters. But it's also understandable that you want to put your monsters to use – hence the use of these drop-pods.

Whenever you see fit, you can activate a drop pod, deploying a monster or a group of monsters from a pen. Smaller sized monsters will fit in greater numbers in a pod, though you naturally can't deploy more than what you actually possess.

While a pod can be activated anywhere, appearing after a short wait period – after deployment it cannot be used again for a moderate period of time. You have 4 pods to begin with – though you can get additional pods at 1 pod per 50 CP.

GUARDIANS 100 CP

Wary of intruders barging in on your Monster Arena and interfering, or even making away with some of your monsters? Not a problem – the old owner had accounted for this possibility as well by creating living sculptures. These can be produced en masse, and patrol the Arena grounds, attacking anything that isn't welcome within the Arena grounds. They're rather basic and they're confined to the arena, but it's still better than nothing right?

CUSTODIANS 200 CP

To begin with, while most of the monsters can take care of themselves in the pens, there's really no one tending to them. The basic machina which function as caretakers are rather bad at their job, and were it not for the fact that they end up being rebuilt after they are destroyed they would not last even a year.

But if you have any companions, they might be better suited for the task of handling the monsters. There's little doubt that they'll have better skills than the drone machina, and as they work in the Arena, their skills in the field of monster tending and handling will improve. Just be wary of one thing – it's a full time job, so once you make the choice of which companion will serve as a custodian, you can't go back on it. For the entirety of your time in the same world, they'll be residing exclusively within the Arena.

On the positive side, they might not be present to go travelling with you, but you can visit them at any time, and they won't count towards your companion limit. You may have at most 1 custodian per occupied pen.

-STANDARD ITEMS-

Well these items are a bit more...mundane, I suppose you could say that they'd interest your ordinary traveller, but maybe not somebody as specialized as yourself. I won't make any presumptions of course, feel free to take a look and see what interests you.

FULL ELIXIR 50 CP

It's going to be a rough journey, and you'll probably need some of these. They cure wounds and conditions to restore you to full health. One purchase nets you 10 of these. A rather handy travelling supply, if you come across merchants or guardians and summoners, you can also sell them for a good price.

TINY BEE – 100 CP (FREE FOR DROP IN)

This small handgun fires mystical bullets, completely removing the need for reloading, though you can always pretend to empty your magazine for dramatic effect. Being enchanted as it is, you can enchant and fire a wide variety of rounds – and shots fired in rapid succession will result in a slight acceleration of subsequent shots, as well as an increase in accuracy overall.

BROTHERHOOD – 100 CP (FREE FOR GUARDIAN)

It's a fancy sword to say the least, the blade has been specially forged in a fashion that somehow traps water inside. There's clearly an enchantment involved here, one that makes itself apparent whenever you strike a foe with the blade – as water will be spontaneously generated in a small quantity. It naturally amplifies the power of water related magic and techniques as long as you possess it.

SUMMONER'S STAFF – 100 CP (FREE FOR SUMMONER)

A staff that every summoner seems to carry around could be a good walking stick too. It has a natural banishing effect against undead, and hostile undead are typically pacified when they come within visual range. Against stronger undead however, or any undead possessing substantial will power, you might find that its effects weaken, or that it will become a contest of wills.

BLITZBALL, MARK X – 100 CP (FREE FOR BLITZBALL STAR)

It's a blitzball with studs. The studs aren't for show either, when it comes into contact with a person, this blitzball is bound to knock them down flat! It certainly can't be used in actual matches because that would be match rigging, but there's no reason why you can't customize it so that it becomes even more lethal.

EXPERIMENTAL CAPTURING DEVICE - 100 CP

(Free if you have the Taming Contract perk)

This handheld device doubles as a net gun as well as a standard weapon. You can capture enemies with this, as long as you actually defeat the enemy. It works in conjunction with the Monster Arena if you possess it, as anything captured will be automatically sent to the holding cells within the Arena itself. It can't capture unique individuals properly however, and bear in mind that you'll have to subdue an enemy before capturing them.

GARMENT GRID [LM] VARIATION - 100 CP

If I had to make a guess, this looks like technology from the far future, definitely not something from the current Spira anyways. The five receptacles here seem to be made for dress spheres – from what I understand of dress spheres and these grids, the grid can merge the abilities of the spheres together. It might not come with any dress spheres, but if you can find some, anyone bearing the grid will be able to use the power of the Spheres inside.

PROTOTYPE A "MACHINA MAW 0" - 100 CP

A machine that's been disassembled, but with some help or your own mechanical expertise you might be able to put it all back together, in which case it looks to be a bipedal walker, complete with twelve missile launchers, six ray cannons, and four forward anti-personnel guns. It's got absolutely nothing for defence though... Whoever built this really just wanted to blow things up!

RIBBON - 200 CP

A woman's accessory, popularized by a very strange merchant who wandered all over Spira advertising his wares – if nothing, it's a very pretty, very eye-catching ribbon. Beyond how pretty it is, it also happens to negate the effects of harmful conditions and nasty hexes that Spira's fiends will try to inflict upon you, so a traveller might want to consider purchasing this. Just be forewarned – if you wear this where anyone can see it, don't be offended if they mistake you for a woman.

CAT'S NIP - 200 CP

It's another weird looking charm, though this one looks like a herb instead of a normal ribbon. Whenever you have this charm on and you're knocked into a critical status, everything you do seems to triple in effect – a last ditch measure fitting for a desperate struggle. The effect of this fades immediately once you're safely outside critical condition.

GARMENT GRID [FF] VARIATION – 200 CP

A Garment Grid not intended for beginners – while the overall intention of the grid to facilitate and amplify the effect of dress spheres remains the same, this garment grid takes that idea to an extreme. The use of the grid itself allows anyone to use the single dress sphere slotted inside, but while active it locks out other abilities the bearer may possess. In return, the effects and capabilities of the dress sphere are enhanced threefold, stacking upon any existing effects the bearer may have.

An all or nothing mindset stands behind this garment grid; it will do you well to remember that should you choose to utilize this.

DRESS GRID [MP] VARIATION – 200 CP

A template garment grid, from another time, another age – it would seem that this was designed such that anyone could easily come to understand the workings of dress spheres. You could call it a “learner’s garment grid” – as it can teach the abilities of spheres placed inside to whoever wields it.

Naturally, you’ll have to find or craft the spheres by yourself – but it might be handy just to pass this around and help your companions grow their repertoire. That being said, it is quite slow...so it might be best to utilize this as training wheels than a full teaching program.

PROTOTYPE B , THE AIRSHIP “DELISLE” – 200 CP

A prototype airship that’s been sitting in the drydock for goodness knows how long! It’s not as big as Cid’s next airship, the Celsius, but it’s got room to fit 8 people, and comes with a default autopilot mode. A bit lacking as far as weapons go though...it’s only got six missile pods...but you won’t have to worry about ammunition, the AI Bhed have figured out a way to create missiles out of energy! With this, you could call in an air strike whenever...but don’t go around destroying Spira yeah? Flies from Bevelle to Besaid in half a day.

DRESS SPHERE – 300 CP (3 FREE FOR SPHERE HUNTER)

Well, in case you’re really lazy and you have issues with actually going out and hunting for Dress Spheres, I have some in stock that you can pick and choose from. That’s right, even if you’re not a Sphere Hunter you can still use them. God it’ll be awkward to see you Guardians transform. Wait...how does a Cactuar even transform?

You don't need a Garment Grid to utilize the power within the Dress Spheres – but it would help in amplifying their powers. There are other Dress Spheres out there in Spira – so go out and hunt them all down!

Name	General Details
Gunner	Shoots guns, specialist in taking down wildlife. You have a wide range of shots to choose from, and a gun with unlimited bullets. You can also shoot <i>really</i> fast when you need to.
Thief	Steals things: self-explanatory isn't it? Ok fine, you also have an ability to disassemble machina at will. And you also have an easier time pilfering things from even inanimate objects. Not sure why you wanted to steal that apple from the tree though.
Warrior	Your normal sword swinging warrior. Has most of the abilities you'd expect from somebody swinging a massive hunk of steel. Pretty good durability too.
Songstress	You sing, and things get a bit weird. You can inflict statuses upon enemies by singing. Maybe because you have no singing voice, but I jest. In odd occasions you'll find yourself compelled to dance and sing out of the blue.
Black Mage	A specialist in the four destructive elements, fire, ice, lightning and water. Your spells grow from just the basics to massive area spells. Just run away before they file you for property damage.
White Mage	You heal people! Goodness knows we need healers with all the damage Sin is causing! Unfortunately you're also a bit of a pacifist with this Dress Sphere, so you can't fight more than swinging a rod to bonk somebody.
Gun Mage	You can hunt specific monsters even better than Gunners can! But you do need to designate your target. Also, similar to the Ronso's racial ability, you can learn enemy attacks. You just need to survive it first.
Trainer	Pick a pet, and you'll be able to train this pet into a ferocious fighting machine! Could be a monkey, an eagle, a dog, or really any small sized animal that you like. Small, because things tend to get awkward when you have a pet Shoopuf try to enter the house.
Berserker	You get really angry, and when you do, you tend to get really destructive. You swing around with your fists and break things – but somehow you have enough mental capacity to weave in and out of a fight flawlessly. You've basically become the master of "Angry Fist".

PROTOTYPE Γ, "JAGD PANZER" – 300 CP

Truly the pinnacle of experimental Machina technology – it's probably for the best if you don't let the Yevon clergy know that you possess this. For one thing, they have a very tight grip on machina technology, and it's not something they care to relinquish to anyone, even if you happen to be within the clergy itself. Machina use needs to be strictly controlled after all.

A tank like machina capable of sending out small flying units to act as reconnaissance drones – these drones serve two purposes, the collection of combat data as well as acting as the machina's primary form of long ranged detection and observation. Initially, it comes with nine drones, definitely enough to be sent in all of the cardinal directions even while leaving one around for close range surveillance.

Its primary armament is a giant magic cannon, the properties of which can change, depending on the data received from the drones. Observing enough fire elemental attacks will cause the cannon to adopt fire properties, and so forth. Unfortunately, machina is still machina at the end of the day, so its replicated capabilities aren't as amazing as you would probably hope – essentially lesser replicas of whatever it sees. Like all machina, you can definitely

That being said, its flexibility doesn't lie with the surveillance drones...but with the modifications which can be made to it.

Drone Factory – Attacker Models – 50 CP

The Jagd Panzer can create its surveillance "Watcher" drones by itself without any external modification on your part, but these Watcher drones do exactly what their name suggests and nothing else. However, you can configure the Jagd Panzer to create offensive drones instead – arming them with small magic cannons of their own that possess similar, but weaker capabilities to the main cannon of the Jagd Panzer.

Drone Factory – Platoon Strength – 100 CP

If you're going to be taking this you might as well be declaring war on the Yevon clergy folks – since that's essentially what this modification is best for. Allowing the Panzer unit to create small machina droids that can serve different roles (long ranged attacker, short ranged harassers, patrol units and such), the only issue happens to be that the Panzer is completely immobile while churning out these units – and the speed of production isn't the best. Still, working in coordination with the Drones, you can field an army rather effectively. The AI Bhed will be really interested in you now...

Assembly Protocol S/A/Z – 50 CP

The Jagd Panzer's upgrade capabilities are largely dependent on your mechanical proficiency, but that doesn't mean you can't fiddle around with some AI Bhed help – well, my help really but who's keeping track? These Assembly Protocols will amplify the Jagd Panzer in one field, respectively its special attack properties (related to magic), its general attack properties (related to its standard ordinance), and defensive properties (both physical and magical). Each one of these protocols adds a substantial boost to the Panzer – a good kick to its performance levels that is also applied to any drones present.

Spherimorph Capability – 100 CP

Never settle for barrier drones when there's something more effective available. The AI Bhed are masters of observing and replicating natural phenomena – and the Spherimorph's advanced elemental properties are an excellent example of how nature defends itself. Allowing the Jagd Panzer to switch between elemental properties, this significantly improves its magically oriented defences. This affects any drones that are active as well.

Parallel Processing – 100 CP

Have other Machina about? As long as the machina's size is not larger than the Jagd Panzer – you can rig it up with this so that the Jagd Panzer can remote control it. This goes for the other two prototypes as well...though you'll find something a bit weird with the Machina Maw – it's sufficiently small enough that if you already possess the options of construction on board the Panzer...it can recreate the Machina Maw much like how it creates drones. It'll take longer of course, but the result will operate autonomously.

GARMENT GRID [JC] VARIATION – 300 CP

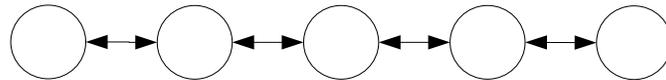
An otherworldly garment grid – perhaps a lingering sentiment from the farplane...or perhaps a relic from even further beyond, at first glance it seems to have all the standard functions of a garment grid, but there's something amiss with the way it is set up. It's as though the grid was made to be capable of change, capable of growth. Though the number of slots for dress spheres remains at five, as you access different spheres along the grid the nature of this garment grid will become apparent to you.

As you change from one sphere to another, one of the grid's passive effects will activate – one for each unique change you make. The maximum amount of passive effects is always at $(n-1)$, n being the amount of spheres slotted in the grid itself.

Therefore, in order to access the highest tier abilities, you'll have to change through every single dress sphere.

When you take this item, you may decide what skills you choose, but the choice is permanent – so choose carefully. In order to pick a second tier effect, you must have first picked a first tier effect, a third tier effect requires having picked a second tier effect – and so forth. However, once a tier is unlocked, you may pick it multiple times. Remember, you may pick up to $(n-1)$ effects, n being the total amount of sphere slots available to you – which is initially 5.

In general, abilities activate whenever you change between dress spheres – effectively a “jump” between spheres. However, unless you take specific modifications – a jump between two spheres is only counted once (so you can't just jump back and forth between two spheres). Can't really visualize it? Here's what the grid itself looks like. Each connection in between is a “jump”.



Jump from 1 sphere to another, and you'll activate the first tier of effects – and so forth, until you've expended every single connection. When this happens, the entire process resets and upon another jump, you'll lose temporary effects from the grid to start over fresh. With the grid above it would go as follows:

<i>First Connection</i>	<i>Activate 1st Effect</i>
<i>Second Connection</i>	<i>Activate 2nd Effect</i>
<i>Third Connection</i>	<i>Activate 3rd Effect</i>
<i>Fourth Connection</i>	<i>Activate 4th Effect</i>
<i>All Connections Expended – “Fifth” Connection</i>	<i>All effects disappear, Activates 1st Effect again.</i>

Curious to see what options are available? Well, I've compiled a list if you're curious.

Single Jump / 1st Tier

Effect	General Details
Active Stance	Increases a single parameter upon jumping between spheres – while limited to the basic properties of an individual such as their health, strength, speed and so forth, it can stack multiple times if taken multiple times.
Astral Curtain	After a jump between spheres, you and allies around you will be enhanced with a random magical barrier, which randomly acts as a shield, a reflecting barrier, or prevents individual

	negative effects. Lasts for quite some time. Taken multiple times this can stack barriers and allow for multiple types of barriers to be active at once.
Elemental Enhancement	Bestows the capacity to strike with a magical element upon jumping between spheres, not necessarily one already in your repertoire, but limited to the magical elements found in Spira. Taken multiple times this can stack an element, or allows for multiple elements.
Grow	Not unlike a Bomb, with each jump you can increase your size by a tenth of your current size. Thankfully, even if you stack this multiple times, you won't blow up like a Bomb.
Healing Pulse	Every time you perform a jump between spheres, you'll restore a small portion of health – this can activate regardless of whether a sphere has already been “jumped” to, though multiple purchases increases the amount recovered.
Osmosis	Every time you perform a jump between spheres, rather than recovering health, you'll recover a measure of magic energy and spiritual energy instead. Similar to the healing pulse this can be taken multiple times.
Shock	Not too dissimilar from Elemental Enhancement, instead of attaching an elemental attack property, this allows you to inflict a different status effect to your attacks. You may stack by selecting this multiple times, or affix multiple status effects.

Two Jumps / 2nd Tier

Effect	General Details
Elemental Absorption	Upon the second jump, you'll adopt a temporary immunity (until you disengage from battle) to a single magical element that you'd find in Spira. Can be taken multiple times for different elements.
Fury Casting	<p>A permanent modification for so long as the effects of the garment grid is active – this adds an additional spell cast for each time you cast a spell – such that one fireball becomes two, though the second will be at three quarters strength.</p> <p>This can be stacked multiple times, but the strength of successive spells weakens by an additional 25% each time.</p> <p>This is such that the first “doublecast” is at 75% strength; the second is at 50%, and so forth.</p>
Gathering Strength...	A permanent modification for so long as the effects of the garment grid is active; this allows you to charge your techniques and spells for greater effect, initially increasing the

	effect by 50%. Taking this multiple times extends the amount of time you can charge for, but only increases by 25% each time.
Regeneration Factor	A permanent modification for so long as the effects of the garment grid is active; this instils a physical regeneration factor into you that regularly heals you for a small amount. The amount can be increased by taking the option multiple times. It recovers both health and magical energy.
Twin Sphere	Upon activating this, you may use the abilities and effects of two dress spheres simultaneously. This effect stacks, adding an additional dress sphere for each time it is taken.

Three Jumps / 3rd Tier

Effect	General Details
Active Barrier	Upon shifting into the third dress sphere, a defensive barrier automatically comes up around you, shielding you from all attacks for a brief period of time, until the barrier is overwhelmed from damage.
Auto-Spell	Activates upon the third jump, and every jump afterwards – automatically casting a single spell from your repertoire, provided that you have the required resources to cast that spell. It might remove any time necessary for casting, but it doesn't remove the other requirements.
Autonomous Units	<p>Breathe life into your items, be they weapons or tools, swords or shields, or whatever else besides. With this modification, you'll bring to life a set of items equal to the number of spheres within the grid. Each one of these items will take the ability of one sphere and act with those abilities with reduced effectiveness. As the name implies, they are autonomous, but will fall silent should they wander too far away from you. One of the items will always possess no ability save normal attacks.</p> <p>If taken multiple times, you may animate two more items for each time it is taken – and all items may share the effects and abilities of a single dress sphere.</p>
Distortion Wave	Upon shifting into the third dress sphere, a wave pulses away from you, cancelling magic that it intercepts, and weakening enemies struck by the wave. Though you can fire multiple waves, there'll be a substantial cool down time between each firing.

Four Jumps / 4th Tier

Skill	General Details
Heaven's Cataract	<p>Relatively simple compared to the other options in this tier, similar to the Distortion Wave, this releases a pulse of energy all around you, destroying barriers and physical defences, while severely weakening enemies in all directions. For each time this is taken, the amount of waves released is doubled, and is further doubled if Distortion Wave is already present in the Garment Grid.</p>
Mortiorchis	<p>A permanent modification to the Garment Grid – whoever utilizes the Grid will be joined by a skeletal looking creature that acts autonomously from them. Always hovering around the user, the Mortiorchis is a cluster of pyreflies that acts to defend the user by continually draining health from nearby enemies to help the user recover.</p> <p>As it essentially uses the energy of the dead – its techniques bypass magical and physical barriers, but there is a medium span of time between each casting it conducts.</p>
Vita Brevis	<p>A modification to the Garment Grid – allowing you to activate effects of nodes one more time, even after you've activated them once already. Whereas normally once you jump between two spheres the "count" will not reset until you are completely disengaged, with this you can trip off effects by jumping through dress spheres again.</p> <p>If taken multiple times, this adds an extra activation stack – up to a maximum of thrice on top of the initial activation. It does not affect certain modifications which net you additional components – like autonomous parts or entities.</p>

Five Jumps / 5th Tier (Requires 6 Slots)

Skill	General Details
Clione	<p>Also relatively simple compared to other options, with this you can fire off spiritual energy in the form of spheres, which erupt into columns of spirit consuming energy – limited by your own energy reserves.</p>
Oversoul	<p>Forcibly injecting pyreflies or in lieu of that, spiritual energy, into an individual, you can force them into a state known as Oversoul. In this state they can utilize all of their abilities at reduced cost and generally perform better in all things – but it only lasts for as long as their spiritual energy reserves hold out. Naturally, you can enter this state yourself – though the</p>

	same limitations stand.
T & Z	<p>A permanent modification to the Garment Grid, once again manipulating the resources of the Farplane, moulding pyreflies into a shape which may not be familiar to you right now – but you may come to recognize if you travel through Spira extensively enough. They're active so long as a single jump was made.</p> <p>Tawrich and Zarich are two parts of a whole – you presumably making the third part. While Tawrich is a very strong physical attacker capable of whittling away enemies with horrific curses, Zarich is the magical counterpart, whittling away at enemies with a wide assortment of spells. They each possess their own energy reserves – but should they fall in battle you can revive them by expending a portion of your energy.</p>

Six Jumps / 6th Tier (Requires 7 Slots)

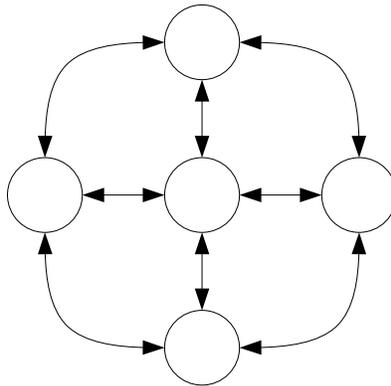
Skill	General Details
Aeon Flux	<p>Gathering pyreflies and in lieu of that, spiritual energy from the environment into yourself, you can transform into a higher state – as Unsent have demonstrated the capacity for. While this typically results in your appearance becoming similar to that of a fiend, depending on the individual who undergoes this process, they may come out looking different. This affects any modifications already made to the grid – including any additions such as autonomous parts or side entities, which will transform alongside you.</p>

Garment Grid Sphere Slot Addition – 100/+50 CP

About as straightforward as it gets – if you want to add an additional slot to the Garment Grid, you can do so for 100 CP. This can be applied to any Garment Grid – though if you do this with the [JC] variation you'll gain an additional Effect Slot for free. Each additional slot beyond the first costs an extra 50 CP, so the second additional slot will cost 150 CP, the third 200 CP, and so forth.

Garment Grid Reformatting – 600 CP

Don't care about adding additional sphere slots, and you simply want to have more connections? While this doesn't have a substantial effect on the other garment grids, with the [JC] variation this has a very substantial effect of doubling the amount of connections – and also doubling the number of effects that you can choose by changing the garment grid configuration from its default configuration to the following configuration:



This shifts the number of connections/jumps from 4 to 8, and also allows you to select up to 8 effects rather than the basic choice of 4. You still have to actually make each jump between the dress spheres to activate the effects of course.

PROTOTYPE Ω , "THE ANCIENT COUNTERMEASURE" – 600 CP

Not much is known about this machina to be honest. From what we do know of it, it may be a sufficient counter to beasts of massive size – and seems to be designed specifically to counter monsters of significant magical prowess and size. You'll note that these are only blueprints – making the actual machine is going to be a challenge you'll have to tackle yourself.

Not unlike the Panzer unit, its main armament is a cannon, though its control scheme is...very strange to say the least. All we can really gather is that the ancients considered musical instruments as valid control devices. The machine itself is massive however – so it can easily serve as a mobile attack and defence platform. If you would consider the Panzer to be a tank sized machina, this monstrosity is essentially a flying battle cruiser. At least with all of its autonomous defence lasers you won't have to worry at all about its safety!

Be wary of one thing – the destruction guarantee only applies to a single unit built from this blueprint – and the whole "identify friend/foe malfunction" that plagued it? Well, you're probably going to want to attach an IFF system onboard. There are still plenty of secrets to be discovered with this monster...so good luck.

OPTIONAL MODIFICATIONS

If you feel for some reason that you don't have enough resources to use...there are options with which you can procure more. But first...a short aside.

-UPRIGHT OR REVERSED? - THE MAJOR ARCANA-

Another place, another time – a voice that may soon seem familiar, a face that you can't quite discern – but one thing is clear, he offers you an opportunity. He offers you a chance to peer into your fate, as well as a chance for more of that resource you work with. But there's a catch.

10 iterations, 10 cards, should you choose your own cards, you gain nothing out of it but foresight. Should you let fate decide, perhaps by the roll of a die, then you'll receive 100 CP per card you draw. Negative effects will always overwrite positive ones.

His time here is short, he has other places to be, other lives to live. So make your choice, and do it quickly. You may gain up to 300 CP maximum through this method – though you may allocate that to your companions, but the limit remains the same at 300 CP split amongst you...and the fate will be theirs to bear.

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana 2R~ The High Priestess	<p>There are times when prudence is indeed the better part of valour. It is unfortunate then, that instead of taking the time to carefully consider the situation at hand, you'll find your hand forced more often than not. Whether it is someone else who acts in your stead or an enemy who will not wait, or a moment of rash impatience, you're going to be thrust into the heart of things.</p> <p>If you're lucky, you'll get out of it with nothing more than a few bruises. If not...well, actions have consequences – the consequences of your actions may be grave for those around you.</p>
2	~Arcana 4R~ The Emperor	<p>First and foremost of us all, the father of our teachings, the father of our Sin, the initiator of the eternal spiral. His doctrines have shaped Spira into its current form; his wisdom has ushered in new stability, a calm routine.</p> <p>Removed from time, removed from space, this stranger comes and goes at will. Sometimes he chooses to impart wisdom – other times, he chooses to leave you with nothing but fiends. He's certainly not an Unsent...but he doesn't seem to be alive either. Could it be that he's merely a figment of your imagination? If he really was real...why does he linger even if Sin falls?</p>

3	~Arcana 5R~ The Heirophant	<p>A Summoner who can't face the reality of her situation, a Guardian who has lost faith in the cause – it is one thing to abandon your pilgrimage, another altogether to try and stop other summoners from completing their own. A duo will go about, attempting to persuade others to stop – by force if necessary. Normally, if you have no summoner in your travelling group, you should be safe from this.</p> <p>But this pair has drawn Bevelle's ire – and unfortunately where she goes, trouble follows...so why is it that your paths continue to cross time and time again? Spira is truly a small place.</p>
4	~Arcana 9U~ The Hermit	<p>The one who stops to ponder Spira's plight might find that some things seem to repeat themselves on end – as if repeating the same mistakes can lead to a different conclusion with enough attempts. But alone they stand in their quest for the truth – often, inaction is seen as passiveness and too many will encourage action when action leads to ruin.</p> <p>The road ahead of you is dark – and you'll find yourself alone at times, with not an ally or companion in sight. No matter how hard it is to press ahead, don't fall in line with Spira's cycle, for you may lose yourself to complacency if you do.</p>
5	~Arcana 11R~ Justice	<p>Sometimes in order to keep the peace, you must turn a blind eye towards injustice. Sometimes in order to maintain the façade, we need to overlook the unsightly relics of our society. There will be those who will get away with everything they do in front of your eyes, or the eyes of the masses. For your own sake perhaps it is best not to be involved, in this world, those in power will shield their brethren without fail.</p> <p>The ignorant masses remain blissfully unaware – they are in a state of "Calm" after all, and any attempts to disturb their peace will be met with outrage and scorn. Even the price for that is one or two of their own...or dozens.</p>
6	~Arcana 15R~ The Devil	<p>On the positive side, you've become distinctively aware of the calamity bearing down upon Spira. Whether it is Sin or another relic of the past, you'll instinctively be aware of their presence and location...as well as whenever they become active.</p> <p>Unfortunately...they're always active – these creatures aren't static entities just waiting for you to come to them – they'll be plotting and manoeuvring to undermine you. Think fast; act fast – because time is not a luxury you possess.</p> <p>The only silver lining here is that not every "catastrophe" will bear horrifically brutal consequences – perhaps you'll just lose</p>

7	~Arcana 17R~ The Star	<p>fifty straight blitzball matches in a row due to a slow response. Don't worry; you still haven't beaten the Auroch's record.</p> <p>When a cycle repeats itself for a sufficient amount of time, it's hard not to feel slightly apathetic to what happens. Especially for those who have survived the coming of Sin time and time again...for them the Calm represents nothing but an interlude before another session of destruction.</p> <p>You can't blame the people for feeling not only apathetic, but outright hopeless in the face of Sin's arrival now. All around you, people will steadily lose hope – the only way for you to stem the tide is to bring about a permanent Calm.</p> <p>Don't be too surprised if they find something new to lose hope about...the nature of some folks is just such that they cannot see the positive side of things. Now if only it wasn't contagious...</p>
8	~Arcana 18U~ The Moon	<p>Perhaps you've had those moments before, when that little voice inside tells you that something is amiss, that something needs to be done. Unfortunately, in this case that little voice doesn't belong to you. You might recognize him when he laughs though – and he likes to laugh a lot.</p> <p>Why he's taken to narrating your travels is beyond you and me. He might not even be anywhere close to you, and he'll still be describing your travels as "Our Story". Sometimes as "My Story". Tuning him out doesn't necessarily help, and it's not like he's necessarily annoying. He does seem rather convinced that this is "your last chance" all the time, and that you need to laugh a bit more to enjoy Spira.</p> <p>If only his laugh wasn't as awkward as it is...and as loud inside your head as it is....</p>
9	~Arcana 20U~ Judgement	<p>No matter how far you run, how fast you run, there are some fates that cannot be escaped. You may find it odd that, at first, the consequences of your actions and choices don't seem apparent at all. As you continue to travel along Spira, you'll have to make more decisions along the way, and yet, the aftereffects of those decisions still does not seem to be very substantial.</p> <p>It isn't until your twilight years here in Spira that these consequences will return. You've walked this road for a long time – at the time of reckoning...everything will catch up to you. From the smallest monster you've killed to the Masters you may have wronged...are you really to face what you've sown?</p>
10	~Arcana 21R~ The World	<p>The weight of the world lies on your shoulders – Spira is a sheltered place, a cloistered place, one where newcomers and</p>

change may not be welcome. For many, the assurance of continuity in a cycle is preferable to the unknown that is brought when an attempt to break free is initiated. They'll prefer the guarantee of temporary destruction to the uncertain future of an eternal Calm.

Be careful of how you act and what you say. People will take great offence if you demonstrate behaviour that deviates from the doctrines and norms. You may not realize it yet, but Spira is a small place...and your reputation precedes you.

DRAWBACKS

Huh...that was...interesting. You disappeared for a moment there. A hooded man? With a strong accent? ...Well that's odd...but hey don't worry about it, you're here because you want more CP right?

But really, do you want CP or are you just a glutton for punishment? Haha, I meant nothing of it, but if you're looking for even more CP to use, I have some "opportunities" available. Keep in mind that while drawbacks are separate from the Arcana and the Scenario, the limit for CP you gain from drawbacks themselves is strictly 600.

You could always take more, if you're into that kind of thing.

Public Displays of Awkwardness + 100 CP

Ok. We get it, it is tough living in Spira with Sin looming over your head. But that doesn't warrant laughing out loud awfully for no reason. You're going to be doing awkward things every chance you get – and people will notice, and people will remember. By the time your time is up, you'll have a pretty awkward reputation.

But the Lightning Keeps Coming! + 100 CP

You're suddenly terrified of lightning and thunder. Unfortunately, there also happens to be three times as many thunder storms in Spira now. On top of that, you're compelled to go to the Thunder Plains. Hey, at least you can bond with that spunky Al Bhed girl now!

Fryd yna oui dymgehk ypuid? + 100 CP

You can't understand a word anyone is saying. Even if you have a background from Spira, you can't seem to figure out what people want from you without hand signals or

drawn instructions. Over the ten years the effect will fade slowly, but seriously, don't expect to interact well with the locals.

Every Single Opportunity + 200 CP

You've become such an enthusiast of all the attractions in Spira that you can't seem to focus on the task at hand. Sin could be showering Luca with a spray of photon bolts and you'll still be fixating on becoming Blitzball world champion. Nothing short of a companion in mortal threat will be enough to shake you from all these side ventures – and you can't rest until you've become the acknowledged master of each.

Cry In the Night + 200 CP

Don't ever sleep again, because if you do, you might find yourself waking up to lantern light. A lantern that swings ominously from left to right, revealing a kitchen knife that seems polished...to kill you. Tonberries are out to hunt you down, and they will not stop, they are perpetually endless, and they cannot be reasoned with. Once Sin is dead, Mega Tonberries about four times the size of normal ones will hunt you. Everybody else seems to be oblivious to their existence.

From the Farplane + 200 CP

You just can't catch a break can you? Your worst nemesis already dead or from a world in your past has come out from the Farplane. Unlike the other Farplane ghosts, they can act upon the world and they will actively try to hunt you down and kill you.

Better stop them fast somehow, or they'll help Sin bring an end to Spira.

In the Spotlight + 300 CP

Everybody in Spira needs your help for something. You can't get away from it, and people won't have any gratitude either. Don't expect to go into a Fayth without first solving the personal issues for the fifteen odd people standing outside. Hope you're a good psychiatrist and problem fixer.

Gilgamesh Arrives! + 300 CP

Wait what the hell? You weren't even supposed to be here!

"It is I, Gilgamesh, the Greatest Swordsman in all of Ivalice!"

Well, unfortunately for you. Gilgamesh took a wrong exit on the multiverse highway and now he's invaded Spira. Fortunately for you, he's just out to loot every single weapon in the place before he goes home. Unfortunately for you, your stash of loot is within his eyes.

He can't be killed permanently, and he's going to harass you with hammy lines and really vicious swordplay. If you can get him to listen to reason, he might be willing to lay off on you for a day or so, before a different version of him comes back to harass you. The harassment doesn't end until the Jump does.

Best of luck.

A Clash of Ages + 600 CP

This Sin is a bit different. See, he's a bit bent on making sure Spira is flattened to the ground. So he's awakened some old buddies. Within a week, hoards of demons will start attacking every major city in Spira. In that time, Sin will be protected by Penance, several copies of the machina Vegnagun, while he works on tearing open space time and calling in a being from the far future.

If Sin succeeds and calls forth the Ruby and Emerald Weapons...well, Spira just ended up in a lot more danger than before. Oh, and did I mention they'll be targeting you specifically?

Best of luck.

SCENARIO

S1: THE HYMN OF THE FAYTH +100

[A Prelude Scenario, dreaming within Zanarkand]

S2: ABRASANYM LYMS +200

[A Post-Sin Scenario that makes the conditions of X-2 locked in to begin with. Deals with the more "human" aspects of X-2, as well as a more freeform exploration style.]

THE HYMN'S CLOSING NOTES

Every dream has its end, and your time in Spira has come to a close. As always, you have three doors to choose from, three fates to pick out of.

THE DREAM ENDS, FULLY & COMPLETELY

Return home with everything you have so far.

REMAINING IN THE CALM

Spira is at peace, and you will be as well as you decide to spend your days here. Who knows, settle down, have a family? Enjoy yourself.

ONWARDS INTO THE ABYSS

Another leap into the unknown, is it? Well, best of luck on your next journey.

Notes