



**A Xenoblade
Chronicles X jump By
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War rages in the vastness of space.

Humanity flees its cradle.

In July 2054 of the human calendar, two alien races waged a war of before unseen devastation, and Earth would suffer greatly in the hereafter. Mankind thus launched Project Exodus. Interstellar arks were to search for newer ground, but few including the White Whale even left the earth before being shot down.

Two years went by for the ark in solitude.

The aliens are determined to destroy mankind however, and The White Whale's forces barely repel their assault. The fierce battle causes massive damage to the engine of the ark, and it crashes on a

nearby planet. Many of the cryogenically frozen humans aboard are ejected in escape pods, which then scatter over a wide area of the planet Mira.

Two months after the crash, an amnesiac individual awakens in a pod on a stormy night in Primordia.

Although the crew of the ark has managed to attain a measure of stability in this world, there is yet much to be done. New Los Angeles, the city carried by the White Whale serves as one big home and base of operations and needs its people to carry their weight. Many various species dot the lands, some you might be already familiar with such as the Nopons. The Ganglion very much intends to finish what they started and are already preparing to bring about further bloodshed.

Not all is simple however, and many secrets yet remain buried.

What is your purpose here, traveler? You shall remain in this world for ten years.

You have 1000 CP to spend.

Locations:

Where you may begin depends on your species and occupation, and as such you may choose any location so long as it is credible for your background. The following locations are descriptions of what places might be of interest.

1. New Los Angeles

The base of humanity, currently their only home on Mira. All sorts of work may be found here, from research and development to exploration and everything else they might need.

The BLADE Tower located in the Administrative District serves as the headquarters of the militant force, where their operations are planned out. Industries prepare for their work in earnest, from weapon and Skell development and many other constructions.

2. Primordia

The continent where the White Whale's Habitat Unit, now New Los Angeles, crash-landed after the Ark Ship was downed by the alien faction pursuing it. It is the first continent explored, and features open grassy plains, large bodies of water, and several tall rock formations.

The neighboring region of Noctilum lies to the northwest, while Oblivia can be reached from a land-bridge in the northeast. The region of Sylvalum lies to the north across the shallows.

Thunderstorms and meteor showers occasionally ravage the continent, but most would say it is quite fortunate the ark crashed here instead of somewhere else.

3. Sylvalum

A region characterized by its white sandy terrain and exotic spherical trees. A massive glowing sphere can be seen over the southeastern part of the region. It connects to Cauldros in the north.

The Ganglion have a significant presence in Sylvalum, though not to the extent of Cauldros. Between Hilal Stronghold in the south, Badr Stronghold in the west, and Anvil Sandplain in the north, the Ganglion controls most of the region.

An alien creature of extreme power resides in a cocoon looming over Sylvalum, an invader from outer space.

4. Oblivia

Lying to the east of Primordia. Oblivia is a dry, arid region with sparse vegetation. More enigmatically, it contains numerous ruins, is interwoven with gigantic metal water pipes, and hosts several colossal ring-like structures left over from a forgotten alien race that once lived in ancient Mira.

Oblivia's most dominating geographical feature is the Yawning Giant, a vast dry inland chasm plunging far below sea level, whose depths are shrouded in thick layers of air which obscure the chasm's floor.

Sandstorms, electromagnetic storms, and meteor showers make for difficult weather.

5. Noctilum

Lying to the northwest of Primordia. Noctilum is very reminiscent of a jungle, with lush greenery and murky swamps. Much of the region is bordered by tall crags that separate it from the oceans of Mira, with some lagoons where gaps meet the ocean. The weather is relatively ordinary save for the occasional thunderstorm.

Above the divine roost, Telethia the Endbringer circles the sky of the region, its existence is a mystery, and its power unmatched and transcendent, almost certainly the most powerful being of this planet.

6. Cauldros

Lying to the north of Sylvalum. This region's volcanic terrain is broken by pools of molten rock, ancient battlefields, and the ruins of an ancient city. Brimstone rain and electromagnetic storms as well as noxious fumes make it into a difficult region to explore, not to mention all the lava.

Ganglion presence is strong here, and many mechanical monstrosities wander this place.

Races:

Choose a race below as your form. Gender, appearance, and age are up to you, but it is recommended to be and look like an adult of your species. It's hard to fight massive monsters as a toddler, you know.

Humans

The former inhabitants of Earth, now aliens to another planet, they all reside in NLA within Primordia unless on some tasks somewhere else. They are descendants of a race known as the Samaarians, who were responsible for creating the Ganglion as a race to serve them. Because they were aware of the risk of the Ganglion growing out of control, they made the Ganglion vulnerable to human DNA, and this mess is the result.

Their current bodies (and yours as well if you choose to be one) are in fact Mimeosomes, a robot that looks practically identical to a human on the surface but is quite machinelike inside.

Wrothian

A race possessing both unique technology and a powerful warrior culture, though their once-great numbers have dwindled in recent times. They complement their superb combat abilities with a samurai-like code of ethics that praises fair fighting above all else.

Wrothians have no true concept of religion but believe that a single spirit moves from person to person throughout the course of eternity. They are allied to the Ganglion for the time being.

Definian

A unique race composed only of females. Definians possess the ability to manipulate other organisms' visual perception and can make themselves appear to be anyone that they wish. This disguise, however, will only remain in place so long as there is no physical contact between parties.

The Definians' talents make them perfect spies for the Ganglion and do have a well-earned reputation as fearsome Skell pilots.

Qlurian

A mysterious race boasting highly advanced technology, they look highly similar to humans, save for the furred, pointy ears at the sides of their heads, little is known about them, save for the fact that they hail from a very distant world.

Ma-non

A race not native of Mira who recently arrived on the planet aboard their spaceship. They are said to be peaceful aliens with advanced technological capabilities and, should they move into New Los Angeles, will discover a love for pizza. Short and vaguely humanoid with amphibian characteristics, as well as highly pacifistic and lazy.

Marnuck

An exceedingly warlike race hailing from Wyran, a planet that was destroyed in a global civil war where the only survivors were the ones who backed the Ganglion. Marnucks revel in combat above all else, and as such, military tech is their greatest accomplishment.

They subscribe to a polytheistic religion, the chief deity of which rules over life and death as a kind of 'god of the graveyard.' Sending adversaries to this deity by slaying them in battle is considered a noble act in their culture.

The more foes that are vanquished, the better one's standing in the afterlife. As Marnucks are eternally bound to the battlefield, many choose to live as vagabonds. Social class is determined by the outcome of a ceremonial duel during the rite of adulthood, as well as the subsequent fruits of war reaped thereafter.

Milsaadi

A race of silicon-based organisms not unlike machines. Pain is a sensation they can disable, thus eliminating all fear of battle.

They boast remarkable skill in close-range combat, which is why the Ganglion use them to carry out high-profile assassinations. As hunting is regarded as a sacred act, Milsaadi generally confront even the largest of prey armed only with close-quarters weapons. This custom is the reason for their mastery of melee combat, though their honed reflexes also make them skilled Skell pilots.

On their home planet of Bidwoi, the Milsaadi made up only a fraction of the population—the majority of which were enslaved aliens that toiled under their totalitarian rule.

Nopon

Varying slightly from one individual to the next, they are all small, round, egg-shaped creatures covered with fur and feathers. They sport small faces and have a pair of stubby arms and stubby legs, as well as a pair of prehensile wing-like ears, which are stated to allow them to slightly glide. They also tend to keep these wings wrapped around their necks when not in use. They often have very tiny fangs.

One noticeable aspect of Nopon is their unusual speech patterns: they use very short sentences and speak in the third person, referring to strangers in the second person as "friends," sprinkling familial terms with "-pon" honorific suffixes, and sometimes repeating phrases.

Orphean

Orpheans are humanoids that resemble insects — possessing mantis-like heads and segmented bodies. They have incredible regenerative abilities, being able to regrow entire lost limbs in just a day. They reproduce through fission, which is catalyzed by Senirapa Water.

The Ovah is a virus that exists within the Orpheans. It guides them to secure its survival. They describe the Ovah's effects as a kind of gut feeling inside them and view it as something sacred, unique to them, however during their stay on Mira, the virus was able to bond with the Visigels of Cauldros, calling their beliefs into question.

In the distant past, before they began to inhabit the Orpheans, the Ovah were once a single entity. It floated in the ocean of another world where Telethia also lived. The Telethia of Mira seems to consider the Ovah impure, and it is hostile to Orpheans.

Prone

While a physically sturdy race, they lack intelligence, which makes them convenient pawns for the Ganglion. Despite this lack of brainpower, they managed to figure out how to herd Miran Suids, and now use the creatures for a wide variety of tasks. Though few in number, there do exist some Cavern Clan Prone that harbor concerns about the current course of their group.

A group of Prone known as the Cavern Clan once waged a long and bloody war against their home-planet rivals, and when the Ganglion began supplying their foes with high-tech weaponry, defeat became all but inevitable. Now little more than slaves, most Tree Clan members spend their days toiling away in Oblivia--a far cry from their former primitive existence, where they lived in peace and harmony with nature.

A handful of clans-people will manage to escape to New LA, where they might join up with BLADE to fight against their Ganglion oppressors.

Zaruboggan

A humanoid race who wears bulky clothes and helmets resembling hazmat suits which hide their true appearance. They are not divided into genders and reproduce asexually.

Their homeworld, Bedun, is covered in dense toxins which they call voltant, a substance which is necessary for their survival but harmful to all other lifeforms.

Zaruboggan use their Gorkwa staffs to remove voltant from the environment, a process they call devoltanizing, and store it in their backpacks. If a Gorkwa is used without a backpack, the voltant is absorbed directly into the user's body; this can be lethal to a non-Zaruboggan. Zaruboggan are very protective of their Gorkwas due to its importance for their survival.

L'cirufe

A native species to Mira, humanoid with clear blue skin and hair of a darker hue, with horns framing their faces, almost nothing is known about their species, for only one of their kind is seen.

Origin

Instead of choosing a specific archetype, you may discount three perks per price tier. For example, you may discount a 400-tier perk in the Warrior perk line, one 400-tier from the Creator line, and another 400-tier in the Explorer one.

Discounted 100-point perks are free.

The Explorer

Traveler from a distant planet or native to this one, your bread and butter is exploration, to see what these biomes have to offer, what secrets are buried underneath and plots to uncover. Traveling terrain and taking stocks of the local environment and resources is your expected work, and the information you provide to your employer is highly valuable in such a planet.

The Warrior

The world of Mira is teeming with conflict between individuals and entire factions. People need resources and protection from the terrific beasts out there and whatever faction has it out for them, and you'll be there to swing and shoot when needed. Whether a mercenary or a trained soldier, you're an able warrior familiar with many ways of combat, both the ordinary and the esoteric.

A word of advice, the greater foes of Mira are immeasurably beyond even what most would consider a powerful warrior, so you'd better get more training and better gear before facing some Tyrant.

The Creator

Not everyone is into or has what it takes to run off to crazy biomes and fight or run away from titanic monsters. Some prefer using materials gathered by others and technology to create everything from relatively normal weapons to even mechas or especially precious augments. You are a craftsman and a scientist of notable skill and can reliably turn decent materials into crafts most would gladly use and can design the means by which your people can keep moving forwards.

The Commander

The general of a military, the head of an industry, or even a natural leader taking to the field during a crisis. Calculating the numbers and squinting at the maps to see if that investment really is worth it or if sending a squad over there is suicide or not. You can handle all the often-boring parts of keeping a faction running and can be expected to keep whatever organization you're responsible for afloat.

Perks:

General — *You receive 400 points to spend on general perks only.*

My Morning Routine [Free] – When you’ve got a whole continent to cross to get a job done, have to run to another one to slay some beasts, and then run back to your base before running off somewhere else, you’ll wish you didn’t skip leg day. Well, you’ve got this now! Running, leaping, and swimming are far less tiring and even more effective than they should be. You can traverse terrain with frankly disturbing speed and ease and walk off absurd falls and can swim as fast and for as long as you could run, which is to say you could probably swim between close continents and leap down mountains instead of climbing down the boring way like a normal person.

Sawano Soundtrack [Free] – From now on, you may find yourself hearing soundtracks representing yourself and others, as well as events and areas around you. This soundtrack will accompany you from now on and will grow and adapt to further journeys. You may toggle this on and off at will. Nobody seems to hear or acknowledge this unless you point it out to them. Your list will include all soundtracks released by Hiroyuki Sawano as well.

Character Creator [Free] – Maybe you’ve got a mimeosome you can redesign at the drop of a hat, or have some weird biological ability, either way you get to freely customize your appearance with some rather wide range of options, you could look stunning, bizarre, or kind of horrific if you tried hard enough. You get a free redesign of your appearance each month, with your new appearance retroactively applied to avoid confusion. As a bonus, nobody seems to take serious issue with your appearance beyond being astounded no matter how ridiculous or out of place you look like.

Swimming Oil [Free] – Sometimes you wish you could take fashion over function, when your best armor looks mismatched as hell or that sick looking greatsword you used to wield suddenly became redundant. Well, that’s now a thing of the past! You may apply the appearance of whatever gear you’ve got on hand to any other of the same kind with some rather loose restrictions, turning that heavy armor into a business suit, or that giant cleaver into a katana. It won’t change how it’s used and how it performs, but you can look badass or ridiculous whenever you want. As a bonus, nobody seems to take serious issue with your wear regardless of how out of place it is.

Drifter [Free] – Any combatant worth their salt can take down some beast on their own and know their way with at least a set of weapons. You’re not exactly impressive, but you know how to wield a melee and ranged weapon of your choice with decent competence and have a few Arts and Skills to take combat to the next step. People can get pretty superhuman around here, a result of Ether augmenting bodily prowess and allowing for powerful techniques, and you can go far with enough dedication. You’ll need more than that if you plan on reaching the top however.

Taking Inventory [200] – Logically speaking, the only thing you'd get by slaying creatures is whatever body parts you may painstakingly harvest or what weapons they might have on them. But that's no longer the case for you. Slain creatures from now on seem to carry gear they should have no business possessing. Weapons, armor pieces and even giant mecha weapons that while not necessarily of the type you'd want, are nevertheless usable by you or someone else and fitting for the world at large. The quality and effects of such items will of course depend on the strength and type of your quarry.

Tis but a scratch [200] – You know, while fights might seem amazing and all in the heat of things, most don't even think about the consequences of getting a fracture, much less more grievous wounds. Staying bedridden for months on end, having to get by with a limp, and so on. So how the hell can you just bounce back like that!? Your body now recovers from wounds and exhaustion fast enough for it to matter even in the heat of combat. So long as no grievous or crippling blow was landed, it takes an hour at most of downtime before you're good enough to go.

Art and Skill [Free] – Ether is a strange energy that seems to permeate or even make the fabric of this universe, perhaps unleashed by some ancient Conduct in times unknown. The ability to utilize the Ether in one's body or environment to bring about various effects is a vital or even natural skill for even the most basic of fighters, be they man, beast and even machine. You are obviously no exception, able to learn Arts and attain latent Skills to match the denizens of this world.

Such abilities may be learnt from others, but you can of course naturally develop new Arts and Skills depending on your experiences with enough training and combat.

Arts can-do things from allowing you to weave through blows with ghost-like simplicity, empower your blows greatly, heal yourself of deep injuries, topple foes with ease, perform a blade-dance of vicious strikes, or replenish Ether. Usage of Arts tends to require some downtime of a few seconds before being able to use the same Arts again to avoid overexertion. It's worth keeping in mind that not all Arts consume Ether, and few Arts will really bring down your reserves. Ether is a finite resource, and you can only spend so much of it before you're running on fumes, but your reserves will steadily replenish to full in time in all situations.

Latent Skills, on the other hand, have no Ether cost attached. These cover wide areas of abilities and bonuses, from increased damage to appendages, replenishment of Ether with each Art usage or damage taken from weather conditions, extension of special states such as Overdrive, and so on.

Wir Fliegen [800] – An ability whose purpose is to make the strong even stronger. A power that can potentially surpass any foe on this world, that can allow the truly great to contend against otherwise implacable titans with naught but a blade and gun and not merely triumph, but perhaps even crush them with sufficient preparation.

Regardless of your race, you've gleamed at the secrets of the Overdrive and managed to replicate its effects for yourself. By spending a truly large amount of Ether and investing it inwards at once, you may enter a state of heightened capabilities which will peter out in a dozen seconds or so depending on the initial investment.

All abilities are greatly increased in potency during this period and the time normally wasted between repeated Art usage is drastically shortened as well, but that's just the start of it.

The Overdrive "counter", which can be increased up to a hundred by landing Arts attacks, will massively strengthen its effects in a feedback loop. Specific Art type combinations may also allow the following strikes to increase the count by twice the number of hits, significantly extend the Overdrive "timer" by a set amount or by a number depending on the current Overdrive counter. You may of course simply spend the initial Ether sum again to extend it if otherwise necessary. If Overdrive is maintained long enough and pushed to its maximum potency, you may well reach heights incomparable to your usual state and maintain it without issue with the correct strategy.

You may apply Overdrive to any esoteric energy so long as it is somewhat tangible and able to be channeled through your physical form, with the same effects being carried over if applicable.

[The Explorer]

Your Voice [100] – With all the races and cultures around here, it can be hard to understand people or get your point across sometimes, but it seems you're natural at conversation. While you won't be learning languages in record times, it takes little effort to get the gist of things with little regards to how difficult it would normally be, you can even apply this the other way around to make yourself easily understood even if you behave like some sort of robot or lack physical means to express yourself in ways familiar to others.

Errand Boy [100] – If there's a benefit to the hectic situation in Mira, it's that there's always something to be done and usually someone willing to pay you to do it. Whether it's slaying some beasts, harvesting some materials, investigating some place, or stranger tasks, opportunities for missions you'd like to take just seem to pop up when you've got time for them. It's usually nothing crazy, but as your capabilities advances and you get a better track record, better jobs with better rewards will steadily appear, isn't that just great?

The Handyman [200] – Good work usually results in a good reputation, and with consistency comes reliability. As you distinguish yourself at a given task, higher-ups and those who give you work will consider you something of a favored employee or fixer and afford you considerably greater privileges compared to others in your position. How far this goes depends on how reliable you are, but you may eventually find yourself with a personal hangar for Skells, higher-ups willing to share secretive information they would have otherwise kept from you and so on.

Weatherproof [200] – Mira's weather sure doesn't hold back, thunderstorms, electromagnetic thunderstorms, meteor showers, it's all bound to make travel and exploration one hell of a chore. But it's thankfully less problematic for you, while you can't quite ignore weather entirely, it takes a lot more than a few lighting strikes or flaming boulders to really hurt you, all negative effects environmental conditions have on you are drastically lessened in general unless desired.

Heavy Armory [400] – Where did you get that sword from? From your pocket. How 'bout those dozens of shields and gatling guns? Same. That massive pile of clothes and armor? Guess again. As it turns out, you have an absurd space you can just shove gear and other stuff into, Melee weapons, ranged weapons, armor, Mecha weapons, and Mecha armor are limited at 999 for each, while things you pick up in the world and parts taken from enemies are capped at 99 each.

Pathfinder [400] – As an explorer, it's important to take stock of the land, what it's good for, and what you can take from it. After sufficiently surveying a distinct area, you innately get an idea for what resources are present and the local ecosystem, weather, and countless other trivia such as the location of connected caves and whatever goodies you can find laying around or take from some monster. An approximation of the area is added to a mental map in your mind's eye containing all that data, and navigation becomes predictably simple from there onwards. Explore long and thoroughly enough, and you might just know where everything is.

The way [600] – Sometimes you're just done with the whole traveling thing. Sure, exploring is nice and all at first, but not when you've already seen it all and must cross an ocean and mountain range to get anywhere. So, you eventually started tuning it out and surprisingly, it worked pretty well. When traveling to a location you've been to and know decently well, you may flash-forward to it without the tedium of travel. Time still passes to some extent depending on how long it would've taken otherwise, but it's still much faster than the standard way and you don't have to deal with anything in the in-between. Resources, allies, and personal belongings including Skills may be taken alongside you as well, and nobody seems to find your method of transportation strange unless pointed out.

By my side [600] – Regardless of occupation, having people to support you, watch your back, or simply keep you company is essential for the wellbeing of pretty much any individual. And it seems the world is loath to leave you alone. Compatible allies seem to show up in unlikely places with an off frequency, and you tend to leave a good impression on most, while bonds between you and others progress much faster than it would be expected and prove extraordinarily resilient in the face of adversity. Mentors decide to teach you personal techniques, scientists you help give you better deals. Even on a larger scale, industries and organizations you support will help you back, developing weaponry at your behest and giving you large freedom to run around. Such efforts are greatly magnified as well, such as you and your allies becoming more and more effective in the field of battle, and that industry you're helping quickly engineering better versions of that sword you like to swing.

[The Warrior]

Engage the Enemy [100] – You're likely to experience every attack known to man if you wander far enough and keep picking fights, from blunt trauma to thermal or Ether blasts unleashed by some giant robot or even those weird psychic things. That's why the first thing a fighter's gotta learn is to keep fighting after taking hits, and that's a breeze for you. Catastrophic damage can still knock you out, but all the pain and tumbles won't daze you at all or cause any drop of focus.

The Iron Beast [100] – There's something to be said about being a heavily armored man wielding a massive greatsword and still leaping, swimming, and spinning around like you're naked. A strange feat you can now boast of. The weight and shape of whatever you're wearing or holding has no negative effect on you, and neither does its apparent practicality. You don't fall or sink any faster unless you want to either. Even its composition is no issue, and that armor won't cook you alive in the heat or act as a lightning rod. You just ignore any such negatives when convenient.

Slash and Shoot [200] – The truly capable fighters do not simply use Arts on a dime, but carefully chain them in the suitable order and take an ally's own Arts into consideration, requiring a rare mix of precision and skill to correctly pull off. This is, however, difficult to manage if you're dodging attacks and blasts while leaping around. After some tough experiences, you have developed an excellent sense of when to use your Arts and which one and can easily dedicate focus towards executing techniques and maneuvers without compromising your performance.

Mind if I CUT IN?! [200] – Observation is key in battles, knowing when to go for a strike and when to duck, when it really is better to run and when your friend will go for a topple. After all that fighting, you got used to the flow of battle, and can easily identify the state and strength of an opponent and formulate likely strategies to get the edge. Before moments of importance, you just get a brief sense of what's going to happen and can immediately act in accordance to exploit openings or make them.

Roar from Beyond [400] – When the battle rages on and it all turns into a haze, others may stumble and break in the chaos, unable to keep up, but you only become sharper and more focused. When pushing yourself in combat, your concentration and effectiveness steadily increase, a swing to the leg easily brings your foe down, but you're already behind them and swinging at the other, a powerful attack heading your way dodged before it even began. It's incredible when you hit your stride.

Against The Odds [400] – Sometimes, the best-case scenario in a fight is survival, sometimes the situation can't even be called a fight, and a miracle is required to live another day. Miracles you seem to get pretty frequently all things considered. Picked a fight with a giant Tyrant ape and pissed it off? Run away for a little bit and it'll let you go for some reason. Got nearly vaporized by some floating fish-thing? You're not dead, just in a critical state. You keep barely surviving what should be lethal situations and are typically ignored afterward while you're bleeding out or something, and truly crippling blows are a thing of the past. So long as someone gets to you reasonably fast, you can be rescued and quickly patched up to full health. Are you some sort of alien roach?

In the Forest [600] – The potential of a legend slumbers within you, awaiting the slightest of challenges to blossom into something terrifying. A monster of your own making. As you fight and push yourself, you'll advance at a meteoric rate that leaves others in the dust. While others might have to commit years of dedicated practice, physical conditioning, and combat to approach mastery of even a single set of weapons and a middling array of Arts and Skills, it would take you no more than a few months or even less depending on the opposition to master many weapons, harmonize various abilities and attain unmatched skill. Your horrific growth doesn't even seem to slow down so long as you can meaningfully push yourself.

Uncontrollable [600] – The giants of Mira are well beyond the grasp of the average warrior, but you're hardly the average warrior anymore, are you? The size difference, and even the shape, between you and whatever it is you're fighting seems to be meaningless to you. It's not that they're any less tough or strong or vigorous, but that you have little issue dodging gigantic attacks and landing yours. Even if a beast is so thickly armored its shell is thrice as thick as your blade is long, or so large its head is practically in the clouds, and it has so much blood it really shouldn't be able to bleed out... It's simply inconsequential to you even if others would be scratching nothing but skin otherwise.

[The Creator]

What to Do Now? [100] – While some schematics and blueprints can be available to you, the big step in your work is to know what you can make and what you can't with your skill and resources in hand. It's a good thing that's automatically taken care of for you. You possess a mental list of what you can make in your situation, along with the materials, time and other things needed to do so. As you become more skilled, your list expands to cover new creations and take improvement into account.

Form and Function [100] – Designing a massive mecha greatsword that can bisect dinosaurs with a single swing is good and all, but what if it ends up looking grossly misshapen and ugly? That cannot stand! At no cost to the performance of your creation, you may choose to have it take a different appearance of your choice. You don't need to go for function over form anymore, why not both?

Before Dawn [200] – The big problem with building or forging stuff is that for all the excitement of design phase and trial, the actual work of bringing your creation into being is far more tedious. Machines, gear, and other products personally created or overseen by you now seem to complete themselves with surprising speed. A blade could be forged in an hour or so, and a Skell with around a week of light work.

Don't Worry [200] – Some dream about building the next big Skell that'll take the market by storm, the finest brand of blade that all warriors would use. What seems to elude the young hopeful is that advancement is more often than not incremental work rather than some big erudition. As you repeatedly create similar products, that type of creation steadily improves in quality at a slow rate with each repetition. What once was a simple thermal blade of ordinary make slowly becoming a weapon of true quality, and with enough experience might reach the peak of what its design allows.

Elemental Revolution [400] – Steel blades and hails of bullet were the past of warfare, but not anymore with all this new technology and crazy monsters. Things quickly changed, and you adapted to Mira. The workings of stranger elements are now clear as day to you. Whether it is an Ether blade or a thermal gun you're making, armor built to withstand kinetic force and lasers, or even some new propulsion engine, it's all the same to you. So long as the actual function and usage of something is roughly the same, your skill at working with a specific type carries over to the rest, and you can easily convert existing designs into new types.

The Fires of Industry [400] – As you go up the ladder and take on more ambitious and numerous works, you learnt the importance of delegating your job to other people and got good at it. Constructions run and overseen by yourself require little personal intervention. Delegates seem to greatly benefit from your skill and knowledge, with any product suffering no more than a slight drop in performance when compared to your own so long as your fellow employee at least have an idea and some skill with what they're making, and they will even improve surprisingly fast to compensate.

Augmentation [600] – Even veteran fighters would be satisfied with armor of good enough quality. But that's baby stuff for you. The factions waging this conflict might believe themselves powerful but are nothing before the real Tyrants. The giants nearly uncontested in Mira. You homed into the obvious solution, augments, little things fit into weapons and armor to enhance capabilities. Your skill at augment production is nearly a match for a master, and your created gear possesses innate effects and augments slot scaling with their quality. They cover effects from augmented damage against specific foes to incredible enhancement of Arts potency and stranger abilities such a temporary reflection of thermal attacks. Augments of great power require difficult-to-find materials, but with a sufficient amount and a good selection... well, this a path to power alright.

Beyond the Sky [600] – You went past the level of ordinary science and succeeded at cracking the greater technological marvels of this world. Gravity technology that allows massive ships to hover, interstellar arks containing a whole city that can withstand a crash land into a planet, genetic tampering, and mind transfer into mechanical bodies are only examples of what you can achieve with some work. You're a pioneer of nearly unmatched talent in Mira and can reasonably propel your faction to incredible heights if willing and allowed to.

[The Commander]

The Proper Posture [100] – Your natural authority is something to behold, that smooth baritone and unflinching mien, that steely gaze. While not necessarily a great strategist yet, you're certainly good at leading regardless. You naturally inspire confidence in people, and you've got this aura that shows you know what you're doing. This is obviously only truly effective if you can give results, but you'd be surprised how much simply being listened to will help achieve just that.

The Wrangler [100] – An old hand used to the eccentricities and sometimes wacky behavior of some, you can easily corral and unify disparate individuals into a cohesive and efficient team. Whether they be soldiers, engineers, or diplomats, you possess the innate ability to bring them together under a common banner, or at least until the current problem is resolved. People will usually put aside their more troublesome tendencies under your leadership and will be more open-minded with their comrades despite differences in race and culture after some time working together.

Taking Charge [200] – Bureaucratic impediments will wear down individuals and organizations alike like ceaseless waves upon a shore, becoming more convoluted as a byproduct of evolution and conflicts of interests. They shall break beneath the weight of your resolve. With a swift overlook of an organizational structure and societal behavior, you can unerringly home into inefficiencies that hamper your objectives, spot what must be altered or allowed and for how long. Others tend to be more receptive of your decisions as well if a crisis comes up, mobilizing massive squadrons in response and requisitioning required funds when needed. So long as it's for the betterment of the whole and without malicious intent, you usually have your way.

It's Free Real Estate [200] – Fortune favors the bold or so they say, but boldness isn't enough, or we'd be living in a different world. What you have in spades is an instinct for opportunities. When about to commit resources to any given decision, you get a subtle feeling for potential results. You'll just seem to know if it'll pan out or not and how much you'll get. Careful planning and a wide range of actions can effectively allow you to keep most already functional organizations afloat by relying on this feeling. Just keep in mind that this'll just tell you if it's worth it or not and the work will have to be done the hard way, better hope you've got some competent subordinates.

I Know a Guy [400] – So you know a guy in the Administrative District who knows a bunch of eggheads in Sakuraba Industries, one of which knows some BLADE operative out there, who of course knows a bunch of other BLADE operatives and can assemble a team to get your job done before noon... and also some Nopon who has an in with another alien race that has the technology you want. Hold on, is there anyone you don't know here? You build connections with frankly blistering pace, and can reasonably have allies, or at least willing partners to negotiate with for favors. It helps that those you work with tend to often have useful contacts and allies themselves.

Just Like the Simulations [400] – Connections and immediate plans are good and all, but you need to know what objectives should be pursued in the first place and the long-term consequences. You're already familiar with the cold calculus necessary to predict the impacts of decisions and events on a macro-scale and can make highly accurate estimates for both revenue and casualty statistics. With sufficient information, this allows you to stay three steps ahead of competition excepting the canniest and most measured of opponents. You can crunch numbers like an alien calculator.

The Head of the Snake [600] – Before plans or relations can sometimes even factor in, the first step is to bring people under your command and cement your reputation. A difficult task for most, but you're the sort of person who can effortlessly establish a cult of personality and slither into the ideal positions to fulfill your objectives. Even if you have little personal contributions of your own, people simply respect your authority unless you give them very good reasons not to. It helps that you're also a consummate liar and master of propaganda as well. Burying sensitive secrets with some work and misdirecting whole societies are old tricks to you.

Maximum Imperium [600] – Considering the situation at large, the fact that mankind and other races can still prosper in Mira and build a place for themselves is an absurd feat. The ganglion possesses formidable manpower, greater technology, and a burning desire to eradicate humanity, while Mira is teeming with absurd creatures and lethal weather conditions. Yet they struggle on with remarkable success. You have now become much more capable of facing such uphill battles. Your skills in military and economic matters are nigh-unparalleled. You can lead your forces to win against foes far greater in numbers and power and eke out dividends in brutal markets and environments. Even when success is highly improbable, you have a preternatural instinct in mitigating grievous damage and how to force stalemates and lulls for your people to regain their strength or get a lucky break.



Items: Damaged or destroyed items are restored to prime condition after 24 hours.

You receive 400 CP to spend on the Items section.

First Class [Free] – You receive a basic set of starting equipment for all fighting styles known in Mira—armor, melee weapons, and ranged ones. They're decent but nothing special. You'll quickly find better gear, but at least you've got a starting weapon for all inclinations.

Head Comms [Free] – A standard communication method here in Mira, taking the form of head wear usually worn near the ear. They have a large range and stability and allow for swift exchange of information between wearers. Very comfy and durable.

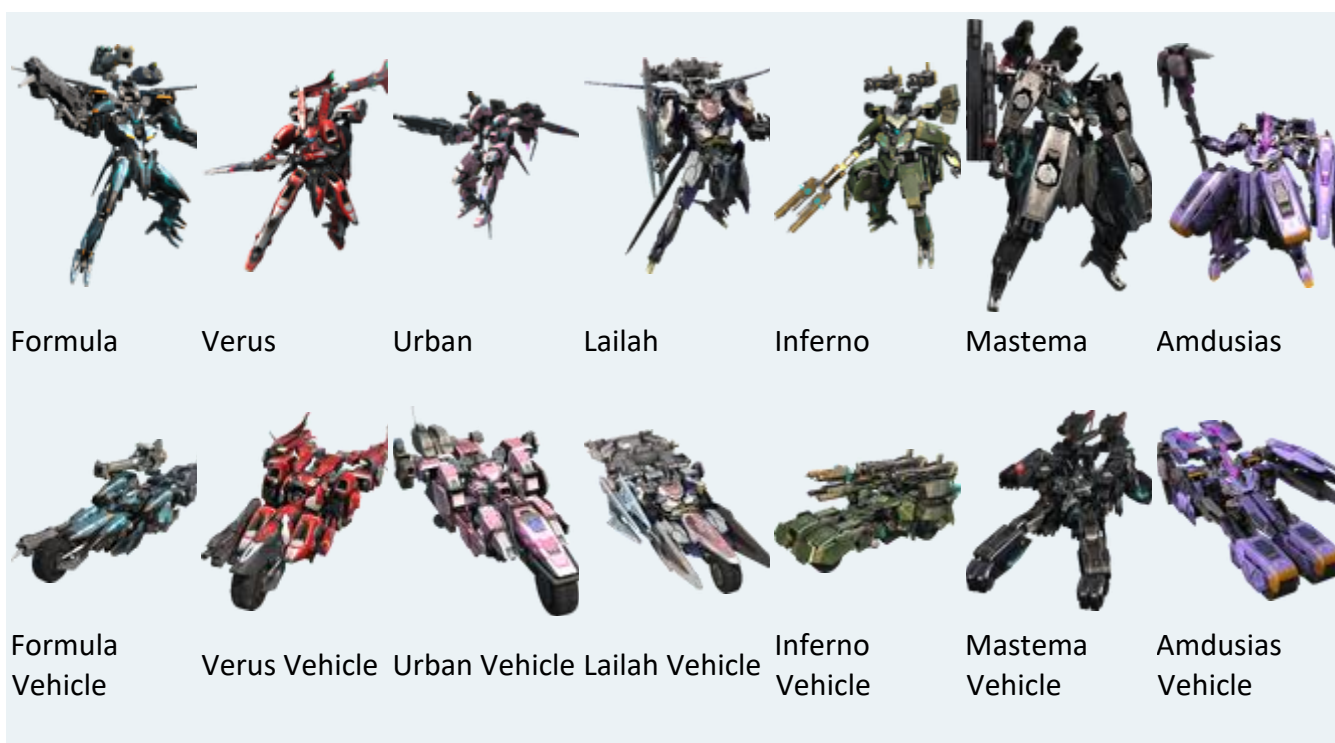
You receive a selection of comms of different shapes as well as schematic on how to make more in future worlds, they do need some existing infrastructure to work, however.

Hangar [Free] – Whether it was brought out, built, or awarded, you are now the proud owner of a large hangar. Although only a few can be on display at a time, it's got a large storage facility capable of hosting a massive amount of Skells or similar mechas, around 60 in total, as well as any Skell gear you might stash in there. Registered Skells can be automatically called forth in the wilderness or sent back to the hangar through some unknown means. Insurance, fuel, and ammunition are already covered, with Skells steadily returning to prime condition some time after damage or destruction. A futuristic computer is available, and allows direct management and modification of Skells, from swapping parts to simple recoloring. The hangar may also be connected to other facilities if desired.

Skell [Varies] – Skells are weaponizable mechs primarily used by humanity here in Mira. They can be used for a variety of tasks, from travel and exploration to combat, and given the vastness of Mira, it is highly recommended to have one if you’re planning to go out into the wider world. The flight pack will be integrated free of charge after its development if available and will otherwise be added at the end of the jump. Skell models can transform into vehicles, such as the Formula Skell transforming into a motorcycle-like vehicle, but some can also transform into an armed van or watercraft. Skells can enter a form of Overdrive to achieve greater performance with benefits depending on Skell type, but it is somewhat unreliable. They will steadily and slowly regenerate fuel on their own when not in use.

There are three types of Skells: light, medium and heavy. Each type has different models with specific characteristics and features, from toughness, mobility, and load to fuel consumption.

Free – The US0220 Urban ST model is the most rudimentary Skell available and is free of charge.



200 – Ordinary Skells shown above, affordable and reliable, but not truly exceptional. There is little reason to keep piloting them after gaining access to more performant variants.

400 – The powerful Skells models, developed after much trial and requiring exorbitant prices, variants are: Formula Zero, Urban Lincoln, Verus Cain, Lailah Queen, Inferno Skydon, Mastema White Reaper, and Amdusias Hades. Skells offered here may potentially contend with the following options with a very, very large amount of work and resources put into optimization.

600 – Only one Skell is available on this tier. This warmachine won't see the light of day for a while yet, but it appears you got your hands on "Ares 70" regardless. Behold the Avatara Missiles, the Vajra Flail, the Agni Gatling that mows down hordes of beasts at once and the grossly powerful Aghasura Cannon. What it lacks in customization and augmentation compared to the previous Skells, it makes up for in sheer unadulterated firepower. But there's something beyond even this.







800 – Only "Ares 90" is available on this price tier, the latest model of the Ares series. The strongest Skell ever created and the most difficult by far to obtain. What you have here is nothing less than a mechanical god of war. While less customizable than standard Skells, it can nevertheless be improved with some work, and its already obscene starting power ensures that it can crush almost any foe in Mira with utterly laughable ease.



Personal Arms Manufactory [200] – A large workshop either connected to your warehouse or another facility of your choice, it has the necessary tools and current technology required to produce ground gear, Skell parts, augments, and other products. The resources needed and the know-how to create stuff are up to you, but you've got a place and the tools to work with.

FrontierNav [200] – Behold the wonders of technology, a digital and interactive map designed to facilitate exploration and terrain analysis. The pad can show areas in all dimensions and includes a holographic display, as well as a navigating system to map out trajectories. All known information from altitude and wildlife to weather and personal notes is available on the map and it self-modifies to adapt to new findings. When finding other maps, either physical or digital, a scan will take in information to update. The map may be integrated to a digital device you possess.

World Probe [200] – Data Probes are information and research devices that retrieve data in the surrounding area, and you now have an arbitrary amount of them in storage. Data Probes may be set up to automatically extract minerals. Available probes are:

-  Mining Probes: Increase mineral production and extracts resources.
-  Research Probes: Increase revenue, with bigger profits when discovering secret areas.
-  Storage Probes: Increase the maximum amount of mineral that can be stored.
-  Booster Probes: Increase the functionality of adjacent probes.
-  Duplicator Probes: Copy the functions of adjacent probes.
-  Battle Probes: Give various buffs and effects to party members are in the same region as the probe, a list of probes is included below:
 - Fuel Recovery Probes: Increase the rate of refueling for parked Skells/Mechas within the region.
 - Melee Attack Probes: Boost melee attack of party members and Skells/Mechas within the region.
 - Ranged Attack Probes: Boost ranged attack of party members and Skells/Mechas within the region.

- EZ Debuff Probes: Boost successful debuff chances of party members within the region.
- Attribute Resistance Probes: Boost specific attribute resistances of party members and Skells/Mechas within the region.

By connecting these research structures to a data system such as FrontierNav, the system will automatically get data about the surrounding area of the probes in real-time. Resources obtained by probes can be automatically sent to a new storage facility in your warehouse if desired.

Field Misson Reward [400] – Mira might be rife with opportunities right now, but it won't necessarily be the case forever, and you might move on to some place less suitable to advance your interests. You are thus given a pad that periodically updates with new missions for you. Tasks might range from slaying some particularly powerful creature to harvesting some plants. These activities will temporarily transport you to a simulated Mira for a set duration, but you can't do much except exploration, resource harvesting, and fighting. Missions will gradually be scaled up to your current level, and you may face former opponents or occasionally relive certain events if desired. Success will award you points that may be spent in exchange for rare materials from Mira.

Industry Contracts [400] – Arms Manufacturers can provide products such as weapons, armor, augments and Skell wear to operators, as well as upgrade existing ones. Investing resources and giving feedback will steadily improve the corporations, giving access to more varied equipment of greater quality. Schematics may also be given to manufacturers, who will attempt to develop new equipment for you. Arms Manufacturers will not physically follow you into other worlds, but their services will be made available regardless by a shop terminal in your warehouse or any facility belonging to you. Available ones are:

- Sakuraba Industries: Their weapons are known for stability but lag behind in resistance against attributes other than the physical, a versatile choice.
- Grenada Galactic Group: An up-and-coming Spanish arms company devoted almost entirely to beam-technology research.
- Meredith & Co: Their startup is seeking to open a new era of weapons development based on tech obtained from the Ganglion. Their equipment uses Ether technology, which is difficult to work with. Perhaps that is why stability is lacking.
- Candid & Credible: An end-to-end enterprise which has been started for fun by the Ma-non. Its purpose is to develop products that help protect life. They excel in high-defense ground gear and are expanding their market further with electric-attribute weapons.
- Six Stars: The local branch of a Wrothian arms-dev group and is named after the six military strategists who formed the company. Their weapons boast high damage, and work under the theory that user skill can make up for their inaccuracy. Their armor focuses on thermal resistance, and their weapons are either thermal or physical.

- Orphean Technologies: Formed by Orpheans who fled the Ganglion, the arms manufacturer produces gear very different to that of human make. They mainly build products with high evasion, but their best seller is a line of gravity-attribute weapons. Their Skell Weapons consist of weapon modules looted from enemy Qmoevas, Galdrs, and Seidrs.
- Nopon Commerce Guild: This enterprise is part of the Nopon Commerce Guild, which originally began by trading fruits and nuts. The Nopon Commerce Guild does not produce armor. Nearly all their weapons have thermal attributes, and many models are modified for greater magazine capacity.
- Factory 1.21: The CEO is Professor B, an individual dealer with unique taste. He has a large following of quiet, but extremely loyal, customers. He produces rare and valuable gravity-attribute products. Known for attention to detail in both form and function. Factory 1.21 does not produce armor.

Companions

Partygoers [Free/300] – It's dangerous to go alone... well, it's also lonely. Which is why you may create or import up to three companions for free. Each one receives 800 points but only one discount per price tier.

Canon Companions [Free] – Naturally, you can also take someone else from here with you. Anyone you can convince to willingly join your travels that has survived your time in this world may become a canon companion for free.

Drawbacks

Monolith Fusion [Free/Optional] – This specific jump might be rather independent of other worlds of the series, with usually no more than some reference here and there. But that doesn't have to be the case. Taking this drawback allows you to decide whether you want real connections to exist. How the Monado and the adventures revolving around the Conduct and the Zohar might intersect with or have already influenced this world is up to air, but things might get quite interesting... or not, who knows?

Overloaded [+100] – There's no sugarcoating this by this point jumper, your storage habits are utterly atrocious. You rarely get rid of or sell useless things and let them accumulate haphazardly. Your management leaves much to be desired as well, with little to no organization and sense. Let's just hope you've got someone to help you with that.

Back and Forth [+100] – Events seem conspire for you to constantly need to move around in Mira. You might think that's normal, but it's particularly extreme for you. A mission might take you to a faraway mountain, only to get a notice telling you to go over for some urgent thing in the nearby region and then report back to your base before being sent off to some volcanic zone. As if that wasn't enough, alternative methods of transportation are less effective for you, requiring more fuel or simply ending up slower against all odds.

I'm an Elma Person [+100] – The cool and silent type, huh? Or maybe just a hopeless dork, are you? It seems you have little skill in the way of ordinary communication. People can get your intentions and like you regardless, but you'll have difficulties taking the initiative to put forth plans or having serious conversations without saying something dorky.

Anon's Bizarre Adventures [+100] – This world has become infested with weirdoes. Some people might show up in swimwear or bunny outfits to what should be serious conversations and events, some guy over the food stall is green and has a frog-like face, and you're pretty sure you heard some BLADE guy in their undies screaming about how "they're really feeling it!" more than once. While not any less serious and competent, a good portion of the people you'll meet, including some enemies, will just look and talk weird.

Combo Whiff [+200] – You can forget about epic team fights and awesome combos now. Allies who fight alongside you just seem to mesh improperly with your fighting style somehow. Opportunities created by both others and yourself are rarely exploited as much as they could be, and complex maneuvers are a whole lot more difficult to pull off. They won't do so deliberately or get in your way because of this, but they'll certainly be less effective. But hey, they're still hitting the enemy and taking some heat off you, so there's still that at least.

It's a Horse Eat Horse World [+200] – What the hell, why are you being pursued by a horde of car sized bugs right here? Did that giant herbivore just see you a mile away and decided you had to suffer for some reason? Whenever you are in the wilderness, wildlife just seems to have it out for you, and even critters you could crush without issue will charge forwards anyways. Walking close to any creature is practically a declaration of war or something as far as it's concerned. Tyrants are thankfully unaffected by this, a small mercy to have a better chance of survival out there.

So nah, so fern [+200] – The many rigors of life shall spare none, not even you. Somewhen in the past, you suffered greatly either from the loss of close family or friends, or perhaps some other crushing experience that left you with some issues. While this might not significantly impact your current day-to-day life, it'll be a challenge to keep yourself in check if your trauma is poked at. An individual whose family was abandoned in the Exodus Project due to favoritism might be tempted to do something quite dangerous if left unchecked as an example.

World of Strife [+200] – This story started with a bloody conflict decimating a planet, and mankind's brief respite in Mira was swiftly dashed by the Ganglion's return. While the future is uncertain and hope for peace yet remains, that is no longer the case now. You'll see that each challenge overcome is followed by no more than a brief period of tranquility at most before the next problem shows up. Regardless of your affiliation, you'll always have something to worry about.

Black Tar [+400] – Strange creature begin to swarm Mira, chimeric abominations of strange and seemingly artificial make. Already strong enough to match veteran warriors with a rare few stronger than even that. The infestation starts out subtly but will become a rampant issue if left unchecked. With enough time and inaction, entire ecosystems will be invaded.

The Rough Road [+400] – Staying holed up like some shut-in is bad for your health, you know. So, your benefactor decided to give you a challenge to make you touch some grass! Before the end of your stay here, you must explore every area in Mira, collect every plant, and every mineral and so on. One-of-a-kind resources that you may not be able to obtain, and truly faraway places of no importance are thankfully excluded. At the beginning of the jump, you will receive a list showing your progression and data including locations and other trivia to point you at the right direction.

Perfected Warrior [+400] – You think you can just kick back and relax somewhere far from the fighting? To just deal with the bare minimum and forget all about the real challenges? Not anymore you can't. Before the end of your stay here, you must slay one of every monster in Mira. To make things a bit feasible, ultrafauna such as Telethia, Yggralith and any comparable beings you might uncover are thankfully excluded, and so are truly far away creatures that would be inaccessible without unreasonable effort or that are hunted down without your interference. At the beginning of the jump, you will receive a list containing all the monsters you have to hunt, alongside their habitat and time zone of appearance if any as well as showing your progress.

The Final Menace [+600] – Pharsis, a Yggralith of immense power, resides in a massive cocoon in Sylvalium. Hailing from the depths of outer space, its kind strips away the Ether from entire regions before storing it in their dorsal spines to facilitate interstellar travel. Any unlucky inhabitants of planets it encounters are also devoured down to the very last organism. And when the destructive rampage is finished, they set off in search of the next planet. This creature seemed mostly inactive until now and a far-off concern, but that will change with your arrival. The rate of Ether absorption will slowly increase over time until Yggralith would finish feeding near the end of your stay here, before restlessly hunting down and consuming the lifeforms on Mira to spawn its children. Preemptively slaying it before it feeds too much might be a preferable option here.

The Planet's Guardian [+600] – Telethia surveys the sky of Noctilum, an implacable titan to all. In time, it shall see through your arrival to Mira, and decide you do not belong, an aberration to this world. Near the end of your ten years here or perhaps earlier if you make yourself too visible, Telethia will begin its purge and unerringly home into your location. It likely is the most powerful being on this world, and you will need to reach the height of power achievable here to reliably triumph, the finest skill, the best gear, the greatest of Skells... Do you have what it takes to survive?

[The Key We've Lost]

The race [human] and location [Primordia] are mandatory to select this Scenario.

You will only have access to your body mod and anything you buy in this jump.

It is two months after the White Whale's crash on Mira, and you are Cross now. You will awaken in a pod in Primordia, not too far from NLA, and the first individual you'll see is a woman named Elma. Following her lead for now will see you back to NLA and swiftly accepted into BLADE.

Your objectives here are simple. You must ensure mankind's success in Mira by any means necessary. It goes without saying that the Ganglion and the wildlife, as well as a very unfamiliar world are obstacles you'll have to overcome in your quest.

The Lifehold Core would have been vital to mankind's continued life, but it seems some strange propriety of Mira will maintain your mimeosomes regardless.

Sometime later during your stay, two global nemeses will appear to challenge you. Telethia Plume and Yggralith Zero, both beings reminiscent of the ones in the sky of Noctilum and the cocoon of Sylvalium. Perhaps not as directly powerful, but far more tenacious, it'll take a proacted campaign and many battles to corner them and land the final blow.

Success in the Scenario will see you awarded exactly what you preserved in this world. The White Whale shall be yours, fully functional and perhaps even beyond its former capabilities depending on the possibly integrated sciences and advancements made.

The city of NLA, along with all its personnel and resources by the end of your stay, will of course be included in the Ark. They may see you as anything from a heroic warrior to a brilliant scientist depending on how you pulled through but will hold you in high esteem regardless. The Ganglion is likely still out there, and a foray into other realities with you might be safer all things considered.

In future jumps, you may opt to either have the Ark appear into space or have it been buried into ground, in which case NLA will be exposed as it is with Mira.

Return Home – You’ve had enough with adventures and are feeling homesick right now. You return to your original world, or to a previously visited one at your discretion. Who knows what place you now consider home?

Stay Here – This new world or perhaps its people grew on you, and you’ve decided to stay here. Better hope you thought this out. You receive +1000 CP to spend on this document as a parting gift from your benefactor, farewell.

Go to the Next World – More links in the chain are waiting for you, and you’re not done yet. You leave this world behind for your next destination, perhaps forevermore.

Notes:

An interactive map of Mira was made long ago, the site contains other information such as monster locations, where to get specific drops, a probe simulator... etc. Odds are you'll find anything you want to know in the following link:

<https://frontiervnav.net/explore/xenoblade-chronicles-x>

How much gameplay mechanics carry over to the jump is up to you, but the jump assumes that it'll work out anyways. If you think it's cool and enjoyable, then go for it.

Unless you go out of your way to find them, Mira's stronger threats will rarely be an issue. Yggralith doesn't show signs of consuming all life right now, and Telethia doesn't even seem to be aggressive toward most. Many Tyrants live in relative seclusion or aren't even hostile on sight. Don't poke the dragons and most threats you'll be dealing with will only reach the level of an average variant Skell at most, or a bit beyond that in particularly exceptional cases.

In The Forest isn't an uncapper and will not let you surpass your limits or anything like that, you'll just reach them way faster than normal. Of course, you can just keep adding new Arts and Skills to your arsenal, and those can snowball up to drastic effects.

All drawbacks will expire at the end of the jump.

How Overdrive interacts with other energies like Ki and Magic depends on how two things: It must be relatively mystical (Electrical power doesn't work), and able to be channeled through a body (psionics might not work out depending on the type). If in doubt, fanwank.

The Ares 90 or a very experienced warrior who mastered Overdrive can reliably crush almost anything on Mira and might seem invincible, but beings close to Telethia in power will still destroy you without issue if you don't prepare accordingly. Put the appropriate augments on your Skell and your own gear to boost Skell performance, and make sure your quarry isn't hiding some nasty surprises.

Arms Manufacturer might initially struggle to crack and develop technologies outside of their specialty, but that can change with enough time and effort. The level of their product will naturally increase with access to better resources and scientific know-how.

Gimmicks like attribute reflection exist, Telethia can use its clairvoyance to be extremely evasive, some monsters have massive attacks that can any unwary human into paste. Some creatures are so large even a single stomp would be a challenge to survive. Be careful out there and don't bite off more than you can chew.

TP (tension points) in game is called Ether in this jump.

There are Arts, latent skills, gear, and augments for practically everything, and it's far too much to list. Here are some relevant links if you feel like checking them out:

[https://xenoblade.fandom.com/wiki/Category:XCX Battle Flow](https://xenoblade.fandom.com/wiki/Category:XCX_Battle_Flow)

[https://xenoblade.fandom.com/wiki/Category:XCX Armor](https://xenoblade.fandom.com/wiki/Category:XCX_Armor)

<https://xenoblade.fandom.com/wiki/Augment>

[https://xenoblade.fandom.com/wiki/Category:XCX Weapons](https://xenoblade.fandom.com/wiki/Category:XCX_Weapons)

Arts Types

There are five main types of Arts:

- ● *Melee Arts* (orange) can be used when fighting close to enemies.
- ● *Ranged Arts* (yellow) can be used at a range to fire on distant enemies.
- ● *Buff Arts*, also called *Support Arts* (green) defend the party by healing or granting buffs, such as damage resistance.
- ● *Debuff Arts* (purple) debuff enemies with negative status effects, such as Taunt.
- ● *Aura Arts* (blue) grant the user a special buff over time, in exchange for a considerable sum of Ether when outside of a Skell. These buff auras are usually unique to this Art, such as Offensive Stance.

Arts that require TP (Ether) to cast are referred to as *Tension Arts*. As such, all Ground Gear Aura Arts can also be called Tension Arts.

Cooldown Time

Once an Art is used, the Cooldown Time is triggered until it is available again. The Cooldown Time depends on the Art type. By improving the Art, the Cooldown Time can be reduced. Arts also have Secondary Cooldowns, which will increase its effect or allow immediate reuse. When in Overdrive, Arts can also reach Tertiary Cooldown, which increases their effects further, or allows an additional immediate reuse. The higher the number on the Overdrive Counter, the faster the Cooldown will be for any Arts of the same type of the previously used Art. There are also certain Arts, such as *Speed Demon* and Skills (latent abilities), like *Fast Forward*, that can help to reduce the Cooldown as well.

Skell Weapons

The Arts usage with Skell Weapons is as follow:

Skills can be equipped with up to eight Skell Weapons, shown on the model, for Arts usage, four in each hand. Using an Art consumes a certain amount of Skell Fuel depending on the weapon unless a Skell Overdrive is in effect. There are four weapon slots, all have left and right slots:

- The Back Weapons that can use high power Arts.
- Shoulder Weapons that can use more powerful Arts than the Back Weapons.
- Arm Weapons that can use specific Arts with numerous effects.
- The Spare Weapons that are characterized by short Cooldown times.
- Superweapons are characterized by high damage output, enormous fuel consumption and long Cooldown times. They are categorized as either Back or Shoulder Weapons.

The Ares models only have four weapons and cannot swap or hold more.

Overdrive

- **Count Effect:** When using same type Arts one after the other, for example two Ranged Arts (yellow twice) or two Melee Arts (orange twice), each hit increases the counter by 1. Some effects can be obtained such as "Overdrive Time Extension", "Extra Damage", and "TP Gained During Attack" depending on the counter number.
- **Color Combo:** By changing the Overdrive Counter color in a certain order (for example from yellow (ranged) to green (support)), some effects can be obtained such as "Double Count", "Appendage Damage Increase", "HP Recover" and "Experience Bonus".
 - **Color bonuses:** These occur when an Art of a certain color/type is used regardless of the color of the counter.
 - ● Green (buff): Overdrive extended by .05 s x counter value
 - ● Blue (aura): Overdrive extended by .1 s x counter value
 - ● Purple (debuff): Gain 10 tp x counter value per hit
 - **Color combinations:** These occur when the counter is a certain color, and an Art of a specific color is used. The effect is applied to the Art used.
 - Colorless: When a Reflect, Spike, or DoT effect is triggered before entering Overdrive, when Overdrive is activated, each tick will contribute to the counter until a normal Art is used.

- ● Yellow (ranged) → ● Orange (melee) and ● Orange → ● Yellow:
Bad: Overdrive counter does not increase, and the damage bonus of the Overdrive is negated.
- ● Blue (aura) → ● Green (buff):
10% HP recovered
- ● Blue (aura) → ● Purple (debuff):
Debuff effect duration increased by 25%
- ● Green (buff) → ● Orange (melee), ● Yellow (ranged), or ● Purple (debuff):
Overdrive counter increases by 2x the number of hits
- ● Purple (debuff) → ● Orange (melee) or ● Yellow (ranged):
Appendage damage increased by 50%
- ● Orange (melee) → ● Orange → ● Orange:
+10% EXP, up to a max of +200%
- ● Yellow (ranged) → ● Yellow → ● Yellow:
+10% class EXP, also maxed at +200%
- **Party Chain:** If the allies accumulate 3000 TP while the playable character's Overdrive is activated, their own Overdrives can also be activated. By simultaneously using multiple characters' Overdrive, some special effects can be obtained. These effects are:
 - 2 party members in Overdrive: +50% of Soul Voices' activation rate.
 - 3 party members in Overdrive: Gain 50 TP per hit of an Art.
 - 4 party members in Overdrive: The whole party gets a special buff called "Super Armor" which cuts all damage in half and grants immunity to mobility debuffs such as Stagger, Topple, Knockback, Launch, and Flinch.
- **Restart:** By reaching 3000 TP while using Overdrive, it is possible to reactivate it to extend the Overdrive Time.
- **Cooldown:** $\text{Cooldown during Overdrive} = \text{Cooldown} / (2.5 + 0.025 * \text{counter value}) = \text{Cooldown} / 5.0$ at MAX counter value.

Skell Overdrive

Skells are also capable of using Overdrive. Similarly to ground battle, it can be activated when the Skell has 3000 GP (Ether stored in the Skell). During a Skell Overdrive, no Skell Fuel is consumed, and

various effects are temporarily granted depending on the Skell Frame, such as HP Regeneration, Damage Reflection, Evasion Up, or Damage Up.

Skell Overdrive is divided into several "rounds", Upon activating Overdrive, the first round begins immediately, lasting for 15 seconds. All subsequent rounds only last for 13 seconds. Skell overdrive can last for a maximum of 6 rounds.

The first two rounds have a 100% chance to be extended to the next. The third round has a base 50% chance to continue into the fourth round. After that, the base chance to extend is 0%.

The chance of a round being extended is affected by the total number of "Cockpit" that have occurred during the current activation of Overdrive, and by Overdrive extension augments.

Each Cockpit mode that has occurred during the Overdrive increases the chance for extensions by 20%, which accumulates throughout the Overdrive (i.e. if you have had two Cockpit modes during the first two rounds, the base 50% chance to continue into round three is increased to 90%). Overdrive extension augments/traits act in the same way, increasing the base chance of extension by their given percentage.

The chances of activating Cockpit mode on each Art usage vary between each round, alternating between 30% and 20% per round, starting with 30% on round one.

Cockpit Time

Each time an Art is used, there is a small chance "Cockpit Time" will be activated. This chance is much higher during Overdrive. When Cockpit Time activates, all Arts will instantly come off of cooldown, allowing the party member to immediately reuse them. The Skell is temporarily invincible but can still be inflicted with debuffs.

The base chance outside of Overdrive for Cockpit Time to activate is 10%, and it will last for around 3 seconds. Once over, Cockpit Time cannot be reactivated for 1 second.