

# SKIES OF ARCADIA

CYOA



WELCOME TO THE WORLD OF **ARCADIA**. A LAND WHERE MANKIND DWELLS ON FLOATING ISLANDS BOTH GREAT AND SMALL. HERE, PEOPLE TRAVEL BETWEEN THE LANDS ON FLYING AIR SHIPS, WHETHER FOR TRADE, EXPLORATION, OR EVEN PIRACY. UNDER THE SIX ELEMENTAL MOONS, THE WORLD FLOURISHES IN AN AGE OF DISCOVERY AND EXPLORATION. TECHNOLOGY IS ADVANCING RAPIDLY AND NEW LANDS ARE BEING DISCOVERED, BUT ALONG WITH PROGRESS COMES ABUSE, AND A COLD WAR PLAGUES THE GREATEST NATIONS OF **ARCADIA**. WHETHER YOU SEEK EXCITEMENT OR WEALTH, THERE UNLIMITED OPPORTUNITIES HERE IN **ARCADIA**. USE YOUR **1000CP** WISELY, OR BLOW IT ON JUNK AND EARN EVERYTHING ALL ON YOUR OWN.

# LOCATION

ROLL 1d8 FOR STARTING LOCATION OR PAY 100CP TO CHOOSE. IN ARCADIA, NOT ALL OF THE CONTINENTS ARE IN CONTACT WITH ONE ANOTHER, AND GREAT SKY RIFTS AND REEFS BLOCK TRAVEL BETWEEN SOME LANDS FOR ALL BUT THE BRAVEST AND CRAFTIEST SAILORS.

## 1. SILVER ISLANDS

YOU START YOUR ADVENTURE ON ONE OF THE SMALL, SCATTERED ISLANDS BENEATH THE SILVER MOON IN MID-OCEAN. NO LARGE LANDMASSSES LIE BENEATH THE SILVER MOON, AND WHAT FEW TINY COMMUNITIES EXIST LARGELY SUBSIST ON FISHING OR THE GATHERING OF RARE SILVER MOON STONES. OTHER SEEMINGLY INNOCENT TOWNS HAVE TURNED TO PIRACY, LIKE THE SETTLEMENT OF WINDMILL ISLE, RAIDING MILITARY OR MERCHANT VESSELS THAT SAIL THROUGH THE SKY WITH IMPUNITY. THERE'S NO CENTRAL GOVERNMENT TO RULE OVER THE SILVER ISLANDS, AND THE LARGEST NEARBY TOWN IS THE TRADING PIER OF SAILOR'S ISLAND, WHICH SITS WHERE THE LANDS OF THE SILVER, RED, AND YELLOW MOONS MEET.



## 2. NASR

YOUR ADVENTURE BEGINS UNDER THE LIGHT OF THE RED MOON. HERE, VAST CONTINENTS OF SAND AND STONE BURN UNDER THE BAKING HEAT. THIS LAND IS RULED BY NASULTANATE OF NASR, A PROSPEROUS EMPIRE OF GREAT MILITARY AND ECONOMIC MIGHT. THE LAND IS AS HARSH AS THEY COME, BUT THERE IS MUCH WEALTH TO FOUND HERE, AND VAST CITIES SUCH AS NASRAD SEE MASSIVE AMOUNTS OF TRADE. NASR IS AT WAR WITH WITH THE NATION OF VALUA, A CONFLICT THAT HAS SPANNED DECADES. YET DUE TO THE SKY REEFS THAT SURROUND THIS LAND AND THE DEADLY NORTH DANDEL STRAIT, THE MILITARY HAS GROWN COMPLACENT, AND THE RULERSHIP OF THE NASULTAN IS DECADENT.



## 3. VALUA

BENEATH THE YELLOW MOON, VALUA BROODS. A VAST, DARK CONTINENT POCKED WITH CRATERS AND ALWAYS COVERED IN ANGRY STORM CLOUDS, VALUA IS A FOREBODING PLACE. THE EMPRESS TEODORA I IS NO LESS THREATENING, AND SHE RULES HER EMPIRE WITH AN IRON GRIP. VALUA IS THE SINGLE MOST POWERFUL NATION MILITARILY, SAILING THROUGH THE SKIES IN GREAT SHIPS OF IRON AND STEEL INSTEAD OF WOOD, FUELED BY THE ELECTRICITY GENERATED BY THE VALUABLE YELLOW MOON STONES. THIS DOMINANCE COMES AT PRICE, AND VALUA SUFFERS FROM A PAINFUL SHORTAGE ON MOON STONES, THE VICIOUS WARS FOUGHT BY THE ARMADA BURNING THROUGH WHAT LITTLE REMAINS OF THEIR FUEL AS THEY SEARCH FOR MORE. DESPITE THE GLITTERING BUILDINGS AND TRAINS OF THE NOBLE QUARTER, THE CAPITAL OF VALUA, AND THE NATION AT LARGE, IS HEAVILY STRATIFIED. THE WEALTHY LIVE IN UNPRECEDENTED SPLENDOR WHILE THE POOR ARE SOME OF THE MOST MISERABLE AND DOWNTRODDEN IN ALL OF ARCADIA, SUBSISTING ON GARBAGE AND LITTLE ELSE AS THEY TOIL IN SOUL-CRUSHING DESPAIR.



## 4. IXA'TAKA

THE GREEN MOON RULES OVER LIFE, AND IXA'TAKA TEEMS WITH IT. THE HOT AND HUMID CONTINENTS OF IXA'TAKA ARE ALMOST COMPLETELY COVERED IN IMPENETRABLE JUNGLE, THE LAND EVERY BIT AS GREEN AS THE MOON ITSELF. ONLY ACCESSIBLE BY SAILING THROUGH THE POWERFUL WINDS OF SOUTH OCEAN, IXA'TAKA HAS REMAINED ISOLATED FROM MOST OF THE OUTSIDE WORLD FOR THE MAJORITY OF ITS EXISTENCE. UNLIKE NASR AND VALUA, STANDING WATER IS COMMON HERE, ALONG WITH THE RAIN HELPING TO FUEL THE JUNGLE'S GROWTH. IXA'TAKA IS TECHNOLOGICALLY BACKWARDS AND TRIBAL, UNLIKE THE PEOPLE OF THE OTHER GREAT NATIONS, BUT THE FORESTS HOLD THEIR OWN SECRETS. NOMINALLY A KINGSHIP, THE PEOPLE OF IXA'TAKA HAVE BEEN ENSLAVED FOR YEARS BY THE VALUNA EMPIRE, FORCED TO TOIL IN THE MINES OF MOON STONE MOUNTAIN, A PLACE ONCE SACRED TO THE NATIVES, EXTRACTING VAST QUANTITIES OF GREEN MOON STONES TO FUEL THE EMPIRE'S WARS. BEWARE THE DEADLY IXA'NESS AMAZONS, FOR IF YOU ARE MAN, THESE POWERFUL WARRIORS WILL STOP AT NOTHING TO CAPTURE YOU TO BE THEIR HUSBAND.





5. YAFUTOMA

CUT OFF FROM ALL OTHERS BY THE IMPENETRABLE DARK RIFT, YAFUTOMA IS A TRULY ISOLATED LAND. A DISPARATE GROUP OF SMALL AND DIVIDED ISLANDS, THE LANDS UNDER THE BLUE MOON ARE THE SMALLEST OF ALL. YET DESPITE THEIR SIZE, THEY ARE FILLED WITH LIFE-GIVING WATER FROM THE BLUE MOON'S POWER. SOME FISH HERE HAVE EVEN ADAPTED TO LIVE IN THE WATER, SO GREAT ARE THE LAKES HERE. THE MIKADO RULES FROM HIS CAPITAL ON THE LARGEST ISLAND, HIS NATION OF YAFUTOMA ENCOMPASSING ALL THE KNOWN LAND. ISOLATION HAS BROUGHT THIS KINGDOM PEACE, BUT ALSO COMPLACENCY. A GREAT GUARDIAN WALL WHICH ONCE WRAPPED AROUND YAFUTOMA HAS FALLEN INTO RUIN, TIME AND NEGLECT CASTING THE STONE INTO DEEP SKY. THEIR SOLDIERS ARE POORLY TRAINED AND THEIR NAVY ALMOST NON-EXISTENT, CAUSING THEM NO SMALL AMOUNT OF GRIEF AS THEY ARE NOW PLAGUED BY THE TENKOU AIR PIRATES. DESPITE ALL THIS, YAFUTOMA IS STILL A CALM AND BEAUTIFUL PLACE, FAR FROM VALUA AND ITS WAR.



6. LANDS OF ICE

THE LANDS OF ICE BEAR NO OTHER NAME, FOR THE LAND IS DEAD, LONG ABANDONED BY ALL BUT A FEW. NO LONGER DOES A GREAT NATION RULE OVER THIS EMPTY CONTINENT. THERE IS NO COUNTRY TO MAKE CLAIM TO IT. TRUE TO ITS NAME, THE LAND BENEATH THE PURPLE MOON IS COMPLETELY FROZEN, COVERED IN COLD PLAINS THICK IN ICE AND EVEN COLDER SNOW-CAPPED MOUNTAINS. BOUND ON ALMOST ALL SIDES BY THE DARK RIFT, AND ON ONE OTHER BY THE RIFT THAT MARKS THE SOUTHERN BOUNDS OF SOUTH OCEAN, THE LANDS OF ICE ARE A CLAUSTROPHOBIC PLACE, WITH LITTLE OPEN SKY. WHETHER THE DESCENDANT OF A CRASHED AIR SHIP CREW, OR ONE OF THE FEW PEOPLE NATIVE TO A SMALL, OUTLYING ISLAND, YOUR LIFE WAS A HARSH ONE, AND YOU WERE SUBJECTED TO LITTLE FOOD OR RESOURCES TO IMPROVE IT. LEGENDS SAY THAT ONCE, AN ADVANCED COUNTRY NAMED GLACIA SAT ON THE ENDLESS WASTES OF THE CONTINENT, BUT IF IT EVER EXISTED, NO TRACE OF IT REMAINS NOW. THE CLOSEST NATION IS VALUA, WHICH SITS SOUTH OF HERE, BUT EVEN THEY HAVE LITTLE INTEREST IN THE LANDS OF ICE, FOR FEW EVEN KNOW IF IT TRULY EXISTS.



7. SAILOR'S ISLAND

AT THE TERMINUS OF THREE MOONS, SAILOR'S ISLAND IS LARGELY NEUTRAL IN THE ONGOING CONFLICT BETWEEN VALUA AND NASR. THIS UNIQUE POSITION AFFORDS IT A REPUTATION AS A CONVENIENT STOP FOR TRADE AND TRAVEL AND A CALM, BALANCED, AND COMFORTABLE CLIMATE. SAILORS, SOLDIERS, PIRATES, AND SAILORS OF ALL KINDS STOP HERE FOR TO DRINK AND TELL TALL TALES. MANY RUMORS, TRUE OR NOT, ARE WHISPERED OR SHOUTED IN THE BARS ON SAILOR'S ISLAND, AND ONE COULD MAKE A FORTUNE FROM WHAT THEY HEAR, OR BE LED TO RUIN. THE ISLAND IS RELATIVELY SMALL, HOWEVER, AND FEW WILL WANT TO MAKE THEIR PERMANENT HOME HERE.



8. PICK

LUCKY YOU, IT'S NOW WITHIN YOUR POWER TO CHOOSE UNDER WHICH MOON YOU WILL ENTER THIS WORLD.



# BACKGROUNDS

Roll 1d8 and add 12 for starting age, pay 100CP to choose your age or gender, or pay 50CP alone for either.

## DROP-IN (FREE)

You arrive with no new memories of this land. You're free from any influences on your mind, but you know next to nothing of Arcadia.

## CIVILIAN (FREE)

Most of your life has been spent on dry land. Only take this if you wish to be a normal person in Arcadia, as you get no discounts. Your status is decided by how much gold you own, and if noble, you may have some valuable contacts.

## MERCHANT (50CP)

You've spent most of your life engaged in trade and business, plying the skies for economic opportunities.

## FISHERMAN (50CP)

A simple life, your years have been filled with fishing. Using net and hook, you've caught uncountable sky fish, or maybe even one of the nigh-extinct arcwhales.

## MILITARY (100CP)

Though you've only been training for a short time, you're a proud member of your nation's military. Whether its navy is great or small, you defend the land from its enemies.

## PIRATE (100CP)

You're a dastardly scoundrel, at least in the eyes of the governments. Most pirates fall into two broad categories: blue rogues and black pirates. Blue rogues are often seen as almost Robin Hood like figures, and will refuse to attack anything except large and heavily armed military vessels. Black pirates, though many have a code of their own, will generally attack anyone or anything that catches their fancy, making them few friends. If you live in Yafutoma, you may be a member of the Tenkou, air pirates that seek 1000 swords.

# ABILITIES AND SKILLS

## ANCIENT LORE (50CP)

YOU'RE WELL VERSED IN ALL THE ANCIENT LEGENDS AND MYTHS OF ARCADIA. WHILE IT MAY NOT SEEM LIKE MUCH, THE HIDDEN CORNERS OF ARCADIA HIDE PLENTY OF VALUE.

## MAGIC KNOWLEDGE (100CP) (DISCOUNT DROP-IN)

YOU'VE TRAINED YOUR TALENT IN MAGIC. THIS ONLY COVERS BASIC KNOWLEDGE, YOU'LL HAVE TO PURCHASE SHARDS SEPARATELY, THOUGH YOU DO GET ONE OF YOUR CHOICE FOR FREE. WHILE NOT AN EXPERT BY ANY MEANS, THIS IS PLENTY TO GET YOU STARTED.

## BUSINESS (100CP) (FREE MERCHANT)

YOU KNOW THE INS AND OUTS OF DOING BUSINESS. MONEY MANAGEMENT AND TRADE COME NATURALLY TO YOU, AND IF YOU PLAY YOUR CARDS RIGHT YOUR WEALTH WILL QUICKLY GROW.

## MACHINIST (200CP) (DISCOUNT DROP-IN)

LIKE THE FAMOUS AIR PIRATE CENTIME, YOU KNOW YOUR WAY AROUND MACHINERY. YOU CAN REPAIR OR BUILD ALMOST ANYTHING, GIVEN TIME AND RESOURCES.

## CHARMING (200CP) (DISCOUNT PIRATE)

THERE'S JUST SOMETHING ABOUT YOU THAT PEOPLE LIKE. YOU CAN WIN PEOPLE'S HEARTS AND MINDS EASILY, AND MAY FIND YOURSELF SURROUNDED BY STEADFAST FRIENDS.

## EAGLE EYES (300CP)

YOUR EYESIGHT IS ALMOST SUPERNATURAL. YOU COULD SPOT A FLY ON THE PROW OF A SHIP FROM A MILE AWAY.

## INVENTOR (600CP) (DISCOUNT MILITARY)

LIKE ADMIRAL DE LOCO, YOU'RE A MAD GENIUS. MACHINERY IS LIKE PUTTY IN YOUR HANDS. FAR BEYOND SIMPLE REPAIR, YOU CAN INVENT ALMOST ANYTHING. WHILE YOU STILL NEED TIME TO WORK TO FIGURE OUT THE INTRICACIES, THAT, SUPPLIES, AND THE BOUNDS OF ARCADIA'S PHYSICS ARE ALL THAT STAND IN YOUR WAY.

## COMBAT TRAINING (100CP) (DISCOUNT PIRATE/FREE MILITARY)

YOU'RE WELL TRAINED IN YOUR WEAPONRY OF CHOICE. WHILE NOT AN EXPERT BY ANY MEANS, THIS IS PLENTY TO GET YOU STARTED.

## SAILING (100CP) (DISCOUNT MILITARY/FREE PIRATE)

YOU KNOW ALL THE BASICS OF SKY SAILING. FROM HELMSMAN TO LOOKOUT, YOU'RE MORE THAN CAPABLE OF HANDLING A SMALL SHIP ON YOUR OWN, OR FORMING AN IMPORTANT PART OF THE CREW OF A LARGER ONE.

## FISHING (100CP) (FREE FISHERMAN)

IF IT LIVES IN THE SKY, YOU KNOW HOW TO CAPTURE IT, AND MUCH MORE ABOUT IT BESIDES. IT MAY NOT SEEM LIKE MUCH, BUT PEOPLE HAVE TO EAT, AND YOU NEVER KNOW WHEN IT'LL COME IN HANDY.

## NAVIGATION (200CP) (DISCOUNT FISHERMAN)

YOU KNOW YOUR WAY AROUND THE SKY. YOU'RE ALMOST NEVER LOST, AND KNOW ALL THE LAND MARKS AROUND YOUR HOME LIKE THE BACK OF YOUR HAND. THIS SKILL EXTENDS TO NEW PLACES TO AN EXTENT, AND YOU'LL FIND IT FAR EASIER TO EXPLORE THEM.

## SUPREME MANLINESS (200CP) (DISCOUNT MILITARY)

YOU'RE THE MAN. WITH CHISELED GOOD LOOKS, YOU'RE EVERY PART THE EPITOME OF MASCULINE MAGNETISM. WOMEN WILL BE CHARMED BY YOU, AND MEN WILL BE IMPRESSED. PEOPLE MAY COME TO DEPEND ON AND TRUST YOU TO GET THINGS DONE, THOUGH YOU'RE NOT QUITE AS LIKELY TO MAKE FRIENDS AS SOMEONE WITH CHARMING. IF YOU'RE A WOMAN, YOU'RE CAN HAVE A MORE APPROPRIATE EQUIVALENT IF YOU DESIRE.

## COURAGE (300CP)

BRAVERY IS ALL YOU NEED TO ACCOMPLISH YOUR GOALS, AND WITH THIS, YOU CAN OVERCOME ANY FEAR.

## PROPHECY (600CP) (DISCOUNT PIRATE)

DRAWING ON THE POWER OF YOUR COMPANIONS (FROM THIS OR ANY OTHER JUMP), YOU CAN PERFORM A DEVASTATING ATTACK. BY DEFAULT, THIS ABILITY IS THE EQUIVALENT IN ENERGY TO A SMALL METEOR, ABLE TO SEVERELY DAMAGE MOST ENEMIES OR CRIPPLE EVEN METAL SHIPS. IN TIME, THIS ABILITY MAY GROW EVEN STRONGER, ESPECIALLY WITH POWER FROM OTHER REALITIES.

# ITEMS

## COOL FLAG WITH LOGO (FREE)

EVERYONE NEEDS A FLAG, SOMETHING TO DEFINE AND SYMBOLIZE THEM, AND SO ALL IN THE SKY WILL REMEMBER THEIR LEGACY. IT CAN LOOK LIKE ANYTHING, IT'S YOUR FLAG AFTER ALL.

## SECRET HANDSHAKE (FREE)

GOT ANY FRIENDS? WITH THIS, YOU CAN PERFORM A SECRET HANDSHAKE WITH THEM, AS INTRICATE AS YOU'D LIKE. IT DOESN'T DO ANYTHING, BUT DAMN IF IT ISN'T COOL.

## BAGS OF GOLD (50CP) CAN BE TAKEN MULTIPLE TIMES

1000 GOLD COINS, A TIDY SUM.

## BAGS OF MOON STONES (50CP) CAN BE TAKEN MULTIPLE TIMES

MOON STONES MAKE THE WORLD GO 'ROUND. THEY HAVE INNUMERABLE USES IN ARCADIA, AND IT'S UP TO YOU HOW YOU WANT TO USE THEM. THIS SMALL BAG CONTAINS ANY COLOR MOON STONE OF YOUR CHOICE, SAVE FOR SILVER.

## 10 SACRI CRYSTALS (50CP)

SACRI CRYSTALS WORK LIKE THE GREEN SPELL SACRI, MENDING LIGHT WOUNDS INSTANTLY. WHILE IT'S NOT MUCH, THEY MIGHT HELP YOU IN A PINCH, AND THEY RETURN FREE OF CHARGE IN A WEEK'S TIME.

## 5 MAGIC BOXES (50CP)

MAGIC BOXES ARE A NEW INVENTION BY DE LOCO THAT EMULATE DAMAGE AND DE-BUFF SPELLS. WHILE THEY'RE NOT TOO STRONG, THEY CAN BE USED BY THOSE UNSKILLED IN MAGIC TO CAST USEFUL SPELLS MULTIPLE TIMES. THEY CAN COVER ONE MEDIUM TIER OR LESS DAMAGE OR DE-BUFF SPELL YOU DESIRE EACH, AND THEY RECHARGE ONCE EVERY MONTH.

## 10 GLYPHS (50CP)

GLYPHS EMULATE WEAK BUFF SPELLS. ANOTHER INVENTION BY DE LOCO, THESE REGENERATE IN A WEEK'S TIME.

## PET (50CP)

YOU GET A FREE SMALL ANIMAL FROM ARCADIA OF YOUR CHOOSING. A FEW EXAMPLES INCLUDE HUSKRA DOGS, CATS, PARROTS, AND RABBATS. WHILE IT ISN'T STRONG, IT PROVIDES COMPANIONSHIP, AND CAN SERVE AS A MASCOT FOR YOU AND ANY CREW YOU MAY OBTAIN. PERFECT FOR AIR PIRATES.

## SKYSEER GOGGLE(S) (100CP)

EITHER A SET OF GLASS GOGGLES, OR A SINGLE CLEAR 'EYEPATCH', IT CAN MAGNIFY DISTANT OBJECTS. WHILE NOT AS POWERFUL AS A TELESCOPE, THE RANGE IS ADJUSTABLE, AND THEY'RE MUCH MORE PORTABLE.

## TELESCOPE (100CP)

A POWERFUL TELESCOPE FOR MAGNIFYING DISTANT OBJECTS.

## MELEE WEAPON (100CP) PIRATES AND MILITARY BOTH GET ONE WEAPON OF ANY TYPE FREE.

A TYPICAL MELEE WEAPON, TAKING ANY FORM YOU DESIRE, FROM A CUTLASS, TO A SPEAR, OR EVEN A GIANT BOOMERANG. LIKE ANY WEAPON OF WORTH, EITHER THE CUTTING EDGE, TIP, OR THE ENTIRE WEAPON ITSELF IS FORGED FROM MOONSTONE, GIVING IT A WEAK ELEMENTAL ATTRIBUTE OF YOUR CHOICE.

## RANGED WEAPON (100CP)

A TYPICAL RANGED WEAPON, TAKING ANY FORM YOU DESIRE, FROM A GUN, TO A BOW AND ARROWS, OR EVEN A GIANT BOOMERANG (AGAIN). LIKE ANY WEAPON OF WORTH, EITHER THE CUTTING EDGE, THE TIP OF ITS AMMO, OR EVEN A SPECIAL CHAMBER ON THE WEAPON IS FORGED FROM MOONSTONE, GIVING IT A WEAK ELEMENTAL ATTRIBUTE OF YOUR CHOICE.

## MAGIC WEAPON (100CP)

A TYPICAL MAGICAL FOCUS, TAKING ALMOST ANY FORM YOU DESIRE. MOST HAVE NO EDGE OR ANYTHING ELSE WITH WHICH TO ATTACK, THOUGH THERE ARE EXCEPTIONS. TYPICALLY TAKES THE FORM OF A STAFF SET WITH A MOON STONE. NO MATTER THE SHAPE, THIS PART HOLDS TRUE, AND YOUR WEAPON HOLDS A MOON STONE OF A COLOR OF YOUR CHOICE, ENHANCING SPELLS FROM THAT ELEMENT.

## MACHINE DRONE (200CP) (DISCOUNT MERCHANT)

A SIMPLE DRONE MADE FROM TYPICAL METALS. THIS MACHINE POSSESS A MEANS OF MOVING AND ATTACKING ON ITS OWN, PROVIDING A WAY FOR YOU TO COMBAT FOES WHILE STAYING OUT OF HARM'S WAY. IF DAMAGED, IT CAN USUALLY BE REPAIRED WITH A FEW PIECES OF METAL AND CIRCUITS, GOOD AS NEW.

## ARMOR (200CP)

WHETHER SEWN OF CLOTH AND ENCHANTED OR FORGED FROM SOLID STEEL, THIS IS A RELIABLE, IF BASIC, PIECE OF ARMOR TO PROTECT YOU FROM WEAPONS AND MAGIC.



MOON SHARDS (200CP) CAN BE PURCHASED MULTIPLE TIMES

A PERFECT GLOWING SHARD OF ONE OF THE SIX MOONS. EACH PURCHASE GRANTS YOU A SINGLE MOON SHARD, AND WITH IT, THE ABILITY TO CAST SPELLS ALIGNED WITH THAT MOON. WHILE VALUABLE, THESE SHARDS DON'T GIVE YOU THE EXPERIENCE NEEDED TO CHANNEL THEIR ENERGIES, ONLY THE MEANS, THOUGH YOU CAN LEARN WITH PRACTICE.

MECHANICAL LIMB (300CP) (DISCOUNT FISHERMEN)

ONE OF YOUR LIMBS HAS BEEN TORN OFF AND REPLACED WITH MACHINERY. WHILE HEAVY AND SOMEWHAT CLUMSY, YOUR NEW LIMB IS ABSURDLY POWERFUL, ABLE TO CRUSH STONE AND METAL WITH EASE, AND EVEN FIRE ITSELF, ATTACHED TO A RETRACTABLE ROPE, AT HIGH SPEEDS. THERE MAY EVEN BE A POSSIBILITY FOR UPGRADES.

MOONBERRY (300CP)

A VERY RARE BERRY THAT GRANTS YOU A SINGLE BASIC SUPER MOVE. SUPER MOVES ARE POWERFUL ATTACKS THAT CAN EITHER DEFY REALITY TO DEAL IMPRESSIVE DAMAGE, ELEMENTAL OR NON, PROVIDE PROTECTION FROM ANY ATTACK, OR EVEN HEAL ANY WOUND OR ILLNESS. SUPER MOVES USE A LOT OF ENERGY, AND TAKE SOME TIME TO PREPARE.

BLACK MAP (300CP)

THIS MAP DRAWS ENEMIES TO YOU. WHETHER BY ATTRACTING DANGEROUS MONSTERS, OR BY DRIVING NORMALLY PEACEFUL ANIMALS TO ATTACK, AS LONG AS THIS MAP IS IN YOUR POSSESSION YOU WILL EXPERIENCE MANY BATTLES. ON THE BRIGHT SIDE, IT'S ALMOST IMPOSSIBLE FOR THE COWARDLY TO ESCAPE YOUR WRATH OR FOR YOU TO BE CAUGHT UNAWARES BY A FOE.

WHITE MAP (300CP)

THIS MAP KEEPS ENEMIES AWAY. WHETHER BY MAKING YOU HARD TO SEE BY DANGEROUS MONSTERS, OR BY CALMING THEIR ANGER, AS LONG AS THIS MAP IS IN YOUR POSSESSION YOU WILL EXPERIENCE FEW BATTLES. ON THE BRIGHT SIDE, IT'S ALMOST IMPOSSIBLE FOR AN ENEMY TO GIVE CHASE WHEN YOU FLEE, AND YOU HAVE AN EASIER TIME ANTICIPATING AND DODGING ATTACKS. UNFORTUNATELY, MANY WILL SEE YOU AS A YELLOW-BELLIED COWARD UNWORTHY OF RESPECT, ESPECIALLY IN ARCADIA.

VELORIUM (400CP)

RIDICULOUSLY RARE, VELORIUM IS BOTH THE LIGHTEST AND THE HARDEST METAL KNOWN IN ARCADIA. WHILE IT HAS LITTLE USE IN THIS FORM, IF YOU CAN FIND A WORTHY SMITH, YOU CAN HAVE SOMETHING TRULY LEGENDARY FORGED FROM IT.

DACCAT'S COIN (400CP)

THROUGH LUCK, YOU HAVE OBTAINED ONE OF THE LEGENDARY PIRATE DACCAT'S COINS. AS LONG AS THIS IS IN YOUR POSSESSION, THOSE WHO HOLD COURAGE IN HIGH ESTEEM WILL BE DRAWN TO YOU, EASILY BECOMING YOUR FRIENDS AND COMPANIONS. OR YOU COULD SELL IT FOR A SMALL FORTUNE OF TENS OF THOUSANDS OF GOLD COINS.

CUPIL (600CP) (DISCOUNT DROP-IN)

A MYSTERIOUS, SILVER SHAPESHIFTER YOU FOUND IN SOME RUINS. THIS CREATURE CAN FLOAT AND TRANSFORM INTO SEVERAL SHAPES, INCLUDING A WEAPON, AS WELL AS CHANNEL MAGIC. YOU DON'T UNDERSTAND HOW IT WORKS, BUT IT DOESN'T NEED TO EAT. IN FACT, THE ONLY THING IT'LL EVEN CONSUME ARE THE RARE MOONSTONE PEBBLES CALLED CHAMS, WHICH IT DEVOURS GREEDILY. WITH EVERY CHAM IT EATS, THE CREATURE GROWS IN BOTH POWER AND ABILITY, GAINING NEW FORMS TO SHAPESHIFT INTO. YOU DON'T KNOW WHAT THE ULTIMATE LIMITS OF ITS POWERS ARE, IF IT EVEN HAS ANY.

SILVITE GOLEM (600CP) (DISCOUNT MERCHANT)

A LARGE CONSTRUCT FOUND IN AN ANCIENT RUIN. MADE OF VELORIUM, THIS GOLEM IS POWERFUL ENOUGH TO CRUSH YOUR ENEMIES, YET LIGHT ENOUGH NOT TO SINK YOUR SHIP. ITS ABILITIES ARE FAIRLY SIMPLE, BUT IT'S CAPABLE OF OPERATING AUTONOMOUSLY AND FIRING DEADLY LASERS. ITS TECHNOLOGY IS FAR IN ADVANCE OF WHAT ARCADIA IS CURRENTLY CAPABLE OF, AND REPAIR PARTS MAY BE DIFFICULT TO FIND.

BLACK MOON CRYSTAL (600CP)

A GIANT BLACK MOON STONE, CUT INTO A GEOMETRIC SHAPE AND SUCKING UP ALL LIGHT THAT SHINES ON IT. BLACK MOON STONES ARE EXCEEDINGLY RARE, FOUND AROUND THE THREATENING DARK RIFT THAT NONE EVER DARE TO ENTER AND SURVIVE. WHILE NOBODY HAS YET FOUND A USE FOR BLACK MOON STONES, THEY HOLD THE POWER OF INVERSION, REVERSING ENERGY AND THE LAWS OF PHYSICS AROUND THEM. THIS EFFECT IS PARTICULARLY PRONOUNCED AROUND THIS CRYSTAL. GRAVITY IS REVERSED, SENDING SMALL OBJECTS CAREENING INTO THE AIR AND LETTING YOU WALK AROUND ALMOST WEIGHTLESSLY, SMALL ENGINES REFUSE TO WORK, AND SPELLS FIZZLE OR MALFUNCTION. WHAT USE, IF ANY, THERE IS FOR THIS CRYSTAL IS UP TO YOU TO DISCOVER. LEGENDS SPEAK OF A HIDDEN BLACK MOON THAT REIGNS OVER THE DARK RIFT, YET NO ONE KNOWS THE TRUTH.

# SHIPS

## SKIFF (100CP)

CONFINED TO LOW ALTITUDES AND THE SKY ABOVE OR AROUND ISLANDS, THIS SMALL SHIP IS NONETHELESS A CHEAP AND COMMON MEANS OF TRANSPORT.

## SMALL SHIP (300CP) (DISCOUNT FISHERMAN)

SMALL AND QUICK, THIS LIGHTLY ARMED VESSEL IS USED BY FISHERMAN AND MERCHANTS TO SAIL THE SKY.

## MEDIUM SHIP (500CP)

DECENTLY SIZED AND WELL ARMED, THESE ARE THE SHIPS USED BY THE WORLD'S MILITARIES AND PIRATES. DON'T EXPECT A FRIENDLY WELCOME IF YOU SAIL A MILITARY VESSEL FROM ONE NATION THROUGH ANOTHER'S SKY

## SILVER

MADE OF WOOD, THIS IS YOUR TYPICAL SAILING VESSEL. AVERAGE IN ALL WAYS, IT ALSO HAS NO WEAKNESSES.

## RED

SHIPS FROM NASR ARE OFTEN PRIMARILY MADE OF WOOD REINFORCED WITH METAL. FASTER THAN A WOODEN SHIP DUE TO A RED MOON STONE FURNACE THAT SUPPLEMENTS THEIR SAILS, THEY CAN RARELY HOLD MANY WEAPONS DUE TO THE INCREASED WEIGHT. LARGER SHIPS ARE OFTEN EQUIPPED WITH A SMALL NUMBER OF LARGE CANNONS, AS THEY'RE BETTER ABLE TO HANDLE HEAVY LOADS.

## YELLOW

NEW TECHNOLOGY FROM VALUA GIVES THIS METAL SHIP GREAT DEFENSE. ITS ELECTRIC ENGINE IS MUCH BETTER THAN A SAIL, BUT BECAUSE OF THE METAL CONSTRUCTION THE SHIP IS SLOWER OVERALL THAN ITS COUNTERPARTS. LARGER YELLOW SHIP OVERCOME THIS FLAW, AND ARE OVERALL SUPERIOR TO ALL OTHERS, BUT EVERYONE OUTSIDE OF VALUA WILL BE HOSTILE TO YOU, AND IN VALUA ITSELF THE GOVERNMENT WILL BE HIGHLY SUSPICIOUS OF ANYONE OUTSIDE THE MILITARY WITH ONE IF YOUR SHIP IS RECOGNIZABLY VALUAN.

## GREEN

INSTEAD OF BEING BUILT OF METAL OR EVEN SOLELY OF WOOD, IXA'TAKE SHIPS ARE MADE OF VEGETATION. PUTTERING ALONG WITH PROPELLERS OR FLOATING THROUGH THE SIMPLE POWER OF LIGHT GASSES, THESE SHIPS ARE LIGHTLY ARMORED COMPARED TO OTHERS. ITS RANGE MAKES UP FOR IT, AS GREEN SHIPS ARE SOME OF THE FEW THAT CAN RISE INTO THE UPPER SKY WITHOUT UPGRADES.

## BLUE

WOODEN SHIPS WITH ODD SAILS, YAFUTOMA VESSELS ARE RELATIVELY FRAGILE, COMPENSATING FOR THIS WEAKNESS WITH IMPRESSIVE AGILITY AND MANEUVERABILITY.

## PURPLE

OUTSIDE OF SMALL, IMPROVISED SHIPS MADE OF ICE AND SCAVENGED WOOD, THE LANDS OF ICE HAVE NO UNIQUE VESSELS.

## REEF BREAKER (200CP)

A SHARP BLADE IS ATTACHED TO THE BOW OF YOUR SHIP, ALLOWING YOU TO SAIL THROUGH SKY REEFS AND INCREASING THE RAMMING POWER OF YOUR SHIP. THIS IS NOT WITHOUT RISK HOWEVER, AND A SHIP NEEDS TO BE PILOTED BY A SKILLED HELMSMAN TO MAKE IT THROUGH A REEF.

## HARPOON CANNON (300CP)

A GIANT HARPOON ATTACHED TO THE FRONT OF A SHIP, THE HARPOON CANNON IS CAPABLE OF PIERCING ALMOST ANYTHING, INCLUDING ARMOR PLATING AND THE HIDE OF ARCWHALES. AS A BONUS, IT CAN ALSO FUNCTION AS A REEF BREAKER.

## ENGINE UPGRADE 1 (200CP)

YOUR ENGINE IS MORE POWERFUL, ABLE TO RESIST THE WIND OF A SKY RIFT.

## ENGINE UPGRADE 2 (400CP)

YOUR ENGINE CAN HANDLE BOTH HIGH AND LOW ALTITUDES, ALLOWING YOU TO RISE ABOVE THE CLOUD CEILING AND BELOW THE CLOUD FLOOR, BUT NOT TO HANDLE THE PRESSURE OF DEEP SKY.



# DRAWBACKS

## LOQUAHOLIC (100CP)

YOU'RE ADDICTED TO THE MOON STONE ENHANCED LIQUOR, KNOWN AS LOQUA. IF YOU CAN HELP IT, YOU'LL ALWAYS BE FALLING DOWN DRUNK OR AT LEAST TIPSY. YOUR LIFE IS ENTIRELY DEFINED BY HOW MUCH OF IT YOU CAN ACCESS, YOUR MOOD AND ABILITIES TAKING A NOSE DIVE WITHOUT IT.

## LOOPER MAGNET (100CP)

LOOPERS ARE ALWAYS ATTRACTED TOWARDS YOU. DANCING IN AND OUT OF SIGHT, PLAYING PRANKS, OR EVEN ATTACKING YOU, THERE'S ALMOST ALWAYS A LOOPER AROUND TO MAKE THINGS WORSE. THEY'RE MOSTLY SMALL NUISANCES, UNLESS YOU'RE UNLUCKY ENOUGH TO ATTRACT THE ATTENTION OF THE GIANT LOOPER OR ELCIAN.

## CLUMSY (100CP)

YOU'RE EXTREMELY ACCIDENT PRONE AND UNCOORDINATED, TRIPPING OVER YOUR FEET EVERY OTHER TIME YOU TRY AND WALK, DROPPING ANYTHING VALUABLE YOU HOLD IN YOUR HANDS, AND ACCIDENTALLY HITTING THE MAYOR IN THE FACE ARE ALL REGULAR OCCURRENCES FOR YOU. ON AN ISLAND, THIS IS JUST A NUISANCE, BUT IN THE AIR, YOU COULD EASILY TRIP OVERBOARD OR KNOCK THE CAPTAIN UNCONSCIOUS, MAKING YOUR LIFE MUCH MORE DIFFICULT AND DANGEROUS.

## MOON STONE NULLIFIER (200CP)

THE POWER OF THE MOONS SIMPLY ESCAPES YOU. MAGIC DOESN'T WORK FOR, OR ON IN THE CASE OF HEALING EFFECTS, YOU, AND ELEMENTAL WEAPONS OR ARMORS LOSE THEIR POWER AS LONG AS YOU HOLD THEM. WHILE THIS EFFECT DOESN'T EXTEND BEYOND YOUR PERSON, AND ITEMS WILL RETURN TO NORMAL ONCE YOU'VE DROPPED THEM, NEARLY EVERYTHING IN ARCADIA RUNS ON MOON STONES, AND THE INABILITY TO USE THEM OR THEIR DERIVED PRODUCTS IS CRIPPLING.

## TEODORA'S WANTED LIST (200CP)

YOU'VE SOMEHOW EARNED A NAME ON EMPRESS TEODORA'S TOP TEN LIST OF WANTED PIRATES. THE BOUNTY IS QUITE GENEROUS, AND ALMOST EVERY BOUNTY HUNTER IN THE SKY WILL BE AFTER YOUR HEAD. WHILE SOME OF THE BIG NAMES WILL CONSIDER YOU BENEATH THEIR NOTICE, THE SHEAR NUMBER OF LESSER HUNTERS CAN QUICKLY BECOME OVERWHELMING, AND BOUNTY HUNTERS ARE RARELY ABOVE DIRTY TRICKS AND TEAMWORK TO TAKE A TARGET DOWN.

## LARSO'S WRATH (200CP)

YOU'VE ATTRACTED THE IRE OF THE INFAMOUS LARSO CLAN OF BLACK PIRATES. BASED IN NASR, THE LARSOS ARE A WEALTHY, LARGELY FAMILY BASED OPERATION WITH DEEP AND STORIED TIES TO THE UNDERWORLD. THEY'LL STOP AT NOTHING TO SEE YOU DEAD, AND HAVE NO CONCERN FOR LAWS OR FAIR PLAY. THEY CAN FIELD A SMALL FLEET OF AIRSHIPS OR EVEN SEND THE LEADER HIMSELF TO TAKE YOU DOWN SHOULD YOU AVOID THEM LONG ENOUGH.

## ROTTEN ATTITUDE (300CP)

TO PUT IT SIMPLY, YOU'RE A JERK. NOBODY LIKES OR RESPECTS YOU. NOBODY WANTS TO BE YOUR FRIEND OR JOIN YOUR CREW, AND TO THE NOBLE EVERY WORD OR DEED COMES ACROSS AS THE HEIGHT OF VILLAINY. THE ONLY PEOPLE THAT LIKE YOU ARE THE BAD GUYS, AND EVEN THEY WILL TREAT YOU AS A LACKEY AT BEST.

## HIGH ALTITUDE (300CP)

YOUR BODY HASN'T ADAPTED TO THE ATMOSPHERE OF ARCADIA. THE AIR IS FAR TOO THIN FOR YOU TO BREATHE. ON THE SURFACE OF AN ISLAND IN THE CENTER OF MID-SKY, YOU'LL BE CONSTANTLY OUT OF BREATH AND EXHAUSTED. HIGHER, AND YOU WON'T BE ABLE TO BREATHE AT ALL, AND RAPIDLY SUFFOCATE. GOING LOWER WON'T HELP YOU EITHER, AS THE PRESSURE WILL QUICKLY OVERWHELM A HUMAN BODY AND CRUSH YOUR LUNGS. BETTER ASK DE LOCO TO LET YOU BORROW HIS HELMET.

## PISSED OFF RAMIREZ (300CP)

RAMIREZ, VICE CAPTAIN TO FIRST ADMIRAL GALCIAN, HATES YOUR GUTS. RAMIREZ IS THE SINGLE STRONGEST INDIVIDUAL IN ARCADIA, AND COMMANDS A POWERFUL BATTLESHIP AND COUNTLESS MINIONS. HE HAS NO MORALS, AND IS WILLING TO BURN ENTIRE CITIES WORTH OF PEOPLE TO GET TO YOU. HE ALSO HAS AN UNFORTUNATE KNACK FOR SHOWING UP JUST WHEN YOU FEEL SAFEST AND MOST TRIUMPHANT TO RUIN YOUR DAY. THE ONLY SAVING GRACE IS THAT RAMIREZ IS A BUSY MAN WITH MANY RESPONSIBILITIES, AND CAN'T DEDICATE MUCH TIME TO TRACKING YOU DOWN. IF YOU PLAY YOUR CARDS RIGHT, A CERTAIN GROUP OF BLUE ROGUES MAY EARN HIS ATTENTION EVENTUALLY, GIVING YOU EVEN MORE OF A REPRIEVE AS HE TRACKS THEM DOWN.

## SCARED OF HEIGHTS (600CP)

YOU POOR BASTARD.

# ENDING

ONCE YOUR TEN YEARS ARE UP, ANY DRAWBACKS ARE REMOVED, YOU KEEP WHATEVER YOU OWN (OR STOLE), AND YOUR MEMORIES HERE BECOME INACTIVE AND CAN BE TOGGLED AT WILL. YOU NOW GET THREE CHOICES:

### GO HOME

DECIDING YOU'RE SICK OF THIS JUMPING THING, YOU WAKE UP BACK IN YOUR ORIGINAL HOME. WHILE YOU KEEP EVERYTHING YOU'VE EARNED, THIS IS THE END OF YOUR ADVENTURES.

### STAY HERE

ARCADIA EXCITES YOU TOO MUCH FOR YOU TO WANT TO LEAVE. YOUR JUMPING DAYS END, BUT YOU REMAIN IN ARCADIA, FREE TO EXPLORE WHATEVER SECRETS IT MAY STILL HOLD.

### CONTINUE ON

YOU MOVE ON TO THE NEXT WORLD AND WHATEVER FATE MAY AWAIT YOU THERE.