

Xenoblade Chronicles 3 Jump

Ver: 0.1

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The world of Aionios is a world full of natural splendor, with two nations, Keves and Agnus, locked in an endless battle. Time is of the essence in this mystical world, as the people of Aionios fight relentlessly to extend their lives long enough to realize a 10 year-long service to their nation.

There are dark secrets in this world, however, and everything may not be what it seems at first glance. A mysterious group known as Moebius is behind this endless world, forcing both kingdoms to fight so they can live on in this world, and keep it the way it is. However, with the existence of Ouroboros, hope still remains in this world.

This is where your story begins. Where will you fit between the two colliding worlds, both separate and intertwined? You will begin 1 month before Noah, Mio, and the others attain Ouroboros. Here is **+1000 CP** to get yourself started.

Location

Dannagh Desert: Made from the remnants of the Tornan Titan, the Dannagh Desert is located in the Fornis Region of Aionios, housing a variety of flora and fauna despite being a desert of white sand.

Great Cotte Falls: Located right next to the Urayan Mountains and featuring a variety of waterfalls, the Great Cotte Falls are a humid climate and a natural splendor

Daedel Isle: Dead center of the Cadensia region, Daedel Isle is composed of a large Letherian Titan's corpse, flourishing with fauna and flora in the center of the Sea.

Great Sword's Base: In the shadow of the Mechonis Sword, this swampy area is very isolated from the rest of Aionios, with remains of Letherian titans scattered around.

Vermillion Woods: A prosperous forest full of red trees and flora, this is located in the Cent-Omnia region of Aionios before Origin fell. This location can only be taken if the **Future Redeemed** drawback is taken.

Origin

Soldier: An unknowing servant to the endless cycle of the world of Aionios. You may choose whether you are Kevesi or Agnian as well as which Colony you begin with, however you may not start at your colony. You will begin with 3 terms already taken away through time, with 7 terms left. Discounts for perks applying to their respective nations perks. Due to your nature as slaves to the Flame Clocks, you must take the **Curse of the Flame Clock** drawback for points.

Citizen: People who are free of the cycle, yet still living in the world, they mainly live in the bastion of hope, The City, they are, in all the senses of the terms, normal humans. You usually draw the ire of Moebius and the two nations.

Consul (-100): People who compose a mysterious group which pull the strings behind Keves and Agnus, they cover their faces with masks and bear strange purple coloured armor along with red, infinity shaped Iris'. Your master is Z, and you were recruited not too long ago into their ranks, going by a letter of your choice that has not yet been taken.

Drop-In: An outsider to this universe, just like the Conduit. Your foreign presence has not been recorded inside Origin, and thus it doesn't affect you to a certain extent.

Race

Humanoid: The most widespread race across both of the worlds now intertwined, they are the main forces of the nations, and what they make up for in their lack of power is their sheer numbers. From strange glowing markings descending from blades, to cat-like ears coming from gormotti origin, to wings sprouting from the head, you may customize yourself with these traits as you please, although most of these traits have long since lost their original unique powers.

Nopon: A race of small, furry beings with large wing-like ears used as hand and egg-shaped bodies. Along with they're unusual speech patterns which are sometimes difficult to decipher, they are easy to underestimate, even if they are usually highly skilled and specialized in strange fields or merchants. Take the **Nopon Tongue** Drawback for no points.

Perks

Perks and Items associated with an Origin get a 50% Discount off the listed price, and the associated 100 CP options are now free for that Origin.

General

Iris (+0): The Iris is a device which is inside everyone's eye, whether it be the right, left or right is up to the nation you belong to, or your own choice. It can act as a phone of sorts, allowing you to receive information from distant senders, organize the things you have on you, and analyze certain items around you.

Community (-100): A mental chart that updates every time you think of it. It will display icons of everyone you know in the current world personally, not from a book or prior knowledge, and gauge how well they get along with both you, and others you know. This even works to generalize entire communities, however it is not too specific.

Break, Topple (-100): A staple of the Xenoblade series are the combos you can perform on enemies to Break, Topple, Launch, Daze, Smash and Burst. You can now identify these status effects on the various creatures you combat, however you can now be afflicted with these statuses as well if the enemy can apply them as well. Any allies you fight with will be able to afflict these status' as well.

Soldier

Gem Crafter (-200, Kevesi): Gems, powerful equipment that can be attached to either yourself or your weapon, increasing power, recovery or other other battle-enhancing effects. You can craft these with ease if the resources are provided, with the effects being greatly boosted compared to other gem-makers creations.

Ether Manipulation (-200, Agnian): Ether surrounds the world around you, and you can control it, albeit not very much. The more you practice, the better you become, however attacks produced from this ability will not be very strong, but regardless, you can understand and 'sense' ether, able to understand it and move it to your will to limited degrees.

Robotic Expertise (-400, Kevesi): Machinery is one of your specialties, you become extremely proficient in the creation, maintenance and upgrading of mechanical based weaponry, mechs and the works. You can easily spot weaknesses within other machinery, and comprehend their purpose and abilities easily. With time, you may even be able to comprehend technologies of the far away past, such as the remains of Alcamoth.

Unique Arts (-400, Agnian): Your knowledge of Ether is extensive, to such a point where you can use unique ether based weapons with great efficiency, able to comprehend some, such as the Mondo. You can even, with great effort and resources, recreate the power and uniqueness akin to those of Rare Blades from a world long past, creating unique weapons with great power.

Citizen

Freedom (-100): The citizens are exempt from the cycle of this cruel world, free of any restrictions of perception, and you are no exception. Whenever there is some sort of false truth presented to you, such as people telling you that the world is perfectly fine the way it is while in reality it is falling apart at the seams, you will know instinctively that there is something wrong.

Destiny Wielder (-200): Nothing is predestined, you and you alone control your future. Any prophecies, visions, or other fate altering abilities will no longer affect you unless you allow it to be as such.

Unwavering Determination (-400): The future is ever-changing and uncertain, and yet you march forward, undeterred. You possess an immeasurable level of determination, allowing you to push through even the toughest challenges and never give up in the face of opposition. No matter how daunting the task, you are always ready to tackle it head-on with unshakable resolve. This perk grants you a tremendous boost to your willpower, allowing you to withstand extreme physical and mental stress, and continue to pursue your goals even in the face of seemingly insurmountable obstacles.

Ouroboros (-600): The power of Ouroboros is a power created to support and fight against Moebius, it embodies the concept of hope for the future. You can control a powerful energy linked to hope, which grows stronger as you or those who support you have more hope. If someone else possesses' Ouroboros, fighting with them will greatly increase both of your powers, and if powered up by the Ouroboros Stone, you unlock the ability to interlink into a creature similar to that of Moebius. Beware, as if you use it for too long, you may Overheat and cause an Annihilation Event.

Consul

Vampiric Immortality (-100): By taking the lives of others into your own, you become strengthened, as well as your longevity increasing. To continue living, other lives must fuel one's own, and the more lives taken, the stronger one becomes.

Teleportation (-200): Moebius are ever present, and always nearby. You can now teleport to any location you've previously been, dissipating into purple particles as you do so. This requires great focus, and cannot be done on a whim or during combat easily, however.

Eye of Infinity (-400): Those who serve the flame clocks are your servants. By activating this ability, your eyes, and all those you control with this ability, will gain a red glow, indicating this power is being used. Anyone connected to a flame clock, you can put your will onto them, controlling their minds and memories temporarily. Any effects of these will be lost if they lose connection to a flame clock, or come into contact with the power of Ouroboros.

Custom Ability (-400): Born through the power Z'd has gifted you, or perhaps manifested through your own desires, you have gained a unique and powerful ability. Other Moebius, such as J and M, have access to Body Switching or Cloning, so why don't you? You can create your own power of similar vein to these powers, with limitations that they don't have unbelievably broken power on their own. Of course, they could synergize well with other powers...

Colony of Choice (-400): You acquire a Ferronis of either Kevesi or Agnian origin, filled with around 20 non-story important characters, and a Dirt Rank within your nation of choice, and a Flame Clock half filled. You can spend **50 CP** to increase the rank of the colony by one, the order being Tin, Copper, Iron, Steel, and Silver.

Moebius Transformation (-600): You can assume a form called Moebius, a 5ft tall purple creature designed to your liking. With increased strength, speed, durability, and the ability to strengthen yourself even further by sapping the remnants of the dead or of flame clocks, you can increase all of the aforementioned benefits. However, in this form, the core of one's self becomes exposed on the abdomen, and if attacked with a lethal blow to the core, you will die.

Drop-In

Meta Knowledge (-100): You gain knowledge on the major events preceeding this world's creation, the destruction of Zanza/Klaus, the Trinity Processor, the Conduit, the Fog King, and other things before Aionios was created, anything in the current world is still unknown.

Traversal Skill (-200): You have a natural affinity to bypassing obstacles, like walking on a tightrope or climbing a wall, such things are trivial for someone of your origin, as well as learning new skills to combat terrain.

Mysterious Stranger (-400): People can't help but think that you don't fit in, and usually their curiosity gets the better of them. You will often find yourself making bonds with people all around much easier than normal, as well as possessing a Silver Tongue, making deceit much easier to pull off if the person isn't expecting it.

The Flow (-600): You can see the future, well, to a limited degree. There is a certain flow to things in this world, and now you can see this future. Although you can perceive, those with strong enough wills and powers can alter it, which oddly enough seems to happen plenty. This ability is also limited to pivotal moments, so don't rely on it too heavily.

Manifest (-800): In this world, the power of emotions are clear, with enough of them being able to manifest a number of creatures. You can now somewhat control this, with enough focused emotion, you can harness it to create things of your choice. The stronger the emotions are and the more they are numbered, the stronger the resulting being is. However, this does not entail that the creature is in any way loyal to you, it just *exists*. However, you can still use this ability to create weapons and such.

Items

Power Frame (-100, Kevesi): An armour fitted to your size which increases your base strength, speed and endurance slightly.

Blade (-100): A weapon you can summon at will, each Blade is a reflection of them, so they might take different forms such as swords, guns, shields, or spears. Yours will be customized to your liking, but will be similar in strength to any other.

Levnis (-200): Depending on whether you want a model from Keves, which is piloted, or Agnus, which is automated, it's a machine around 4 meters a kitted out with the latest ether weaponry.

Ferronis (-400): A huge mobile army base, filled with enough space to hold around 50 people, and a small sum of provisions. It is also equipped with extremely powerful, but fuel costly, weaponry, which runs on the lives put into its Flame Clock. Thankfully, it can still work without a Flame Clock, and use other forms of energy such as Ether as an alternative.

Colossal Ferronis (-600): A huge structure capable of flight, it's a castle which can easily house over 500 people, it's relatively empty as of now. However, just having a castle which floats over the world of Aionios is sure to draw the eyes of some unwanted people, no? For only **-200 CP** more, you can add not only the ability to cloak this structure similar to Origin itself, but also make it so it can transform into a giant, battle ready mecha.

Heroes

Friends (-100): You may import a companion into this Jump for **-100 CP** each, giving them a total of **+600 CP** to spend on anything they desire in this document, as well as an Origin which still must be paid for. You may import a maximum of 5 companions, however this limit for companions in this Jump is 8, leaving you with 3 extra slots for **Recruitment** if you choose to import 5 companions.

Recruitment (+0): You may recruit anyone in this world to come with you on your journey, however, they must agree of their own volition, as well as be fully aware of what they are getting themselves into, as well as needing to be alive by the end of the jump to join you on your journey.

Drawbacks

Future Redeemed (+0): An alternative starting point in time, you begin near the start of Future Redeemed, when A finds Noah and nurses him to health. You may only take **Vermillion Forest** as a starting location.

Nopon Tongue (+100): You have an awkward, stilted speech pattern like the local nopon race. Makes sense if you're a nopon yourself, but much less if you're not, and you'll probably get a lot of looks if you're not a nopon.

Dirt Rank (+100): If you are a *Soldier* or have the **Colony of Choice** perk, your Colony will forever be considered Dirt Rank. You will receive little to no supplies from your nation's capital, and won't be highly respected by anyone.

Wanted (+200): You've attracted unwanted attention, not from gods or greater beings, but from one of the two major nations of the world, whether it be the Keves or Agnus, and they have decided you're a wanted man and is willing to go to great lengths to see you imprisoned or killed. You can choose which nation it is, and Consuls will also attempt to take you down, but won't go out of their way like their colonies will.

Annihilation Event (+200): The black fog seems to concentrate whenever you are nearby. Annihilation Events will occur whenever you are nearby at the most inopportune of moments, like in the middle of a fight or when you're sleeping.

Curse of the Flame Clock (+200): To continue living, a constant stream of life must be provided to yourself. You have a time limit placed on yourself, represented in your Iris, that tells you how much life you have left. If this runs out, you die. This Drawback can be removed if the Flame Clock you are connected to is destroyed.

The One Who Stands In Our Way (+300): A Moebius who constantly follows you every step of your journey. This opponent will continuously show up time and time again at the most inopportune of moments, attacking and killing, or just generally annoying you and any of your companions. No matter what you do, you will not be able to permanently rid yourself of this enemy until a pivotal moment in your journey, when you will face them in combat, either with or without your allies. This enemy has powers that scale with your own, so be prepared for a fight of a lifetime.

Sealed Memories (+300): You've lost all memories of your adventures as a, and before being, a jumper as well as any out-of-jump abilities or items you may have brought with you. As far as anyone can tell, yourself included, you're an ordinary person, well, until now when you've gained your perks for this jump. When your adventure ends and the jump is over, your memories will return to you.

Fogbeast (+300): Anyone and anything perceives you as a fogbeast, a creature of malice and hate. Anyone you encounter *will* try to kill you with great effort, seeing you as a threat. Unless

you can beat them in combat, you will always draw their ire. If any of your companions attempt to convince someone otherwise before defeating them, they will not listen to reason.

Parting

It's been 10 years since you entered this universe. Perhaps it has split apart once again, or merged, or maybe even remained in the endless now? Regardless, it is now that you must make a choice for yourself.

Return: Throughout your journey as a Jumper, something within you has become content, or maybe you just wish to return to your home? You will keep all of the items, companions, and perks you have earned along this adventure, and return to Earth.

Remain: This world... it's something truly magical. Despite the state it's been left in, it's your world too now, and many adventures and stories here lie in wait. By choosing to remain here, your Jumpchain will end and you will keep everything you have gotten throughout your Jumps, and you will be reported missing permanently on Earth.

Strive Forward: You look towards the future, and keep moving forward. You have come so far, there is no reason to stop progressing. You will continue your Jumpchain as normal, with both this world and Earth remaining in Stasis 'til it ends.

Notes: N/A

Changelog:

Ver 0.1: Posted on r/Jumpchain as a WIP for criticism.

Ver 1.0: Changed **Human** to **Humanoid**, Added the **Freedom** and **Custom Ability** perk, changed pricings,