

Final Fantasy 9: Jump (Version 0.1)

"For whom does the Canary sing?"

So...you've arrived. We've been waiting. Oh...never mind...sorry, mistook you for somebody else. But since you're here...why not take your time? It'll still be a little while until the prologue to the main act comes to pass, but the actors are assembling in the wings. Will you join them? Ah...that's right. I'm the Director. A pleasure to meet your acquaintance.

But that look on your face...ah, so you aren't familiar with Gaia and Terra? Truly a traveller from a distant shore I see. No matter, soon you'll be free to discover both for yourself. Perhaps before that, a short history lesson is in order...I find that a look into the past, often illuminates the future.

Long ago, Terra and Gaia were two separate worlds, divided by the vastness of space. The Terrans, proud and magnificent, yearned for the blessing of immortality – and Gaia was to be the sacrifice for their ambitions. But...that did not come to pass. A failure led to catastrophe, catastrophe led to collapse, and the Terran people fell from the spotlight. Yet even as Terra gave way...the Terrans did not give up.

Even ages after their passing, their machinations are still at work, working towards their next golden age. The current year is 1795. A pawn pivotal to their magnum opus is already at work in Gaia, and in five years, another will awaken to his destiny. Which path he will pick, is still yet undecided. Will he assume the mantle as the "Perfect Genome", or will he shirk it for what lies in his heart?

Well...only time will tell, won't it?

Though you must have travelled long and far to get here...I must burden you with some additional formalities. Consider it a minor "touch-up session" before you take to the stage. But before you go...a welcoming gift.

+1000 CP

How odd...that felt reminiscent for some reason...

No matter, run along now, the Manager will attend to you.

[The Administrative Details =ADM100=]

Well well well, what do we have here? Guess the old man was nice enough to send you here. Good thing too, means he sees potential in you – well, we'll just get you assigned to your detail now won't we. Let's not waste any time, so tell me a bit about you, kid. Maybe we'll start with your experience. How old were you again?

(Your Age, 10+1d8) // 50 CP if you want a defined age.

Alright, alright, maybe you're not that much of a kid after all, whatever. Look I'm not gonna guess at what gender you are. We've got plenty of folks in Gaia that just makes your head spin in circles wondering whether they're a man or woman. Then there are the Qu, of course.

Pick Your Own Gender.

A heads up though, there might be...some fluctuations here and there as we finish up with the administrative details. Seriously, sometimes I just wish they changed up the order so that I didn't need to try and explain this to you.

Your Age and Gender May Shift Depending on Your Race.

=Race=

Well, well, you've got to fit in somehow right? Let's start by figuring out what you're going to be. Well if anyone's gotta choose, it's gotta be you, yeah? What? Pay for it? No you don't have to pay for it. Buddy, don't sweat a thing.

Human

Quite possibly the most numerous race on Gaia, the humans have expanded to most of the regions on the continent, and they did it in pretty short time too. Pretty industrious group, those humans, yea?

But besides that, and their general versatility, they don't really stand out too much. Humans tend to specialize a bit, but as they have basically led the way in terms of developing society as we know it: *Humans see a slight boost to their charisma and generally has good dealings with strangers.*

Qu

The Qu, well they're a bit hard to describe. They look like big pudgy white dolls, kinda like one of my wife's dolls. Uh don't worry about that last detail. But anyhow, they're rather distinctive in appearance – every one you'll see is probably going to wear a chef uniform.

You won't see them around much in Gaia – maybe they came from somewhere else, at least the way they speak kinda hints that. As a whole, their race seems to be tied with food, and anything food related. *Qus have a natural resistance towards ingested poison, and suffer no ill effects from ingesting anything raw or rotten.*

Black Mage

These buddies were constructs, or so I'm told. A bit of a recent appearance to Gaia in comparison to everyone else, there's been word that they were all created to serve as soldiers. Surely nobody would be that cruel!

As a prototype Black Mage, thankfully you'll have a long enough natural lifespan to survive the full length of your time here; there have been reports of other Black Mages just collapsing. Physically rather frail as the black mage were never designed with long term integrity in mind, *they naturally know a wide assortment of low and mid level black magic spells and have a strong grasp in magic theory.*

Burmecian

The Burmecians look like rats – well except they're humanoid rats, but they live a reclusive lifestyle away from the majority of humans. With a distinctive culture of their own, many aspects of Burmercian society have human equivalents.

Technically split into two castes, the Burmecians, who have embraced the necessity and concept of war and conflict - as well as the Cleyran, who strongly advocate a more pacifist approach to life. *The Burmecians, more adapted to war, are also physically stronger than most to start, whereas the Cleyran are more practiced towards all elements of defensive and recovery magic.*

=Specialties=

Alright buddy, just some last details and we're good to go. Now that we figured out what you are, time to take a look see at what you'll become.

Drop In

Gonna stay as you are, yeah? Well that's just fine with me. Every show needs its fair share of strangers, and you'll do fine doing what you know best I'm sure. Needless to say, we won't be giving you any pre-scripted background, so do your best out there! Oh...but a specialization, right!

As a Drop In, you can either specialize as a *Mechanic*, or you can specialize as a *Netabare*. The former plays a more technical role, giving the audience a more detailed look at all the background workings of Gaia. The latter plays a more whimsical role, giving the audience...well, a better show!

Mage

I'm not much of a magic fan myself, but my wife is – oh right, you're interested in becoming a mage yourself? Well that's fine too! Magi, just as the name suggests, are wonderful experts at stunning the audience with fancy effects and breathtaking stunts. You can even specialize in *Synthesis* or *Destruction* while you're at it!

Synthesis plays a more prominent supportive role, but don't look down upon it just because you're not slinging fireballs around like that *Destruction* Mage is. Remember that not all problems are solved with the mindless application of violent magic!

Summoner

I read some books that said Summoners were originally humans too, except for that horn on their heads – yeah, look in a mirror buddy, you've got one too and it isn't cosmetic. Well...I mean, I could remove it if you wanted me to, but it does look rather neat, no?

Summoners have only one specialization, *Evocation*, but they're the best ones to tell the story of Gaia and Terra, with their deeply rooted ties to the Eidolon. No one is quite sure just what the Eidolon are...but they've been a permanent fixture to Gaia's history, and if anyone would have a clue, it's a Summoner.

Genome (600 CP)

Ambitious, aren't you? The Genome is a tough role to play, but play it well, and surely you'll leave the whole crowd speechless! Oh, I suppose I should actually explain what the Genome demands, yeah? And hey, watch that monkey tail of yours...if it's going to get in the way, I have no qualms removing it. It would sting of course...but just a little.

The Genome isn't some part of the supporting cast, no no no. See, Genomes are pivotal to how the act will unfold, and the scene at curtain call will hinge on the actions of Genomes. Will you become a *Herald*, and usher in a new age aligned with your perception of the world? Or will you become the *Rebellion*, and lead others to rise up against unseen tyrants?

Well...I suppose you could do neither, but then you'd be rather boring, wouldn't you? Surely someone of your caliber could do better than that!

=Locations=

Well then, all that leaves is to decide where you'll be making your debut! Of course, I don't need to mention that if you want to change, I'll be more than happy to make the arrangements...for a small price of **50 CP**.

1 – Tantalus Airship, Prima Vista

Ah, the perfect place to start for a budding actor such as you. The Tantalus Company has made quite a name for themselves, and on the Prima Vista, they've travelled all over the Mist Continent on Gaia. Thankfully, they're more than understanding to your situation, and will be more than happy to either lend you a temporary quarter – or drop you off elsewhere on the Mist Continent.

2 - Alexandria

Alexandria is the capital of the Alexandrian Empire, situated in the Northern region of the Mist Continent. A kingdom with several interesting points to note, Alexandria is ruled by the Queen Brahne, who has in her command both a female exclusive Army, as well as a male Knights regiment known as the Knights of Pluto. Brahne is well known for her love of opera, but...some nasty rumors have been flying about as of late.

3 – Black Mage Village

A reclusive village on the Outer Continent, there isn't much here except a large amount of Black Mage refugees. These Black Mages are all self-aware, unlike the ones rumored to be used as soldiers – and thankfully, they're a peaceful folk. The Village itself is hidden by an illusion conjured by the Dead Forest nearby – but unless you have an airship, the only way to get to the Mist Continent is through Fossil Roo, an ancient tunnel passage.

4 - Treno

Treno is a city of extremes, with both extreme poverty as well as extreme wealth. The citizens would surely be interested in the production – except they're all rather absorbed in their own wealth...or lack thereof. As the city is rather fortified, exit and entry will be rather difficult, though there are plenty of things to do here, most notably the Auction House, which draws bidders from all over the Continent.

5 - Lindblum

The largest city, situated on the Southernmost region of the Mist Continent, Lindblum is a technological stronghold, home to Lindblum Airfleet. After all, this is the home of the airships which can run without the need for Mist. There's a Theatre District here by the way, and plenty more to do should you be looking for different past-times.

6 – Burmecia

Burmecia, the city of the...well you guessed it, the Burmecians. It's known as the realm of eternal rain, for the reasons you've probably already guessed. More of a fortress rather than a normal city, the presence of the constant rain keeps the Burmecians from being too heavily affected by the Mist – and also serves to protect them slightly from foreign invasion.

7 - Cleyra

A peaceful settlement not unlike the Black Mage Village, the Cleyrans have lived in the "City of Illusion" for a long time since their separation from Burmecia. The Sandstorm which protects the city has long since prevented external visitors, though this has seemingly not prevented anyone from exiting, thankfully for you right?

8 - Free Choice

Well, well, go ahead and pick from whichever you'd like! Well, now that all the formalities are settled, you should go visit the Coordinator. I'm sure she'd be more than happy to help you find a niche in this production...and probably relieve you of the Old Man's Welcoming Gift while doing it.

[Perks =PERK00=]

Oh boy, oh boy! Another newcomer, just in time too! Spare me the formalities, just take a look around, and see what you like! Those qualities which fall under your chosen specialty are discounted – but bear in mind, that once you choose a specialty, the other tree won't be discounted anymore!

Oh, don't give me that look; the ones marked with 100 are free! Now get going, there's more I have to show you than this!

Drop In [Mechanic]

SFX 100

What's a show without special effects? Conjuring fireworks, tossing up disco lights, creating fake smoke? Sure, this'll teach you that, but that's child's play! We're going to take it one step further, and teach you how to toss out harmless variants of your own spells. They won't hurt anyone, but they won't cost anything to cast either, so go ahead and toss those fake meteors at people! Casting times and cool downs are reduced significantly for these fake variants.

Meal Preparation 200

What's a show without a meal to go along with it? We have a master chef ready to teach you the art of preparing a meal...out of weakened foes. Considering his first "lesson" is in eating your enemies raw without risking diseases – you might want to be wary of this guy. Just by consuming your weakened foes, you can recover a small bit of health and energy.

That said though, he does stress that the whole process is optimized if you can cook your enemies while they're at their liveliest – when the ingredients are fresh. Eating them then might even give you a temporary ability dependent on what you ate. Still though...is it really safe to learn from somebody with no qualms of eating things live?

The Dragon 200

For this we're going to have to find you an instructor, but after you finish with her, you'll be proficient in the basic skills as a Dragoon. You'll master the art of leaping into the air to assail enemies with your spear. Your

instructor will also teach you the skills “Lancer” and “Reis’s Wind”, but you’ll have to find a way to learn the rest on your own. Maybe otherDragoons in the world could help you learn the rest?

[Sword] 200

He’s not so much an instructor as a drill sergeant, but he’ll be willing to teach you the basic fundamentals of using a sword, in a set of Sword Arts. He’s a very thorough man...but also ridiculously strict in what he’s willing to teach you and what he’s not willing to teach you.

Should you accept his teachings, he’ll instruct you in the fundamentals behind the Thunder Slash and Stock Break, but then you’ll have to find other Swordmasters and Knights to learn the rest. Naturally, your proficiency and power with a sword will increase dramatically.

Magic Stone Methodology 400

Maybe methodology isn’t really the right word for this, but there are some folks out there who have studied into the art of learning things through rocks. Considering most of us learn things through books or experience, we decided that it had to be a methodology most magical.

Different stones will teach you different abilities, usually related to a corresponding element of some sort. With that said however, once you master this...“school”, you’ll be able to polish your skills to the point that you could make magic stones of your own! You’ll have moved onto teaching with rocks!

But of course, others without your fundamental understanding of Assisted Rock Learning will take a longer time in order to grasp these skills, and the more complex the skill is the longer it will take on top of that. From trial and error, we’ve figured out that skills which act passively tend to work best with this method. A stone really doesn’t help demonstrate complex casting and so forth.

Trance 600

With a surge of emotion, and appropriate demonstrative flair, you too can enter the state that the people of Gaia and Terra call “Trance”. Properly described, at the moment an individual’s emotions swell up to a breaking point, it transforms into energy, shifting one’s appearance and unleashing a torrent of power.

In Trance, you will end up picking a single skill family or trait line, which gets enhanced significantly – perhaps changing in appearance, or greatly amplifying in power – though the fundamental basis of the subject to be modified will remain unchanged.

Well, caught up in the tidal wave of passion, while you're in Trance, you can't be affected by attempts to sway your mind, be it mind control or mental manipulation.

Drop In [Netabare]

Chocograph 100

Oh boy! Calling a Chocobo is no small feat! Or well...perhaps it is, because despite your efforts this Chocobo will run away from you when you call it. At least it is nice enough to stop and dig up stray items, miscellaneous things like native ores, healing items, and so forth as it is madly sprinting away.

You can call it once a day, and once the Chocobo returns to whatever world it came from, a map will appear in your hands, with crude circles drawn to indicate where the Chocobo dug things up. Happy scavenging!

Theatric Qualities 200

Well now, you can't expect to star in a show without having some skills now, can you? By taking one of these courses, you'll be able to specialize further on one acting aspect. Each time you take this, you can pick a different specialization.

Readers' Theatre

No props, no scenery, no costumes. With only your voice, you'll be able to create limited illusions. The images, however vivid, will break when they are moved through, and will fade naturally a short time after appearing. With further refinement, you can create moving illusions.

Stage Combat

The art of mock fighting – this will improve your ability to control your blows, so that you can refrain from fatally wounding a person, even when they would be struck dead otherwise. As you get more practice, you can start to control the destructive capacity of spells and so forth.

Tension Grid

More of a tool than a quality, the tension grid allows one to walk on air, supported by a conjured mesh of fine cables. The grid can bear a substantial amount of weight, but the real draw is that the grid can be used in the same fashion as a mobile trampoline.

The farther the distance between the tension grid and a flat surface below, the more energy it takes to maintain the grid.

The Hunt 400

There's no better way to instigate a tense situation. With a whistle, you can attract a horde of monsters, native to your present area. In the same nature as the Festival of the Hunt held in Lindblum, the monsters here will roam around the area and behave as they would in the wild. Unfortunately, without the Lindblum Church to rein things in – the situation can get a bit dangerous.

You...aren't going to misuse this to harass honest and proper folk are you? That would just be downright mean!

Tetra Master 400

The latest fad in Gaia is Tetra Master, one of the hottest card games on the block – or well...the only card game on the block. Played on a sixteen block grid, Tetra Master uses cards representing nearly everything and anything in Gaia from monsters to items. Each card has its own strength, weaknesses and other such properties, and players fight against one another in mock duels. The objective of such a game is of course, control of the field.

But you could learn how to use the cards beyond their intended purposes – manifesting them directly into the world for a limited period of time. Enemies will naturally drop cards when defeated with a small likelihood – and the stronger the foe, the better the card effects, or at least that's the theory. But be careful, as once you materialize the card, it will vanish when consumed.

Fragment of Ipsen 600

If you want to toss a twist into the scene, then why not try this little trick out? Emulating the legendary Ipsen Castle on the Forgotten Continent, you can enforce a reality warping field on your immediate surroundings.

However, don't expect reality to give way so easily. After all, even Ipsen had its origins from another world.

The immediate effects affect people rather than concrete surroundings, skewing the spatial orientation ability of those affected in random fashion.

Mage [Synthesis]

Angel's Snack 100

The Qu seem to hold food in very high regard, and if the old adage "You are what you eat" is anything to take seriously then certainly eating good food can only do you more good than anything. Food consumed by you will also have a beneficial effect on your health, and as the quality of food improves, the effect only grows stronger. Rare food items will also temporarily boost your performance to some degree.

Naturally, hopefully you aren't going about eating poisonous food, because unless you've trained your stomach and palate compatibility as extensively as the Qu have, bad food is still going to be bad!

White Mage 200

A must have for those looking to fill the role of support! Our instructors will teach you everything to do with being a White Mage, enough so that you'll make your grand entrance knowing the skills one would expect of an intermediate White Mage, healing others, curing abnormalities, cheering folk on and so forth.

And if you go around wearing distinctive white robes you can expect people to flock to you asking for help and boons I'm sure.

Cleyran Barrier 400

The sandstorm around Cleyra protects the city from intruders, a boon bestowed upon them by a fragment of Crystal and fervent prayer. But if a fragment could protect a city, certainly it should only take a shard to protect oneself.

This shard of crystal manifests a barrier of air around you and hovers in place. As long as the shard persists, physical attacks are deflected away along with projectiles. It suffers when exposed to heavy magic however, and as it serves its purpose, the shard whittles away until eventually nothing is left, and

the barrier falls as a consequence. It takes some time after the barrier falls to redeploy a crystal.

White Waltz 600

No one remembers anymore exactly how the Black Mages came to be, neither the when nor the how. It is known however, that a great deal of experimentation came to pass, and many different prototypes were created. The Waltz series seems to be significantly more advanced than the standard Black Mage, having a more substantial physical presence and greater magic repertoire. Each time you travel to a foreign locale, a White Waltz will be present to greet you – though it usually veils itself under a different guise.

The White Waltz is a defensive variation of a Black Waltz, clothed in white robes. Proficient in all manners of White Magic from basic to advanced spells, this automaton is capable of teaching others in rudimentary elements of its trade. It isn't just an expert in healing – it also has layers upon layers of defensive magic for external attacks. That however, comes at a toll on its body.

Unless you can rectify the issues with its limited life span, the White Waltz won't be able to hold together for the entire ten years. Each White Waltz is its own unique entity however, and its fragile nature prevents you from dragging it along with you between worlds.

Mage [Destruction]

Infiltration 100

In the eyes of magi, sometimes a foe's armor can be thick enough that it can resist the effects of magic. While the first conclusion one might draw from that would be to increase the spell power, for Black Mages this is not always possible due to their inherent limitations as constructs.

But if magic could wear away at the armor, then perhaps we've found a bypass solution in the process. Spells cast by you are not simply slightly stronger than they were before – they also corrode enemy armor slowly over time.

Black Mage 200

Destruction is the basic tenet of Black Mages, such that by default, a Black Mage would be somewhat proficient in basic black magic. Should you

yearn for further education however, we have an instructor fit for you. By the end of our course, you'll be proficient in all the basic aspects of black magic up to the intermediate concepts.

Sadly, we don't have enough time to give you a thorough lesson on the advanced concepts – but with what little understanding you will gain, it should just be a matter of time for you to learn advanced spells.

Doublecasting 400

Mass producing Black Mages gives any army a convenient advantage in terms of expendable magic resources – but if each mage can only cast one spell at a time, eventually one does have to consider: "Does this extra Black Mage cost so much more that we can't afford it – even if it means an extra spell?" But what if a Black Mage could cast an equivalent of two spells each? Would that not instantly double an army's firepower?

After working out some bugs, some of the later Black Mage models were able to consistently fire off doppelgangers of spells they cast. You too, will be able to do the same thing. The doppelganger still costs a small portion of energy and has a somewhat weakened effect, but the second spell will fire off nearly instantly without consideration for cooldown.

Black Waltz 600

When Black Mages were created for the purpose of war, the Black Waltz was also part of the project, but due to a more complex creation purpose, they were never officially mass produced. To date, it is assumed that there was a very limited amount of them produced.

At a glance, they appear to be winged Black Mages, though seen in action it quickly becomes apparent that these units would have most likely served as field commanders or specialists. Certainly, they are rather adept at ambushing enemies. You can conjure these into existence one at a time.

Though they're rather durable and they're reluctantly subservient to you at first, their presence alone saps your energy somewhat, and the pool of energy they cast spells from draws out of your own. Unless you have substantial micromanagement capabilities and a massive energy pool – managing more than one at once will prove to be very draining. Perhaps in line with their nature as specialists, they function best in small groups.

Summoner [Evocation]

The Crystal's Voice 100

The Crystal is the life source of Gaia and Terra, and surely, the core of all planets in this world. It speaks not with blunt statements or bold proclamations, but in the way nature unfolds, in the fashion that life shifts and changes. A summoner is more in tune with these changes than an ordinary civilian – hearing the “voice” of the planet is the basis of their talent.

You'll notice supernatural or enchanted aspects of the world better than a normal person would – such that they almost jump out at you from the scenery. This attunement also allows you to increase the hold that your summoned creatures have on reality – thereby increasing their potential strength.

Memory Evocation 200

The Eidolons were brought forth by the Crystal, charged to protect the Crystal. As the souls of the dead went through the cycles of reincarnation, the Eidolons grew stronger, taking in the memories of the deceased. But with Gaia's balance disturbed, many of these dead now fail to move on, and their memories linger...

You can see these memories, scattered visions, usually a dying individual's last moments. With enough exposure, you could share your visions with others. You can now summon all the Eidolon that a summoner would naturally be capable of summoning save Alexander and Ark.

Be wary however, that this makes your summoned creatures susceptible to minor cosmetic shifts based on memories. Nothing too significant, but they may shift in appearance in slight, barely noticeable ways such as a different skin shading color.

Crystallization 400

In the distant past, Crystals were created, offshoots of an original leading to the creation of an Eidolon. The people in those past civilizations learned the art of fusing Crystals together to sustain both Crystals and themselves. Though this art has been lost, a derivative was found in its place: the extraction of Eidolons into crystals.

Though the process is rather dramatic, thankfully it does not kill the summoner, though any bond they had with the Eidolon would have to be forged once again through some other method. In theory, anyone should be able to use the crystal to conjure the Eidolon after that – though whether the Eidolon would be at full strength is a different matter. After all, summoners are very magically adept individuals.

Given a very long time and constant research, it may be possible to turn a copy of any mundane monster or a willing individual into a crystal. Of course, we have our own thoughts about this – but the new summon would just be a facsimile with a “snapshot” of the original’s personality and skills. Could they be considered sapient? Well...we’re not quite sure about that, frankly. Couldn’t we argue that Black Mages are sapient?

Coalescence 600

The cycle of life and death is sacred, as Crystals grow with memories, and as the Crystal grows so too do the Eidolons protecting it. A larger planet needs stronger protectors after all. The archives of old mention Eidolons in a form different than those we recognize them in now – surely, this is evolution at work.

You may select up to two summoned creatures. These summoned creatures will remember changes that occur to them while they are summoned, as though they had a template which changes with time. However, their physical form will never be shifted in such a dramatic fashion that they will look completely different from their original. These creatures can also learn skills beyond their fundamental capacity, but this takes a prodigiously long amount of time and effort. It is also generally limited to their same elemental composition.

But power comes at a price – and the ability to retain memories carries with it a large cost. Those creatures you have chosen to bestow this gift upon will remain conjured for less time than normal and cost more to summon.

Genome [Herald]

Nothing in this is discounted, but can only be picked by this specialty.

Remorseless 0

You are the star and for whom the spotlight shines. Your confidence in your role is absolute, and your resolution to put yourself forward is an undeniable force. Concepts of morality are for those who have to consider the feelings and stance of others, insignificant to you. Concepts of morale, even more laughable when nothing can faze you save for your own choices.

Those insignificant masses should pray they do not attempt to subject you to silly mind control spells as they are want to do – or they'll see the attempt bounce right back at them, mentally wounding them.

Mist: Phobia 0

The Mist, much feared by those who fail to understand it, has propagated for ages over the Continents to varying degrees – so much so that it is now considered a fixture of Gaia rather than an oddity. You can manipulate Mist to a limited degree, inflicting upon those who are immersed in it a crippling sensation of panic.

Without Mist around, you can naturally conjure a small amount of Mist by converting it from magical power, cloaking yourself in it like a shroud. In areas of high Mist concentration or after burning a large amount of magic, those affected by the Mist will start seeing images of their phobias.

Mist: Hatred 200

The Mist, inspiring conflict among all exposed to it, seems to serve a singular purpose: to act as a catalyst for destruction. Man and beast are affected alike, and in the face of the Mist many succumb to more base desires – a hunger for violence. Your manipulation technique of Mist has grown a little stronger, and perhaps owing to its purpose, you can now afflict those exposed with a maddening rage.

In areas where there is a high concentration of Mist, it is possible for the affected to start seeing illusions and shadows of their most hated foe.

Genome Synthesis – K 200

The ancient skill of creating Genomes, of which the creator remains anonymous, presumably lost in the chaotic turbulence of time. Yet the records of the ancient technology remain, preserved by nameless adventurers and explorers alike.

The Genomes created with this method appear to be consistently male humans, physically mature yet mentally warped and wholly arrogant. They don't seem to experience a very wide range of emotions, and they spend their days following vicious pursuits. They're rather capable both physically and mentally – though they have a bad tendency to look down on those around them.

Beware, as the creation of these dummies requires an equivalent exchange physically speaking. You might find that without dedicated resources, it may well be hard to procure parts for a Genome.

Soul Divider 300

Like a mesh weeding out the unwanted, the existence of the Soul Divider alone prevents those exposed to it from healing – reversing their injuries. The concept of “injury” for those within the area is a “one-way street”, such that healing of any sort is rendered impossible.

The original Soul Divider was made to ensure that souls could not return to Gaia, yet in the presence of a world without souls, it sucks up any attempt to heal or regenerate. All of that energy is converted directly into Mist, and the Mist created has the effects of all of your *Mist* abilities, and also corrodes your foes slightly.

Mist: Suffering 400

The Mist, aggravated by the inability of the dead to move into the cycle of reincarnation, has gripped Gaia in an inescapable bind. The aura of Mist, grown thick by death, is thick enough in some places that it can well become opaque. Thankfully, your companions and you remain unaffected.

The Mist, swarming with the souls of the dead, will assault the bodies of the living – harassing all those unaligned with you. This leaves the victims with their wounds re-opened, be they physical or mental, and the effects of healing in any form is reduced significantly.

Left with nothing to harass, or no opportunity, the dead will animate whatever they can in order to turn their wrath on the living.

Alexander 400

A conjuration spell for the Eidolon Alexander, hailed as perhaps the strongest among the Eidolons of Gaia. Sealed away such that it could never be

reawakened again, lest it unleash its fury in full, the Eidolon is an immobile fortress and a walking catastrophe.

Immobility is hardly a shortfall when the Eidolon proves itself capable of sweeping the entire surrounding area with high intensity holy lasers. Furthermore, its durability is so high that Alexander requires masses of troops to take down, or the caster to run out of energy completely.

Considering it remains present until it is banished, drained, or destroyed – one can understand why the ancients feared Alexander to such a degree and elected to split the Crystal.

Genome [Rebellion]

Nothing in this is discounted, but can only be picked by this specialty.

Virtuous 0

Helping others comes naturally to you. Perhaps that is what it means to be a Genome – to act as an exemplar to others and prove that there is still merit to caring, regardless of rank, caste, or background. Perhaps you've heard of people who derive pleasure from hurting others. Helping people empowers you, in parallel fashion.

Thankfully, you'll have a subconscious idea about who needs help, and you might be able to figure out what it is they need. It could be via a visual tell, or something you just happen to overhear. A general hint at the very least, but you could always just ask them outright. Naturally, as you help more people, your reputation will quickly develop and the surrounding social circles will regard you in a more positive light.

Companionship 0

You might be cast into a difficult spot – but you aren't alone at the very least. The bond you have with your current companions is significantly reinforced. They might not agree with you over everything, but these are folks who won't betray you no matter how tempting the offer.

But companionship is a two way street. When your companions are separated from you and need help, you'll immediately feel a compulsion to head towards them, leaving you with a general direction and distance. You could ignore it of course, but that wouldn't make you a very good companion now would it?

Dyne 200

Though it seems to be excerpts from a book elsewhere, this manual guide is titled "Considerations of the Perfect Genome". There's a long list of techniques, skills, and traits in here – perhaps all considerations made by the first creator of the Genomes, and from the various descriptions it appears this guide illustrates the potential paths a "Perfect Genome" could have followed.

There are a couple useful tips and tricks that you can draw out of this, though a lot of the pages have been crossed out or scribbled over. You'll learn a set of Dyne skills and the equivalent base skill, namely "Free Energy", "Tidal Flame" and "Scoop Art", though the rest you'll have to innovate yourself, or learn from perhaps another Genome in the world.

Genome Synthesis – Z 200

Genome Synthesis – presumably what created you, in hopes of creating a "Perfect Genome". You don't know how far you are away from that objective, but you are what you are – if the original Creator wants to comment, you figure he can do it directly in your face. You figure though...that with what notes you've found, you should continue the chain.

The Genomes can create aren't mature by any means. They seem to be children of various appearances and personalities. But they feel alive and sapient, though on the latter you can't say for sure. They probably won't be fighters anytime soon, but given their personalities, you can guess several of them could at least become excellent negotiators.

Beware, as the creation of these dummies requires an equivalent exchange physically speaking. You might find that without dedicated resources, it may well be hard to procure parts for a Genome.

Mutual Bonds 300

Well, frankly speaking, some people live in their own little world. I suppose you could call them "happily isolated". You could also call them "mentally disturbed", but I think you would prefer the former term. After all, you and your companions are the same way – able to put yourselves inside your only little pocket space – *mentally, of course*.

Nothing seems to phase your mood or surprise you, unless it's each other, or you intentionally drop this boon. Of course, your mood can still shift –

you didn't become an automaton overnight! – but the shift is never likely to leave you catatonic.

Attempts from outsiders to manipulate your mind or inflict mental afflictions upon you will largely fail, though if the outsider is substantially stronger than you, a large part of the effect will probably still come through.

Optimism 400

Maybe you've decided that as a Genome, you need to become the beacon of society. If you're to become the "*Perfect Genome*", you're going to need to have a pretty dramatic effect on the world – something to let them remember you by.

So if you're going to become a beacon, you might as well become a beacon of hope. Somebody for the masses to flock to, somebody for them to look up to – and it's with that mindset that you start projecting yourself into your atmosphere. It'll start off simple, unnoticeable, as people around you are slowly drawn towards you and become noticeably agreeable.

As exposure increases, which you could accelerate by increasing your reputation, eventually those who were affected around you will start to forget about even the existence of discord and disharmony among themselves. No more petty arguments, no more dishonest communication – just the order that you have in mind.

Is it right to manipulate the masses like this? Is it worth it to have everybody communicate with each other openly? Those are questions only you'll have the answer to. But once you start collecting more and more people like this, they will spread the influence by word of mouth.

Just be forewarned that like your reputation, this idyllic state is fragile. Virtue is a fragile thing, and all it takes is one misstep to fall back into despair. Those close to you will probably not sway very easily, but as people drift away, you'll find that your influence on them will weaken. You'll probably have to work far beyond human means if you were to even think of aligning a country this way.

Reliance 400

At some point, you travel and live with the same people for so long that you might as well refer to yourselves as a single coherent unit. That bond that

you had forged with your companions before may as well become an unbreakable foundation now. Whether in battle or outside of battle, you're there for each other.

In battle, the presence of all of you together is enough to warp reality a little. That Eidolon that could devour hundreds? You'll stand a fighting chance against him. Maybe the outcome won't change, but at least you'll get a shot as long as you're with your party. Should you wish it; any damage you take will be evenly split between all your companions present. Additionally, should you wish it; you can pool your magic banks together as one and cast spells freely.

Outside of battle, you can freely teleport yourself to a companion in need of help, or call a companion to you if you need help. The teleport drains a substantial amount of energy dependent on the distance traveled. When there's a friend in need – you'll be there, even if it means getting there completely exhausted and in dire need for sleep. After all, that's what friends are for right?

[General Perks]

A Flair For Thrown Things 100

Sure, you could toss a knife or a bomb, but why settle for such...generic things when you can be tossing pianos, kitchen sinks, monsters and other such things? Anything you can lay your hands on, you'll be able to toss at an enemy.

Don't say we didn't warn you, but that Behemoth will struggle as you lift it up and toss it.

Lindblum Airship Manufacturing Expertise 300

Considering they're the first country to have developed Airships, it's a miracle that Lindblum hasn't conquered the world already. Or well, that's probably because the Regent Cid just isn't that sort of man.

The technique behind Airship Construction is an esoteric art. After all, how do you manage to keep a ship that looks like it was meant for the sea, just floating in the air?

When applied to your own projects, you've found that even if your ship designs don't seem to comply with common sense – they'll still end up afloat

regardless, and they'll fly in the sky even when cobbled together with bare minimum resources – for a couple minutes perhaps anyways.

[Companions =COMP00=]

Supernumeraries

Well, I can't help but notice you've got an ensemble cast that tagged along with you. If you'd like them to play a bigger role, I'm sure the Director would appreciate the extra hand...but well, we'll have to charge you a bit, for the extra preparation work y'know?

It's either **50 CP** per companion or **300 CP** for 8, your call. We'll give them **400 CP** for perks as they see fit, but I'm afraid our Property Master won't be able to find extra props for them on short notice...

Speaking of which, you should go have a talk with him! He's got plenty of toys for you to wave around, as long as you've got the currency to fill his empty hands with of course.

[Items =ITEM00=]

The Property Master...well he seems like a rather shady man. But he's also not much of a talker, as he just directs you to a warehouse, where a wide assortment of items – erm, props – is being stored. Well, at least there's a list of props so you don't have to walk through the whole place searching for what catches your eye.

Name	Cost	Specs
Stellazio Coin	50	It's a rather insignificant coin, save for the strange emblem on both faces, with the symbol of a serpent. You might not have a use for this coin, but there's an odd woman who will hunt you down if you're in possession of one, and willing to trade you either some major recovery items, or a substantial amount of gil in return.
Silver Fork	100	An unassuming silver fork, with a small frog shape inscribed into the handle. It doesn't seem to be magical in nature, but anything you eat with this fork will magically taste delicious – though it won't help much with any inherent poison.
Backstage Pass	100	Well, you're a member of the cast aren't you? If you're carrying one of these, there won't be a theatre anywhere that would stop you if you want to walk in on a show. It'll work for any sort of show, not just a theatre act or a play.
Befriending Ore	200	A strange iridescent rock, which can be given to a wild beast, after which it will remain neutral to you. They won't become companions, but with enough stones they'll be friendly regardless. Given enough rocks, you could even turn a monster from aggressive to complacent, but you'll have to make sure that they notice the rocks before they notice you. Collects in a pile of ten, with one replenishing a day when used. Can pass for a substantial amount of currency to curry favors.

Moogle Flute	200	<p>It's an inconspicuous flute, but when blown, it calls out an exasperated Moogle.</p> <p>The Moogle doesn't seem very interested in hearing what you have to say, but it does drop down a portable tent.</p> <p>This tent can be used once to heal wounds, though the more severe the wound is, the longer the recuperation time.</p> <p>Be careful, because the tent itself doesn't help in preventing enemies from attacking you. I wouldn't abuse this flute too much, as the Moogle can get a bit erratic, and likes to wave his knife around in a dangerous manner.</p>
Iifa Seed	300	<p>An ominous seed, which feels wholly artificial from the weird aura that it projects out into the area around it. When planted, it will quickly grow into a sapling, after which growth seems to stagnate.</p> <p>It seems, that much like the original tree it sprouted from, this seed will not grow unless exposed to souls of some form. When after a copious amount of souls the tree is fully grown, its size still pales in comparison to the actual Iifa Tree.</p> <p>It does however, have a nasty effect of capturing the souls of the dead in the world that it happens to be planted in, and will retain the souls which it is fed. As it gathers more souls, the tree grows livelier, but as the souls get extracted, a bit of the growth retracts. It is possible, with the use of the Iifa Tree, to capture souls and replant them elsewhere in a bizarre twist of the reincarnation cycle.</p>
Gulug Stone	300	<p>A facsimile of an ancient rock of otherworldly origins. It seems to gather magical energies from the environment around it, and in its immediate area, no magic will function be it passive or active as everything is sapped into the stone.</p>

		<p>But for a stone which stores magical energies, it's not quite certain what it actually does with the stored magic - until it breaks. When it breaks, the stone releases all of the magic contained inside, flooding the world it is currently in with the magic stored within.</p> <p>Capable of bestowing others with magic - it can only bestow a very low level form dependent on how much energy it has sapped.</p>
An Ominous Hammer	300	<p>Rumor is that this hammer was used by an ancient being – some lord of the underworld? We could be wrong on that one. Or of course...this could be a replica, that'll be a secret between you and me.</p> <p>Regardless, its effect is undeniable. The ancient lord used it in synthesis, and its power to merge weapons together has lessened no less. Two weapons combined, regardless of shape and size, will merge to form a new one, with the qualities of both. Unfortunately, once two weapons have been merged together, the hammer cannot affect it again.</p> <p>Be prepared for awkward combinations, as perhaps some things were never meant to be merged into one...</p>
Pumice	300	<p>A Piece of Pumice, which can be used to call down the Eidolon Ark, though this ability can only be used with long intervals in between as the rock gathers its magic back. Perhaps it would have another use, in another time?</p>
Airship	300	<p>We've stocked an airship, just in case you decided taking to the skies was the thing for you. It's a rather barebones airship, but we have a wide variety of cosmetic options for it, so that you could at least go about in style.</p> <p>If you're willing to pay an extra 100 CP, we do have...a battleship variant, something taken from Terra's annals. I believe there's currently one floating about in Terra...though the ones</p>

		of you taking that one are unlikely.
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But there's more! Or well, at least the Property Master tells you there's still more. It seems he has some special trinkets and oddities that he's collected over the years, but he's kept these in a special gallery to himself – though he'd be willing to part with them for a price.

Cards (100 CP)

These Tetra Master cards have been enchanted such that they can be used multiple times without vanishing as normal Tetra Master Cards do. There is a time in between the card's usage, and when the card will reform. Without the Tetra Master skill however, they will only project in solid construct form for a short time.

With the Tetra Master skill, the amount of time these cards stay manifested for is longer, and a secondary effect is triggered, based on the card group.

Name	Specs
Airships	The Hilda Garde III, Blue Narciss, and Theater Ship cards. When activated by a Tetra Master, the ships can be used for a full day until they fade away, disregarding fuel consumption. No other cards can be used during this time.
Eidolon	The Atomos, Fenrir, and Madeen cards. These cards can be used to conjure the Eidolon by a Tetra Master, but in reduced strength in comparison to a natural Summoner.
Esoteric	<p>The Tiger Racket, Gargant, Namingway cards. The Tiger Racket is a bizarre weapon, better used as a back scratcher, but when an enemy is struck with it, it dispels standard magical effects.</p> <p>The Gargant is a mount, resembling an insectoid mole, but is about as large as a small car. Be careful that it is rather timid and does not react well to being spooked. Both of these manifest longer in the hands of a Tetra Master.</p> <p>Namingway is an odd rabbit. He prefers to call himself a name rater. Called forth by a Tetra Master, he can rename objects on a fundamental</p>

	basis, such that others will recognize the object by its new name – though this effect will fade after a substantial time.
Mascots	The Cactuar, Tonberry, Fat Chocobo cards. Activated by a Tetra Master, these constructs will move and act as normal monsters until they are neutralized in combat.
Peculiarities	The Tantarion, Wyerd, Abomination cards. Bizarre monsters that attack in flocks when called forth by a Tetra Master. Each of these cards calls a pair of these monsters.
Spells	The Holy, Meteor, Flare cards. The card can be used to cast the spell, though it takes some time to regenerate – and the spell is slightly weakened.
Weapons	The Save the Queen, Masamune, Mythril Sword cards. Similar to the Airship line of cards, these weapons stay concrete for substantially longer periods of time in the hands of a Tetra Master.

Jewels (200 CP)

Across Gaia, enchanted jewels are scattered – most of these are collected by the various monsters dotted all over the several Continents. There's an array of jewels here, and the Property Master tells you that these ones are rare stones he's collected over the years.

Each Jewel can be sold for a large sum of gil of course, but held by an individual, they can teach skills and have a passive effect.

Name	Specs
Diamond	The stone will eventually teach you the skill to control your internal body temperature, but unfortunately this burns your energy to do it. It does however, allow you to divert attention away from yourself passively.
Emerald	This stone here rather, teaches you how to increase your own speed in all things, as well as recover your own magical reserves slightly. It increases your magic pool somewhat.
Garnet	This stone here teaches the summoning spell for Bahamut. Oh, before we forget to mention this, it also improves your healing capabilities – that's for any spells that support allies.

Lapis Lazuli	Well I suppose this stone is a bit unique, because it doesn't actually teach you anything, it just amplifies all of your abilities slightly. At least your accuracy with ranged weapons improves significantly!
Moonstone	This stone teaches you how to identify the critical flaws on enemies, but also how to cast a spell called "Shell", which reduces magic damage on whoever it was cast on. Neat eh? Oh, it has no passive effects except looking shiny.

Add Ons (200 CP)

It's a large wooden box filled with even more trinkets and charms. The Property Master sets a couple of them aside – the ones he can afford to trade off he says. While these accessories can't be sold off, unlike the Jewels they have more passive uses, and can teach skills as well.

Name	Specs
Coral Ring	How did they attach corals to this thing? Well it's a bit cumbersome, so I don't need it anymore, but it'll teach you some basic tricks to becoming a master spear user while you hold it. It also neatly prevents you from falling asleep.
Feather Boots	These boots don't seem very substantial even when you hold them, but the moment you put them on, you'll realize that you're floating slightly above the ground. It's not just that! It also teaches you a spell so you can levitate.
Madain's Ring	This ring doesn't seem to be anything special, but it's existed for so long that it has collected magic residually. The ring makes healing items and effects have much greater effect when used on anyone.
Maiden's Prayer	We're not quite sure why it has the name it has. However, it does smell rather sweet, and while you hold it you find your health returns rather quickly regardless of injury. It allows a person to summon Fenrir, should they not know how.
Pumice Piece	It's just a piece of volcanic ash right? It shouldn't be anything special, but as long as you hold it, you can absorb most incoming attacks and spells of the Holy or Shadow element. It also teaches you how to boost yourself up for a short period, increasing your own power.

[Drawbacks =WARN00=]

Just as you're about to head for the door, there's a cloaked figure who strides out to intercept you. He introduces himself as the Dealer – and you can only presume that he's not part of the Troupe. He explains that he has some powers which may well help you...garner a bit of currency. In return, you may well experience some...difficulties in your days ahead.

You can't help but get sadist vibes from this guy...

The Treasure Hunter (+100)

A mysterious four armed thief has found your stash worthy of being stolen from. Anytime you access your warehouse, expect to come out realizing that something has been taken out of it. Immortal, mischievous and greedy, you'll feel his presence soon after you arrive on Gaia - and should you never access your warehouse at all, expect to have most of your gil and food taken, even if it simply vanishes in plain sight.

Qu Speech (+100)

Nobody seems to speak properly on Gaia, and even telepathic communication has been skewed. Don't expect anyone to understand you, and vice versa. The lack of proper communication will probably have rather significant effects on how day to day life operates - and may well prove to be a problem in itself. Qus, are strangely unaffected - but they can barely communicate properly with the rest of Gaia to begin with.

Unnatural Lifespan (+100)

The mist wracks at your body as most unnatural substances are want to do.

While you won't end up dying naturally from this - your body will grow extremely weak, and your powers are substantially reduced in strength, with the effect worsening over time.

Edible (+200)

You've incurred a curse from the Qu, and everything seems to find you edible. Expect anybody who sees you to want to take a nibble - or worse, butcher you for dinner. Your companions are thankfully unaffected by this.

Mist Warped (+200)

The presence of Mist affects you strongly, filling you with hateful thoughts and a strong desire to start conflict. Your companions - and in fact, most of the world, is just as strongly affected as you are. Bypassing your natural resistances, you'll find yourself wanting to start fights wherever you go - to eventually wanting to kill everything in your sight.

Oglop?! (+200)

You've angered somebody...really badly. Whenever you enter into a fight, your body is transformed into that of an oglop, a tiny orange beetle like insect.

Whoever you angered is apparently quite furious at the entire world, as with the passing of time - more and more people will start to transform into oglops. This never seems to affect your enemies however, or anybody who is even the slightest bit antagonistic towards you.

Waltz of Destruction (+300)

A world gone wrong, as the effects of Mist have been amplified to speed up the master plan. Gone is the facade of peace - and every person on Gaia is immersed in a genuine desire to see all life extinguished. Regardless of where you start, you'll find that a war is waging all across the world.

With every death, the master plan comes closer to completion, and when it does, you'll be swept up in it. Besides your companions, every form of life will be out to kill you. If the soulcage rejecting the souls from Gaia could be disrupted, perhaps the effect would be lessened somewhat - but the soulcage is sentient, and it will direct hordes to eliminate you should it even sense you in its vicinity.

Disruption of Flow (+300)

As you arrived through the Soul Cage, you feel an odd, abrupt sensation as if something disconnected. Any ability and knowledge you have outside of this world have been removed, and isolated until you can somehow destroy the existence blocking the flow of movement in and out of Gaia. Your connection to the warehouse has been permanently severed until your time here is up.

Broken Canary (+600)

A Princess deceased, a Genome altered. The Genome Zidane Tribal has accepted his role as the Angel of Death, years before he should have even discovered his heritage. Working together with Kuja, both Genomes are dedicated to the complete destruction of life on Gaia, so that Terra can assume its place. Garland has observed your arrival into the world, and sees you as an asset to his plan - by using you as a template for his newest set of Genomes, thereby creating the perfect bodies.

Compelled by sensing the overwhelming desire to reduce Gaia to naught, Necron is on the move, and will proceed to wipe out life locale by locale. As the embodiment of nothingness, it has created facsimiles of your skills from the Zero World, and mastered them accordingly.

Neither Necron nor Garland see you as bearing any use, having made use of your skills and your body. As such, they'll turn on you the moment you enter this world. You might be able to destroy Garland's plan if you could take out the Soul cage, guarded by armies of your copies - but Necron won't give you the luxury of a static weakness like that.

Tarry for too long, and Necron may well see that Garland and it share some similar goals - namely your elimination - and join forces. Better not let that happen...

[Scenarios =SCEN00=]

Not to be upstaged by the mysterious figure, the Director returns hurriedly, and hands you a pair of portfolios. He informs you hurriedly that there's been a change of plans. Or rather – there may well be a change of plans. He wants you to consider the contents of both of these portfolios – "An opportunity to take it in an all new direction" he says. Maybe you should hear him out?

You may choose to pick either of these Scenarios, or both, but only one will give any bonus CP. Be warned, choosing both scenarios is nigh impossible. They will occur simultaneously, and extremely dangerous monsters may appear out of sequence. Whichever scenario you picked first will have locational preference.

=The Eidolon in the Cave (+400)=

The first portfolio is noticeably older, and a lot of the documents inside have faded away. "They're ancient documents, historical records." The Director explains to you the purpose of the Eidolon, something you've heard several times now – the Eidolon were made to protect the Crystal of Gaia.

But...if that's the case – what are they doing now? The Director smiles, since from the expression on your face, you've obviously come to the same conclusion he had once before. With that, he unveils his plan. An age old, long forgotten Eidolon – the last of its kind, yet perhaps the one with the most potential...

An Eidolon as Gaia's last hope – granted that is if you're willing to take part –

Accepting his proposal changes your starting location. You'll find yourself on an island, floating in an ocean of clouds – the Chocobo's Air Garden is what reads on a sign planted nearby. Wait...why is there a sign planted nearby? You can't help but get the feeling that somebody was here before you were.

There isn't much on this island, except a dark cavernous opening. You can tarry on the island for as long as you want, but try to leave, and you'll find a strong magical field is binding you to your location. Well, that just means there's nothing much to do but to enter the cave.

An explosive torrent of iridescent light fills the cave, and should you attack it for any reason, it'll warp you straight out, and you'll find yourself back at the

entrance. As long as you don't attack, it'll take the time to organize itself into a sphere. It certainly doesn't seem like violence is the answer.

The Sphere doesn't speak in any audible voice – it's been too long since it had a mouth. Instead its presence bores directly into your head; and a dry raspy voice echoes. "*Your presence...the time for awakening is at hand...*" Most likely, you don't have any clue what it's talking about – and apparently it doesn't have any time to explain. A quick film reel of images flashes before your eyes.

Nope. Too fast to pick up anything from there. If you had the ability to control the speed your eyes process information, you'd witness just how the Eidolons came to the state they are in now: a pitiful shadow of their former selves.

You'd also find out what the glowing sphere in front of you was: the Last Sealed Eidolon, Ozma. Only physically sealed, but that's why you're here!

If you couldn't pick up anything from Ozma's "explanation" at all, the floating Sphere will simply instruct you to leave the cave. You'll find that once you do – Ozma is outside along with you. "*And with that...the first seal breaks...*" Ozma's willing to explain some things now.

It explains to you that long ago, Terra attempted to assimilate Gaia, and failed. The Eidolon were mustered to defend the immature Gaia from Terra's plotting, but they were too late. Ozma opted to be sealed away – a plan B in the event that all the Eidolon failed at the task. Plan B is active now, thanks to you, but there's more to it than that.

You'll need to make a choice. Do you follow Ozma on its quest, or not?

If you choose not to follow Ozma, it will attack you on sight. With the full power of every Eidolon combined. It wasn't waiting sealed for centuries for nothing you know. Killing Ozma is a difficult matter for regular folk – you could almost consider its existence a "Hero Killer".

But if you do kill it, Garland will thank you – by removing the last obstacle in his way, you've gone a long way to make sure that his plan succeeds. He'll absorb the power of the Eidolon into himself by taking the dormant Crystals, and you had best prepare to fight an Army of Ozma as the ancient Terra civilization finds their new bodies to resurrect into.

If you choose to follow Ozma, it explains that it needs to bide its time while rallying its companions of yore. Most of the Eidolon are easy to get a hold of,

but there are three that will prove to be a bit...difficult. Alexander, Ark, and Madeen.

You're going to have to decide who you go after first – but Ozma will warp you to the nearest location in an effort to help you. For the duration of the quest, Ozma will join you as a temporary companion. Being a swirly rainbow ball seems to make Ozma quite a formidable Mage, or maybe it's the other way around... Ozma seems to turn invisible whenever other people besides you and your companions are around.

The Majority Eidolons

Thankfully, if you even have a single Summoner in the party, this part becomes a rather simple affair, as the Summoner can easily form contracts with the various Eidolon. They'll recognize Ozma on sight, and have no qualms about joining you, though they'll remain contracted to the Summoner.

If you have no Summoner in your party, you're going to have to do a bit of stone hunting. Ozma will warp you to Lindblum automatically, seeing as it is a major travel hub. Most of the Eidolon are stuck in one Jewel or another, and by hunting all over the Continents, you'll be able to find them all. Ozma will take care of awakening them in this case.

Alexander, Thief and Folly

The great forbidden Eidolon Alexander. Should you have become a Herald and chosen to bind Alexander to yourself – this is a simple matter. However, if you did not, you're going to have to steal the four crystal shards.

Alexander's shards number four in total: The Memory Earring, The Falcon Claw, The Desert Star, and the Silver Pendant. These are respectively held by a young summoner in Madain Sari, in a repository in Lindblum, at the very heart of Cleyra, and the last piece is being held by a young princess in Alexandria.

While Ozma is willing to warp you to any one of these four locations, it is very much in your favor to ensure that the shards are obtained as soon as possible – as *many* eyes are greedily surveying the shards. Be well aware of the consequences however, because the cities have all but forgotten the old legends of the crystal: They won't understand your purpose – they only see a thief.

Thankfully, assembling the crystal is enough to call forth Alexander, who Ozma will promptly free, before the crystal becomes a useless stone, its magic drained. Alexander disappears before your eyes, though Ozma assures you the deed is done. You could return the stone shards to their respective owners...but would they heed you at all?

Ark, Hunter's Chance

If you happen to have a piece of Pumice, you're in luck, as Ozma can activate Ark directly from the stone. If not...well let's just say your journey just got a whole lot longer. The bearer of the Pumice has never been seen – only heard as a mysterious voice, as Ozma explains.

He can't bring you straight to him, but he can get you close enough to the immense magical barrier preventing those from crossing. You'll find yourself whisked away to Memoria, which can only be entered at this time from a location deep within the Iifa Tree.

Indeed, a hollow voice greets you as you enter Memoria. It also seems to see Ozma, despite the Eidolon's invisibility. Apparently the presence of the Eidolon is enough to convince the speaker to reveal himself. Hades, the Guardian, will have the Pumice piece you require in order to reach Ark – but he needs you to prove your worth.

Hades' trial is not just one of combat. Sure, you're fighting, but the person you're fighting inside Hades. Of all the restless dead prevented from rejoining the circle, there are some who have merged together to create monstrosities. You will need to survive a day's worth of constant assaults by the spirits of the dead. Well, at least now you realize just how many have died since Terra and Gaia had their fateful encounter.

Succeed, and Hades will reform the Pumice piece for you. Ark, like Alexander, vanishes once he is freed.

Madeen, The Sanctified

Madeen is probably the Eidolon easiest to overlook, and chances are, if you've arrived at Madain Sari before, Ozma will have exhibited strange reactions to a certain Summoner girl called Eiko Carol. For a girl who is only 2 years old, somehow she gives you the impression that there's something far more to her and the Moogles beside her.

Maybe the fact that you can't lay an eye on them for a second before they disappear has something to do with it... You'll need to run through the ruins of Madain Sari multiple times before you finally track down this elusive little girl.

The Moogles must have something to do with it.

If you stole her Memory Earrings prior and give them back now, it's the Moogle who says it will forgive you. If you haven't yet, the Moogle will introduce itself as Madeen – Eiko Carol's Guardian. You almost feel a cheery aura emit from Ozma's spheres – in recognition of its hidden brethren.

Madeen has a very simple condition if you are to free it: Eiko Carol must be cared for and raised safely, and happily. If you acquiesce, Madeen will immediately hold up her end of the bargain. If you don't, you're going to have to prove to Madeen that Eiko will be ok before she's willing to leave the little girl alone.

The Eidolons, Gathered.

Regardless of how long you took, as long as you assembled all of the pieces prior to 1800, the situation remains as status quo. Should you tarry and take 5 years to collect the pieces however, the Genome Kuja as well as the kingdom of Alexandria will set out after you, convinced that you are the key to their ambitions. Ozma stresses that these humans are not the problem and will not help you fight them.

"You need to turn to the Unseen World...The Shimmering Islands hold the key."

Certainly, it'll be far easier to reach the Shimmering Islands if Ozma were to warp you straight there. If you wish, Ozma may expend more of its power to take you there. Alternatively, if you have some method of air or sea travel, the Shimmering Islands are perfectly reachable manually.

But there won't be anything there. You're going to need to find a way to unlock the way forward.

If it is not yet 1800, this is still a relatively simple task, of just removing the four elemental mirrors in a place called Ipsen's Castle on the Forgotten Continent.

But if it is 1800...Alexandria will rally another kingdom to its cause, aided by the efforts of Kuja. They will deploy to defend Ipsen's Castle to the death if need be – this must be the work of the Mist...and by extension, Garland.

Memories of Life

Cross the portal, and your objective will be in sight. Ozma points out a large red crystal standing atop the tallest tower of the bizarre fortress standing in front of you. This, as Ozma explains, is Pandemonium – the fortress of Terra.

The Eidolons you've collected appear at this point, and the more Eidolons you've assembled, the less powerful the enemies will be, but they'll be far more copious. Will you go in with a small group and face merely the elites? Or will you move in with everyone at once and fight it out?

It's finally time for the Eidolon to defend their planet.

Garland will attempt to interfere with you, every step of the way as you struggle to reach the Crystal. After all, this is his mission, his life, and his world that you are threatening. Did you think that Kuja was the only Genome? As Garland reveals, he's more than happy to hurl every single Genome he has at you if it means stopping you.

That's enough Genomes to resurrect all of Terra. You could spend years fighting and still perhaps not reach an ending. Bear in mind...ten years is ten years...and should you fail now, all of Gaia will definitely be doomed. By now, the events you've put into action have gone too far to be stopped. But with the numbers in front of you...**it's time to make another choice.**

Will you sacrifice the Eidolon to hold back the tide while you move forward? Or will you and your companions will hold the line while the Eidolon move to complete their mission? Or maybe a reckless charge is in order?

If you decide for the Eidolon to hold the line, you'll still have quite a number of Genome to plow through – but it's still manageable. Kill enough, and you'll reach Garland. Hopefully you can reach Garland before all of the Eidolon fall. With the presence of Ark, Alexander and Madeen, they should have a bit of time – but the Eidolon are not immortal. And for that matter, neither is Garland. Just don't expect all of the Eidolon to survive.

If you decide to hold the line yourself, thankfully the Eidolon are more than capable for the task of pushing through. You'll have to ensure that no Genome makes it through your absolute defense line. The Eidolon will win – but surely with heavy casualties. Garland is no pushover, not when he's had centuries to prepare.

If you charge all together however, it's very likely you'll make it to Garland intact as a group – but the fight with Garland will quickly become a sea of chaos as endless streams of Genomes flood the battlefield. If you can somehow find Garland, who can disguise himself as a genome, and kill him, you might have a chance to end all of this.

Crazed Emptiness

The end does indeed come when Garland falls. Without its master, Pandemonium will start to fall apart, and the Crystal of Terra will finally crack. Now there's only one problem left remaining. Actually, that one problem that hasn't changed from the get go. Kuja, even if you've killed him prior, returns, this time with a friend in tow.

A rather large friend, Necron. Kuja thanks you for completing the plan and killing Garland – but now he needs you out of the way, and Necron will be perfect for that. You, your companions, Ozma, and the surviving Eidolon versus Kuja and Necron, both of them empowered by all of the dead Genomes nearby.

It won't be an easy fight in any sense of the word – but it is the final one. It won't be a matter of "if" Kuja and Necron fall or not – it's either them, or you. It's rather hard to convince a crazed homicidal god fanatic and a crazed nihilist deific creature to "let it go".

But when they do fall, it's for good. The surviving Eidolon will soak up all of the spare energy before returning to the Crystal. Without Garland, the Soul Cage begins to collapse. In short, Gaia is taking its first steps towards true recovery. You're left with Ozma, who surprisingly...has found itself a human form. Well, a humanoid form anyways. It hasn't forgotten your contribution to this whole affair, and it's not the kind to leave favors unpaid. **You may choose:**

A) Ozma

The Eidolon Ozma, released from its duty, will join you...in its odd spherical form. It does have a human form, but for some reason it is split into two bodies, one female and one male. Ozma is a seasoned Mage, though you may change its specialty. It has completely embodied the concept of Coalescence and as such comes with both that perk, as well as Doublecasting.

B) Shard of Gaia

The Gaia Crystal presents you with one last gift. A glittering iridescent gem, in which a copy of every Eidolon save Ozma has been sealed. Whoever breaks this stone will be able to form a contract with the Eidolons within.

C) **Dark Matter**

The dying fragments of Terra still hold a ridiculous amount of energy within them, and as you move to pick them up, you realize that this is essentially dark matter you're handling. Curiously enough, it's stable. If you decide to use it to forge an item, the dark matter will make it possible for that item to "affect the space between spaces", piercing into unseen dimensions where present.

=The Troupe's Performance: Mute Canaries (+200 CP)=

The second portfolio in comparison to the first looks brand new. You might even say it looks completely untouched. The Director only gives you a nervous grin before disappearing. From such a shake response, you can only suspect that there's something in here which is not going to be very appealing.

There's only a single slip inside a manila folder that stands out, and some paperwork, which you assume are some general instructions.

It turns out it's a list of names. You recognize some of them. Queen Brahne, Regent Cid, the King of Burmecia, Gilgamesh. But there's also some you've never heard of, Garland, Kuja, Necron, Hades, and so forth. The title simply reads "A Comprehensive List of Key Individuals". The "task" as illustrated by the other material is relatively simple – the Director believes that theatrics can transcend unseen barriers and prejudices. That's what you're going to prove.

You'll prove that, by stopping the potential war from breaking out by putting on a play. You're not quite sure how it's even possible to gather all of these people together at once, but as the Director explains, you can convince individuals on a one by one basis. You'll also get a bit more help. By the time you parse through all of the documents, you've come to the following conclusions.

The Grand Farce

A) The world is headed to violent collapse, as parties amass together for war.

This must be stopped, by convincing each major player of their error in thinking. **You will be in charge of putting on a play, with which you will**

reform these people, one by one. To succeed, they must be convinced by the play, that their violent intentions are not the answer.

B) You may, utilize powers as you see fit to enhance your production. You may even take part in the acting yourself. **However, you may not use your powers to force the targets to join your side.**

C) Thankfully, you aren't alone. **You can pick up to ten more companions, all of which will act as though you imported them through the CP option.** Oh, did we mention? **Your companions can't use their abilities either – except for when they are using it for acting purposes –** targeting the audience is not acting, it's attempted assassination.

D) Thankfully, the moment you convince a person that fighting the war is not the answer, (*Seriously, what kind of play would you have to show for THAT?*) they'll join your production as an actor themselves. Thankfully they won't have any sudden change of hearts afterwards. We certainly have quite a number of things to be thankful about, no?

E) But you'll soon realize that just having a larger cast...doesn't make things much easier. You're going to need to research your marks and figure out who you'll need to convince and what they would want to see.

We can't stress enough that if, at any point in time, you have to resort to using your skills to force cooperation with the audience, you will have failed. You can keep the initial participation reward as a consolation prize, but everything else is lost. The time will be set at 1800, and you'll follow the tracks of the Tantalus Company, obviously a far superior theatre company in comparison to you.

The various theatres in the land will be more than happy to accommodate to your needs – be it a stage or materials for props, or even spare actors, as long as the individuals in power are in favor of your production. That's right; you'll have to convince them this is a good thing. Naturally, some folks are more agreeable than others.

But it's not just a matter of whether people are agreeable or not. Take into consideration, that with the passing of time, people's opinions will harden before setting firmly. The longer you take to reach a consensus and an understanding with them, the more time they have to convince themselves that they are in the right.

A word to the wise: A production isn't necessarily a grand explosive affair – and for some audiences, perhaps a more intimate presentation would work out better. It'll come down to your personal judgment as to what works best.

It certainly doesn't help that they're all rather resistant to mind control and all attempts to forcibly change their minds. (*We did warn you that tampering and sabotage weren't very well looked upon, right?!*)

Opening Night

You're going to put together a first production eventually, and you'll have to decide who your first audience member is going to be. That's when the Director will show up once again.

From the nervous look on his face, the Director is obviously feeling rather guilty – and he's willing to offer you a boon. **If you're willing to give up the end reward, he'll pull some strings and convert a single target on the list over to your side.**

He'll forcibly arrange them to show up regardless of where they are now, and he'll ensure they are affected to change their minds. After the show ends, you can choose one from the canon cast to serve as your companion.

Still, if you've made all of your preparations, you should hopefully be confident enough that you could refuse. Have some faith in your actors and yourself, yeah? Besides, there are more things to worry about than just the audience! Some things...like the following...

Thankfully, only one of the following will occur...or perhaps, they may all occur!

Gatecrashers

Oh boy...you weren't expecting this many people to be at the first show. There's a massive audience, and plenty more people in the wings. Why do the people of Gaia love theatre production so much?! It wouldn't be a problem if they were all patient and attentive, but these people are so affected by the Mist that they're rather easily irritable, and have the attention span of a rat. You've got your work cut out ahead of you to convince your target – what with all these people losing their train of thought.

It's not an optimal situation for sure, but if you could pull this off, the reputation of your show and your troupe will grow significantly, drawing the attention of many more across the land.

In the Dark

Oh boy... The lights... Well, they stopped working, and now we've only got faulty lanterns to go by. Sure, it's great for setting a spooky mood. But...well, the audience? They're actually kind of scared, and the presence of Mist is making them rather jumpy.

It won't just happen once or twice, but if your production has any flashy elements at all – you can expect the audience to react in a far more exaggerated fashion than normal. The problem is, they'll get so fixated on these moments – that they might completely forget whatever message you actually wanted to convey. You'll have your work cut out for you to keep these folks focused.

At least your production isn't going to be forgotten anytime soon. People will be more inclined to offer their help towards your production as well. Who doesn't want to be part of such an exciting affair?

Technical Difficulties

Costumes go missing, actors slip up, and special effects don't kick off at the right time. You're going to run into your fair share of troubles throughout the whole first show, but if there's one thing you need to be able to do, it's to take everything in stride.

As long as nothing breaks your stride, your show will come together in marvelous fashion – to the extent that people will literally sing praise of how...flexible your production was. They might each tell a different interpretation of what happened, but everybody will find it rather memorable. And just so that you can keep things going, people will donate props and other stage resources to you. You know, so you at least have spare costumes.

Finales & Calamities

Surely once you pick up speed, more and more people will be joining your production – and you're going to soon find yourself on the road to proving the Director's personal inclinations, as per your initial instructions. But...there are a

couple people who are bound to get in your way. Mountains in front of the path, as it were.

Kuja, Consideration of Mortality

One day your theatre troupe will be visited by a flamboyantly dressed man...or is he actually a woman? Well, as long as you didn't insinuate that you have absolutely no clue what his gender is, this man will introduce himself as Kuja, and demand to be in the audience for your production that evening.

Just from his tone alone, you can tell this guy already has his preconceptions about your production – and probably about the entire world around him. If you have recruited the Genome Zidane or the Genome Mikoto to your cast, he'll be particularly interested in watching your production. Actually, that might well be the reason why he came in the first place.

Convincing Kuja isn't a matter of convincing him of right and wrong. Actually, this fellow doesn't seem to have many considerations between right and wrong. He just seems rather fixated on himself, and during the production it's most likely that he's going to end up completely distracted.

If you haven't already done some research, or you don't have any mind reading abilities, you're going to have to take some last minute considerations into how you can actually make this show count. Keep in mind that Kuja is a Genome – a race intended to serve as hosts for others, and as an "individual", Kuja is very concerned as to what his future entails.

Should you manage to sway him, he'll give you his approval of your tribute to him – that's about all you're going to get out of this guy. However, in the event that you don't have any way to travel to Terra, he'll offer to help you with that – by lending you the *Invincible*, which he can operate.

Really though, he'd like a spot on the cast. Preferably as a major character.

Garland, Amidst Timeless Memories

Without a way to travel to Terra, there's no way you're reaching this shut in of an old man. Not only does he not really care much for the *minor* affairs of Gaia, he's also not very knowledgeable as to how theatre works. As such, even when you enter Terra regardless of what method you choose, you're going to have to work up some enthusiasm.

Thankfully there's plenty of Genome around, and you can start off small and work your way up once again. If you can get the attention of a substantial amount of Genome, Garland's curiosity will also be piqued.

This man has spent centuries planning for a planetary invasion, so don't expect him to be easy to sway in the slightest. But for a man who has been shut in for centuries, he's also managed to hold on to *some* parts of his personality without going completely insane. Maybe a more human appeal might still work.

Or of course, it might fail completely, since he was originally a robot. But then...how did he begin to synthesize plans if he was an automaton? There must be some way to convince him to give the people of Gaia a chance – to put the plans of planetary invasion on hiatus.

Should you successfully convince him, Garland generally won't show you any reaction at all. Well, the lack of action on his part is probably a good reaction already. He'll provide you with a bit of information on the mysterious *third party* if you haven't found anything on him already: Necron of the Zero World.

At this time, if you haven't already convinced enough people to draw Necron out, Garland will agree to facilitate this – when you're ready of course. The technology of Terra is an amazing thing, surely!

Necron, Everything to Nothing

Necron won't approach you normally, not until you've convinced a large majority of the world to struggle against the desires triggered by the Mist – not until the overwhelming "destructive drive" is calmed. When a large majority of the pivotal figures in Gaia have at least acquiesced to your ethos, Necron will start making his presence known – through little actions here and there.

Strange doorways will start appearing on Gaia – though you'll know that something ominous lies on the other side, the chilling sensation of your hand on the doorknob says as much.

Whether it was Garland who opened the door or yourself, when you walk through, you'll find yourself on a classical coliseum stage. Your lone audience, in the Emperor's box, is Necron. Necron is an unfathomable entity – at a glance he radiates an aura of hatred, fear, and anguish. But he doesn't speak, and doesn't communicate – perhaps it is fitting that he is your lone audience – and you have his full attention.

How do you convince an embodiment of all these negative traits that there is still hope in life? Perhaps normally, you could have shown this incomprehensible existence an alternative by defeating it in combat. But now, you're left with only your Grand Act. This will be your magnum opus after all.

You must convince this entity that there is far more to life than the narrow confines from which it sees the world – or all will turn to naught.

The moment you convince every single major individual of your ideal peace, the show will end in success. Provided you did not take the Director's initial boon, you'll get to choose from either of the following:

A) The Theatre House

A stage with audience stands that seems to stretch on infinitely, though you seem to only be able to access it when you aren't stuck in combat or being hunted. People can enter this space freely when you're inside, but they won't be able to do anything aggressive – they're here to be your audience!

Inside this space, it seems everybody can become a competent actor. It also happens to make a good place to catch some shut eye – though you can't hide in here forever!

B) The Shadow Troupe

The Shadow Troupe is the Director's gift to you for a job well done. He's worked his magic in terms of headhunting, and came up with a whole bunch of reserve list actors – who he's going to offer you as a companion!

Total Companions Imported	Shadow Troop Actor Count
18	5
15	6
12	7
9	8
6	9
3	10

You can choose canon characters to fill these slots, but they'll only be facsimiles, and they'll know how to act brilliantly, while the only magic they'll know is the SFX equivalent of all magic they should have known. They count as a single companion.

[The Curtain Falls...]

Your time is up Traveler, and I'm sure the audience has been...most pleased with your performance. But now the time has come for us to part ways, and it falls to me to present you with a choice.

Fitting, no? That he who begins...is he who concludes.

1) Retirement – Perhaps this was your last act? Well...in that case, you'll be glad to know you'll return home with everything intact.

2) Would You Be My Canary...Again? – Liked the production did you? Well you'll always have a welcome spot here, and this time we'll try not to have such a..."passionate" audience for you. You'll stay in Gaia, for better or for worse.

3) To New Works Ahead – Onwards to new sights and new scenes Traveler! Your efforts here will not be forgotten.