



Trails through Daybreak Jumpchain

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Spoilers ahead for the related games, including Kai no Kiseki.

Welcome to the world of Zemuria. You may have been to this world before, during the Trails in the Sky and/or Trails of Cold Steel Jumps but welcome regardless. This series is also called Kiseki alongside Trails, and the two will be used interchangeably.

The world of Zemuria is a world of dichotomy. Nearly 60 years ago, Orbal Science was discovered and invented by Professor Claude Epstein (yes, that is actually his name). This allowed people to access the Orbal Energy within the Septium that resided in the earth.

What does that mean? Well, Orbal Energy doubles as both Magic!Electricity as well as a force that can be used to cast Orbal Arts, which are spells through Magi-Tech. Additionally, processed Septium, known as Quartz, will passively and infinitely restore its energy, making it a pollution free and unlimited force of energy, albeit one that will take some time to recharge once used.

Due to this, technology has made astronomical advances, jumping from pre-industrial Society to a society that has technology more advanced than what Earth has, such as autonomous combat robots and mecha. However, due to such rapid advancements in technology, one can go from a hyper-advanced city and travel an hour to find a rural village that has exactly one Orbal Vehicle.

You will be spending 10 years here, and will be starting in January of 1208, 7 months before the start of Trails through Daybreak. In order to help you survive, take this:

Gain 1000 CP

Origins

Firstly, we have the Origins. These are the trails you have walked in your life in Zemuria so far, and what will determine your starting point. Of course, people in Zemuria can have rather complicated backgrounds, so we will be doing something different from the standard approach.

You may choose one of two options.

Either **Select 2 Origins to take and gain Discounts for OR** you may **Take only 1 Origin and Gain +400 CP.**

If you take two Origins, you may have one be your backstory and one be your current occupation, or justify a way to make both happen at once.

If you are choosing to be a Drop-In via Unknown Wanderer, that is the only Origin you may take.

You may choose your gender at will, and your age is determined by your Origin. For age if you have two Origins, pick whichever you want between the two options provided.

Unknown Wanderer [Drop-In]: You are a Wanderer. You go from place to place, never stopping anywhere for too long, and never making too strong of connections. The only consistency in companionship you have will be those that choose to travel alongside you, but you have no obligations or real enemies either. This option may additionally be taken as a Drop-In. You may choose to either enter as you are, or choose an age between 20 and 40.

Problem Solver: You are someone that people go to when they have problems. You could be a Bracer who works at the Bracer Guild, an organization dedicated to supporting and protecting

the common man. You could also be a Sprigain, someone who does very similar kinds of work as a Bracer, but works in the grey areas of the law, and for Shady clients. Doing things that are just technically not illegal. I . . . suppose you could also choose to be a cop if you really want? Calvard doesn't have anything like Crossbell's Special Support Section, but I guess that technically applies in this section? I don't see why you would want to, but the option is there. Regardless, you may choose any age between 16 and 30 to start as.

Student: You are exactly As the name says, a Student. You could be one at Aramis Academy, the premiere school in Edith, Capital of Calvard. The Basel Institute of Science is also an option, being the foremost school and research institute of technology in all of Calvard. Pr, you could simply be a child who is in Sunday School, run by the Church. For this Origin, you may choose any age between 10 and 20 to start as.

Organization's Agent: There are a variety of organizations in Zemuria that deploy agents across the land for a variety of purposes. The Church, the Society of Ouroboros, Marduk Total Security Company, and so many more. You are an agent of one of these organizations, stationed at your starting location for some reason. Which organization and what exactly is your job description is up to your discretion. While nothing is forcing you to continue working with them, they would probably be upset if you just cut and ran. You may choose to be any age between 18 and 40.

Blade for Hire: You are a professional killer, plain and simple. You could be a member of a Jaeger Corps, one of the Elite Mercenary Groups of Zemuria, or a Member of the Gardens, the group that makes Child Assassins. You could also just be a freelancer. Regardless, death and blood is your job, and by selecting this, you'll have already been set up in the "industry". I wouldn't recommend taking this if you don't like that sort of thing. You can select any age from 10 to 30. Yes, as young as 10. Both Jaegers and the Garden's Assassins start early.

Two-Faced Performer: You have a double life. On one hand, you do some kind of performance art. This could be movie acting, street dancing, opera, or any other kind that would be interested in. On the other hand, you have some sort of hidden business not revealed to the public at large. If you wish for this business to be something like being an Assassin, Student, or anything else that would be covered by some other Origin, then you can do so by also taking that Origin. Besides those options though, you could also choose to have it be something like being a vigilante in the night of darkness or even just being an author under a pseudonym.

Locations

You will be starting somewhere within the country of Calvard. They are one of the major superpowers in Zemuria, and exist in the center of the continent.

It is also a country that has massive amounts of immigration, due to the continuing desertification of the East, which will be covered somewhat in the following description.

You may choose your starting location at will, have your starting location be set to Edith and gain +100 CP, or roll for your starting location to gain +200 CP.

If you aren't an Unknown Wanderer, your starting location will also be where your occupation is located out of.

1. Edith: The Capital City of Calvard. A city of 12 official districts, as well as the unofficial Blacklight district that contains the criminals and is generally lawless. You may choose to start in any of the districts.
2. Criel: A small village to the northwest of Edith. There isn't much special about it, they're just a small farming village, albeit one with a well integrated immigrant population. However. . . in the events of Trails through Daybreak, this town will eventually become the victim of a nuclear detonation, killing all who live there. I recommend either leaving before this occurs or stopping that from taking place
3. Langport: A port town to the south of Edith that has a very heavy eastern influence and the largest eastern population in all of Calvard. Additionally, it is one of the major strongholds of Heiyue, a major crime syndicate in Calvard, and one with very large eastern influences and demographics in its members. Albeit one that tries to enforce some rules on the underworld, such as banning drug trades and human trafficking, as well as defending immigrants from the various white supremacist groups.
4. Tharbad: A city of wealth near a desert oasis. It is to the southeast of Edith, a border city in Calvard to the Principality of Elsaime. As such, both nations have an investment in the city, as it is the general hub between the two. It is also set to have a major film festival coming up later this year.
5. Basel: This is Basel. It's home of both the Basel Institute Of Science, who develops new technology, and the Verne Company, who utilizes and sells that technology. As such, it is the most technologically advanced city in all of Calvard, being on the cutting edge in every respect. There are a variety of politics and infighting between groups here, but

there truly is no better place to be in all of Calvard if you're interested in the advancements of Orbal Tech.

6. Longlai: Longlai is a small and sleepy town to the east of Edith. It, rather obviously, has a heavy eastern influence, as well as being something of a tourist town and hotspots resort. It is also in-between various mountain ranges, and was at one point home to the Taito School of Martial Arts, although the old master of that school is long dead by now.
7. Oracion: This is Oracion, The old capital of Calvard before the revolution that toppled the old Nobility. It is consequently full of those who prefer if things would return to those days. And thus, white supremacist groups and rich people who fund said white supremacist groups are common here. It also means that the immigrant presence in Oracion is significantly lower than the rest of the country. Still, the City does have a large amount of ruins and underground tunnels, including the old castle that once housed the royal family, should those interest you.

Perks

In this world, anyone capable of Combat is supernatural on some level. As such, it's important to grant you some power as well. This section is where you will purchase Perks, Powers and Abilities that will help you in your time here and afterwards.

As is standard, a Perk being discounted means its cost is reduced by 50%, and if something is listed as being free, it costs nothing.

General Perks

This is the section for Perks that are equally available to everyone. Please, look them over. There are Perks here that are universally useful, as well as Perks that are free for everyone.

Additionally, Gain +200 CP for General Perks Only

Divergent Jump-Shield (Free): In the world of Zemuria, the people within naturally possess several mental blocks, making them unable to consider things existing beyond Zemuria, and making them unable to comprehend certain words or phrases related to that, even if they are perfectly capable of hearing them. You are immune to this, and any similar effects or functions you may find in later Jumps. Additionally, this also prevents you from being recognized as a Foreign Existence through any sense of method of detecting that.

Loop-Proof (Free): As it turns out, Trails through Daybreak and its related works have a trend of using time manipulation, most notably time rewinding and time loops. By taking this Perk, you no longer need to worry about that. Now, you do not lose any memories, experience, or growth from time reversal or loops. You may choose whether or not you want your position to change though, and you will be healed of any injuries and/or negative conditions you may have. Additionally, should you end up dying in a timeline that will later be reversed or rewinded, it will not be considered to be the end of your Chain. You only need to survive in the true timeline.

- Note: This only affects time rewinding and time loops. Other types of time manipulation, including time stop and time slow, are not included. See Higher Immunization for that.

Rise Above (Free): In Zemuria, it is common knowledge that people can become stronger through training and from facing adversity, to the level of becoming superhuman. This affects not only one's physical strength, but one's speed, durability, and other characteristics as well. By taking this Perk, which I don't see why you wouldn't as its free, you obtain that ability as well. Additionally, this grants you a very minor flat bonus to all of your characteristics. If you were already superhuman in any way, it is likely negligible, but if you are just a normal human, this should be a nice boost to get you started.

Arts and Crafts (-200 CP / -400 CP / -600 CP. Discount for Problem Solver, Organization's Agent, and Two-Faced Performer. Any Free for Hired Blade): In Zemuria, combat is a fairly common facet of life. Monsters exist, after all, and are common enough that Bracers regularly need to exterminate especially dangerous ones. Combat is generally split into two categories. The first is one's Skills with their weapon, and their Weapon Crafts. A Weapon Craft is a supernatural technique that one can perform with their weapon. The stronger someone is, the more powerful and over the top the effects of these Crafts can be. Secondly, there is a Combat Orbment and Orbal Arts. To restate, Orbments are a technology that allows one to use Quartz, made from Septium, to grant self-enhancements and allow one to cast spells. More potent quartz can have very powerful effects, and the enhancements and Arts one has access to are dependent on the Quartz in an Orbment. [Note: It may help to think of Quartz like Materia, from FF7. They are very similar in both form and effects].

The variable costs for this determines your experience and expertise in all of the above. It determines your skill in handling weapons and your ability to use a Combat Orbment. Additionally, this determines the advancement in the Crafts you know and how proficient you are

in casting Arts, affecting both their strength and the time it takes to cast your Arts. For 200 CP, you are a beginner in all of those fields, but do know what you are doing. For 400 CP, you are intermediate in all of those fields. Lastly, for 600 CP, you are a veritable master in combat both weapon and orbal based. Well, the above costs are assuming no discounts, which are plentiful, so do check if you possess one.

Minor Elemental Affinity (-100 CP, First is Free, Can be purchased multiple times): In Zemuria, there exists Seven Elements. First are the Material Elements: Fire, Earth, Wind (which also covers Lightning), and Water (which also covers Ice). Then, there are also the Higher Elements: Space (which also covers Light), Time (which also covers Darkness), and Mirage (which covers effects related to Cognition and Causality). By taking this, you have gained a minor affinity to one of these Elements. When using an Ability of that Element, it is 25% faster to use, costs 25% less stamina/resources to do so, and is 25% more effective. Additionally, any Ability aligned to that element is 25% less effective on you.

- Note: If you have both the Minor and Major Affinity to an Element, they stack multiplicatively. This results in the enhanced abilities having a total boost of 87.5%, those abilities taking 37.5% of the time and resources they would normally take to use, and the resistance resulting in you being affected by 37.5% of the resisted effects.
- Note 2: The Resistance Effect only applies to things you would want to resist. Positive effects function as normal on you.

Major Elemental Affinity (-200 CP, First is Free, Can be purchased multiple times): In Zemuria, there exists Seven Elements. First are the Material Elements: Fire, Earth, Wind (which also covers Lightning), and Water (which also covers Ice). Then, there are also the Higher Elements: Space (which also covers Light), Time (which also covers Darkness), and Mirage (which covers effects related to Cognition and Causality). By taking this, you have gained a major affinity to one of these Elements. When using an Ability of that Element, it is 50% faster to use, costs 50% less stamina/resources to do so, and is 50% more effective. Additionally, any Ability aligned to that element is 50% less effective on you. Lastly, you may include that Element on any of your attacks at will for no cost, such as making a bullet into a flaming bullet.

- Note: If you have both the Minor and Major Affinity to an Element, they stack multiplicatively. This results in the enhancing abilities having a total boost of 87.5%, and the resistance resulting in you being affected by 37.5% of that effect.
- Note 2: The Resistance Effect only applies to things you would want to resist. Positive effects function as normal on you.

Material Resistance (-600 CP, Discount if you have Minor and/or Major Elemental Affinity for Fire, Water, Wind, and Earth. Free if you have Major Elemental Affinity for Fire, Water, Wind, and Earth): It seems that you have obtained a powerful alignment to the Material Elements. As the Elements that make up the physical world, they have blessed you with a greatly increased durability. By taking this Perk, you now take half damage from any and all sources of damage.

Additionally, this doubles your resistance to any and all negative effects you are subject to. If there are effects that cannot have its effect on you halved, such as attacks that either work or don't, then they will simply fail. All of the above stacks with any Resistances from your Elemental Affinities, and like those, this does not hamper positive effects.

- Note: For the Discount, so long as you have either Major or Minor in each Material Element, you get it. You can mix and match what's where at will.

Higher Immunization (-600 CP. Discount if you have Minor and/or Major Elemental Affinity for Space, Time, and Mirage. Free if you have Major Elemental Affinity for Space, Time, and Mirage): It seems that you have obtained a powerful alignment to the Higher Elements. As the Elements that make up the underpinnings of Reality, that have granted you an absolute immunity to their effects. Through taking this Perk, you become immune to any and all effects (that you would want to be immune to) that are related to or based upon Space, Time, Cognition (IE, Mental, Perception), and Causality (IE, Cause and Effect Altering, Fate, Destiny). Additionally, you also gain an immunity to any effect that is entirely based on, or majorly contains Light or Darkness, be it as an aesthetic or as an actual Element.

- Note: For the Discount, so long as you have either Major or Minor in each Material Element, you get it. You can mix and match what's where at will.

Hammer Space (-100 CP): A curious effect in Zemuria is that people can simply carry weapons around. Or at least, they claim to. In the actual appearance, they simply act as if they are putting away a weapon, and then it simply vanishes until they go to grab it again. Now, you gain this ability as well. Now, you can go to put any weapon away and place it into a subspace where it will wait until you go to grab it again. This subspace is undetectable, cannot be accessed by anyone but you, and no-one will question anything involving it.

Friendly Fire (-200 CP): One may expect that, when massive fireballs and sword beams are being thrown around, that you would need to be careful not to harm your allies or cause massive collateral damage. But with this Perk, it's no longer an issue for you. Now, no matter how powerful an attack or ridiculous the scale, you will only harm things you intend to harm, with no side-effects whatsoever. You could set off a Nuclear Bomb in the middle of the city to eliminate a bug infestation, if you really wanted, and there would be no side-effects or unintended consequences of that whatsoever.

Always time for Sweets (-400 CP): By taking this Perk, you gain an . . . odd relationship with time. Nothing becomes "pressing" anymore, and you have significantly more time than you think you have. Are you in the middle of a chase in a city and get hungry? You can now just stop, go to a nearby cafe and have lunch, and then pick up where you left off as if no time at all had passed. Similarly, let's say you have a missing person request and a monster extermination you need to do. You could handle either first without any additional complications or difficulties in the

other, as if you had gone to it first. To be clear, this only applies to things that could be done in the same relative time frame. If it's over half a day apart, it wouldn't apply. You will automatically know the limits of this, and what would break it and cause time to start caring again.

Inherent Inhumanity (-600 CP): There is something fundamentally different in you from other Humans, something that sets you apart. The “what” isn't really important for the effects of this Perk. Your differences could be a result of being experimented on by a Cult, or you be the reincarnation of some Demon Lord. You could be a member of some bloodline that does actually possess supernatural abilities, or have significant and cutting edge Orbal Cybernetics. You could even possess a Stigma, one of the 12 Blessed Seals gifted to mankind by the Goddess Aidios. You can freely choose what it is and how you obtained it in your backstory. However, by possessing this Perk, all of your attributes such as strength and durability passively gain a significant boost. This is at minimum a +25% to your existing capabilities, but is likely more significant if you aren't already especially powerful. If a normal human took this, the boost would be around a $\times 3$ times multiplier to their attributes. Additionally, this Perk grants you a Super Mode of sorts. This can come with a transformation if you want, ranging from a change to your eye and/or hair color all the way up to an entirely different physical form, but that is not required. While doing so, you will gain a massive boost to your inherent attributes that stacks multiplicatively with the passive bonus from this Perk. At bare minimum, this will double your innate attributes, alongside granting you enhanced versions of your existing techniques alongside entirely new techniques. For a normal person the boost to their attributes would be around $\times 10$.

- Note 1: To be clear, as you get stronger, the impact this Perk has will decrease, scaling from the listed maximum to the listed minimum. This Perk will always have some impact, and the decrease in strength of this Perk will never be such that you effectively become weaker, or do not grow, from becoming stronger underneath this Perk. It may also help to think of it like an Advance on your strength, alongside being an enhancement.
- Note 2: By default, there are no consequences or side effects of this. If you want some, or wish to offset the cost of this Perk, please see the “Both More and Less than Human” Drawback.

Unknown Wanderer Perks

Not all who Wander are Lost (-100 CP, Free for Unknown Wanderer): You are a Wanderer, someone that travels from place to place without a set destination In mind. However, that doesn't mean that you need someone to give you direction in life, be it literally or metaphorically. This Perk has two disparate effects. Firstly, this grants you a perfect sense of direction. You can effortlessly mentally map everywhere you've been in relationship to each other, and you always know what way the cardinal directions are in relationship to yourself. You can read even the most complex and convoluted maps like they're a “go this way” sign, and you are unable to be

turned around or disoriented no matter how complex or distracting the environment you're in may be. For the second effect, this grants you the ability to thrive in this lifestyle. This part of the Perk grants you an undying sense of wanderlust, wonder at seeing new things, joy in meeting new people, and blunts the pain of partings. This also increases your ability to acclimate yourself to other cultures and traditions. You may, of course, choose to partially or completely suppress any or all of these affects at will, should you not want them. The point of this Perk is to allow you wander for as long as you want, not to force you to do so.

Wisdom of Virtue (-200 CP, Discount for Unknown Wanderer): As you travel around, you are likely to run into a variety of situations and conflicts where you lack critical context and aren't sure who is in the right, and who you should side with. By taking this Perk, however, that will be significantly less of a problem. Now, with but a single glance, you can determine if someone's actions, morals, and/or motivations are something you morally agree with and how much you would or would not agree with it, in a situation where you had all of the information. In a situation where groups are in conflict, you can also weigh those approvals and disapprovals against each other. This doesn't grant you the information that you would need to come to the conclusions that this Perk gives you, but nothing is stopping you from using the conclusion as a reason to search for that evidence.

Set you on the right Trail (-400 CP, Discount for Unknown Wanderer): As you travel across Zemuria and Beyond, you will run across many people with far less experience than you, who are uncertain where to go in life, or perhaps already on a wrong path. This Perk grants you an increased ability to mentor and teach others. Firstly, this grants you a comprehensive knowledge of every teaching method to exist, and you also gain an additional sense of what teaching methods work best with any or all of your students. While you are teaching someone, their learning rate and retention of learning are 5 times greater than what it would normally be. Additionally, you gain yet another sense. One that gives you insight on the struggles and issues of your students, and what you can say that will effectively help them. Lastly, advice you give in general will be more impactful, is far more likely to be followed, and will stick with people for longer. That last one doesn't only apply to students, and can be used for bad advice as well as good advice, so make sure you use it carefully. A good teacher should set their pupils on the right trail, not the wrong one.

Vagrant Passage (-600 CP, Discount for Unknown Wanderer): As a Wanderer, you have likely gone to many places. However, there are some places you can't reach with conventional roads. That doesn't mean you can't reach them though. By taking this Perk, you can now travel between different planes of existence at will, such as to Hell or various sub-spaces. However, this doesn't allow you to travel to other timelines (should they exist) or to other Worlds entirely, such as different Jumps. The first follows under the purview of time powers, and the second can only be obtained through finishing your Chain and Sparking. This is for more local, but still esoteric, travel. This Perk also grants you the ability to bypass any and all barriers and

restrictions on where you can go. This applies to both physical barriers and restrictions and social barriers and restrictions. You can go anywhere and meet with anyone without anyone commenting on it or believing that you shouldn't be there. Granted, if you do something that would make them upset, they'll still be upset, but your presence alone won't be questioned.

Problem Solver Perks

A Face you can Trust (-100 CP, Free for Problem Solver): For whatever reason, people just tend to trust you. They're willing to come to you for requests, and if you ask someone something, they're all too willing to answer honestly. Even the most guarded of people will find themselves sharing information with you without even realizing it, and anyone will be willing to give you a shot. This also smooths over / lessens the effects of betraying that trust. This doesn't negate it entirely, just makes it so people are more willing to overlook smaller transgressions. Lastly, this will also generally increase the first impressions you leave on people, but it will be up to you to live up to that impression.

Nose for Trouble (-200 CP, Discount for Problem Solver): As it turns out, not everyone who needs help is willing, or able, to voice it. Additionally, malicious actors often choose to act in the shadows and try to erase their tracks. This now gives you an additional way to discover all of the above. With this Perk, you now gain an additional sense that operates similar to smell. It allows you to detect when something is wrong, how wrong it is, and where it is coming from, allowing you to track the "scent". However, it doesn't tell you what the wrongness is, exactly. The range for this is large enough to cover a capital city. Generally, this doesn't trigger if you would be unable to help, your help legitimately isn't needed, or if someone else will handle the problem in the near future with or without you. Additionally, you may toggle this on or off at will, as well as adjust how strongly you can perceive this "scent".

Guardian Soul (-400 CP, Discount for Problem Solver): A part of helping people often means defending them from those who would want to harm them. In this, you are now an expert. Passively, all those around you that you would wish to defend or are fighting alongside take only 3/4th of the damage they would otherwise take. This works in a range of several hundred yards. Additionally, if you set yourself in-front of someone to guard them, you can force it so that the attack *will* end at you, forcing all of the attack onto yourself. In situations like this, you only receive 10% of the damage you normally would. Both as a benefit to encourage the use of this Perk, as well as a way to offset the increased damage you would be taking in that situation by not allowing the attack to be deflected or be partially unblocked. Lastly, this Perk grants you an additional Craft. This Craft can be designed to your specification, but does need to have one consistent feature: It allows you to put up a barrier around all allies in range. This barrier will be

able to take some set amount of damage before breaking, and while it is up, anyone under it will be unable to suffer any negative status conditions. That being said, any injuries underneath the barrier will remain, so don't neglect to provide medical care as well should people be injured.

Like the Dawn (-600 CP, Discount for Problem Solver): You just have a way with people. Being around you is like basking in a warm light that breaks the darkness, just like the break of dawn. You make friends easily, and keep them as loyal allies without even trying. And even if you, for some reason, try to get rid of them, don't expect those you've helped to give up on you so easily. Furthermore, being around you is like a metaphysical antidepressant, helping people with their issues by just being there. And if you actively try, you can pull people out of the pits of despair and pasts filled with bloodshed and trauma. There is nothing someone has gone through that you cannot help them work past, and create a new future for themselves. As a part of this, you have become very good at recognizing such people as well, being able to tell on sight if someone could use your help in this regard. Lastly, this Perk also serves as a willpower and mental defense Perk, granting you an immunity to any effect or tactics that would try and induce dark thoughts, depression, or trauma on you. Basically, anything that you can help anyone else with using this Perk no longer has a hold on you.

Student Perks

Quick Learner (-100 CP, Free for Student): You're a student, and a pretty good one. By taking this Perk, your ability to learn and retain information. Specifically, your learning speed is increased by 50% by default. However, if you are learning from someone who knows more on a subject than you do, your learning speed doubles, stacking multiplicatively with the previous bonus. This applies both in a classroom setting, as well as things like an apprenticeship and even sparring. Yes, this Perk also applies to combat and a variety of other real world practices, not just book learning. Additionally, you gain perfect retention of anything you have learned, and can recall that information at will. You can also choose to repress that information, should it be something you do not want to remember, in the unfortunate case where you are forced to experience or witness something you would rather not think about.

Orbal Engineer (-200 CP, Discount for Student): Orbal Science is the core of the Orbal Revolution and is what makes all of the technology in Zemuria function. It functions off of the infinite energy that can be passively generated from Septith that has been molded into Quartz. In Combat Orbments, it can both cast Orbal Arts and provide enhancement effects. However, it can act as Magic!Electricity, powering all sorts of devices. It can also create anti-gravity fields to create airships, and have even made things like Holo-Cores which, while not real AI, are able to provide some degree of interactiveness. By taking this Perk, you become a fully qualified Orbal Engineer, one qualified enough and with enough knowledge to be accepted at any Orbal

Workshop in Zemuria. This isn't to say that you're on the level of Professor Claude Epstein (again, yes that's actually his name) or his disciples, but you're well versed in the practices of Orbal Science.

Innocence gives way to Justice (-400 CP, Discount for Student): There's much you don't know, and there is some much darkness in the World. Still, that doesn't mean it has to change who you are. By taking this you gain a resistance to degradation to your moral system and what you are willing to tolerate. Now, specifically, I say resistance to encapsulate that you are still a person capable of change. This Perk does grant an immunity to forced changes to your moral system alongside any sort of forced corruption, degradation, or so on. However, in addition to that, this grants you a resistance to desensitization from experiencing and/or morally gray or black things, and manipulation from others to do things that go against your morals code. This also grants you a sort of log for your morals, listing what they were at each point in time and the events that made you reconsider or change. With this, you are able to, at any point in time, check your current beliefs and actions against what you have believed in the past, to see whether or not you agree with how you have changed. Lastly, this increases your Willpower. This is strong in general, but especially helps you for staying firm in your beliefs in the face of opposition.

Incomprehensible Intellect (-600 CP, Discount for Student): Your mind is out of this world. Not literally of course, but you now stand among the level of ridiculous and nonsensical super geniuses that call this world home. You can calculate equations that would take supercomputers minutes to accomplish in mere seconds, and can draw accurate conclusions from the spaces of data, making leaps of logic that others couldn't fathom. You are the kind of person that can take Computers from not existing at all to creating functional AIs in a decade, or come up with some new technology to revolutionize lives or combat. You are the kind of mind that can even eventually create something like Professor Claude Epstein's Genesi, devices that can overturn the laws of the world to achieve things like summoning untold amounts of demons, temporarily reviving the dead, or even turning back time. Although, matching Professor Claude Epstein's masterpieces won't be an easy or quick feat, even for you.

Organization's Agent Perks

Rules Lawyer (-100 CP, Free for Organization's Agent): There are many rules that govern both society and organizations, and navigating them can be frustrating. This Perk, however, makes that trivial now. You automatically know all of the laws and rules, unspoken or otherwise, of any Organization or Society you interact with or join. You will never be overwhelmed or distracted by this influx of information. This also grants you a perfect understanding of the methods, if any,

that these rules and laws are tracked and enforced, alongside an understanding of any and all loopholes, exceptions, and contradictions within those rulesets. All of this information can be accessed at will, and cannot be forgotten nor suppressed by the effects of others. Granted, quoting the reasons why what you're doing isn't technically illegal isn't likely to make you any friends, but if they didn't want to end up in that situation, they should have made their laws better.

Goodbye, for Now (-200 CP, Discount for Organization's Agent): You may be surprised to hear this, but the ability to perform teleportation is quite common in the elites of secret organizations in Zemuria. Whether or not you qualify as one of those elites, you have that ability as well. Yes, this Perk grants the ability to teleport. It takes a second or two to cast, so it isn't that viable to use in the middle of a fight. However, it can go any distance to an intimately familiar location, or it can take you just medium range to any nearby location you generally are aware of. You cannot suffer or cause failed teleporations or tele-frags using this, even if you want to. The teleportation is completely safety-proofed. You also take any equipment and items you have on you, and can take up to 10 other beings (not including Holo-Cores or other AI) with you at a time. This teleportation cannot be canceled, interfered with, redirected, or tracked by any other parties under any circumstances.

Signature Flare (-400 CP, Discount for Organization's Agent): There are many people in Zemuria that possess some kind of supernatural power, above or separate from the standard supernatural abilities that can be achieved from Orbal Arts and Weapon Crafts. This can be from something like what you can get from "Inherent Inhumanity", the experiments of a Cult, or something you just happened to be born with. By taking this Perk, you now possess one as well. This is generally a very focused and specific power that is strong in its niche, but not always useful. This could be something like the ability to temporarily paralyze those in your sight, alongside increasing your eyesight. It could also be something like generally supernatural senses to all degrees, including your ability to perceive and manipulate mystical energies. For a more combat focused power, you could have an ability to manifest and manipulate a very potent version of a specific element at will, such as having flames that are capable of bypassing most-all defenses. Lastly, this ability could be esoteric, like the ability to apply a slow pseudo-petrification with your attacks, where your opponents' bodies will turn into some element, such as Salt, over time. This will naturally draw attention, but you should be strong enough to handle most of it. Just be aware that this doesn't make you better than the best fighters in the land by default. Orbal Arts and Weapon Crafts still have great power.

Hypercompetence (-600 CP, Discount for Organization's Agent): If you have a job for an organization, they expect you to do your job, do it consistently, and do it well. Contrary to what this Perk's name may imply, this doesn't actually boost your level of power or skill. Rather, what this Perk does is remove the valleys in your performance. It is now near-impossible for you to make mistakes, missteps, or overlook details without intentionally intending to, regardless of the

circumstances. While this doesn't guarantee that you operate at the theoretically perfect and optimal level at all times, this does set you to around 80% of your ideal performance at minimum. Just, do try to not hold it over others too much. They still make mistakes, after all.

Blade for Hire Perks

Killer Instincts (-100 CP, Free for Blade for Hire): As someone whose very job is Murder, you've gotten very good at fighting and killing, and also the tasks on the periphery of that. By taking this Perk, you gain an intermediate level of knowledge as to the processes of assassination, infiltration, warfare, military tactics, logistics, and a variety of other skills that are related to your profession. Additionally, you are able to apply all of the above practically and without delay. It isn't just theoretical knowledge. Next, you gain additional combat instincts in addition to whatever you may have from "Arts and Crafts", and have enough control over these that you won't lash out at a civilian from pure instinct. Lastly, you gain a boost to all of your senses. These are fairly minor for your normal senses, but this also grants you the ability to sense what someone's power is relative to your own. With all of these, you should be well on the path of being a proficient killer, and, should you decide to hang up your blade one day, I'm sure you can find some other use for these.

How do you use that?! (-200 CP, Discount for Blade for Hire): An interesting crossover point between Jaegers and Assassins is that they both tend to use wildly impractical weapons, many of which combine far too many weapon functions into a single device. Logic would tell you that it would make all of the parts worse performing than simply having separate weapons, and with the resulting weapon being less convenient as well. However, with this Perk, the reverse is now true. The more unwieldy, overcomplicated, and multipurpose of a device you are wielding, the more competent and powerful both you and the device will become. This not only makes up for any issues that would be inherent in the device, but overcompensates and becomes even more so that if you were using more contemporary and standard tools. Enjoy making and/or commissioning abominations of engineering that literally cannot function for anyone else, should you desire to get the most out of this.

Just Business (-400 CP, Discount for Blade for Hire): With Jaegers and Assassins, killing and war is just business. And within the profession itself, Jaegers can be trying to kill each other one day and sharing drinks without deceit the next. However, most other people don't see that way, and can take you killing someone for cash as something morally reprehensible or even personal. By taking this Perk, however, you can change that. Now, so long as you are doing something at the request or as part of a deal with someone else, you can have all negative feelings and blame for any actions you've taken in the letter and/or spirit of that agreement.

applied to your client rather than yourself, no matter what that action may be. You could kill someone's entire family, and so long as it was done for the sake of a contract, none of their negative feelings will be focused on you. You don't need to inform anyone of this either, it will just happen automatically should you want it to, and everyone will just happen to know who your client is, and no one, not even your client, will see this as strange in the least.

Finish the Job (-600 CP, Discount for Blade for Hire): Be it for an Assassin or a Jaeger, they are expected to finish the Job they are paid to do. By taking this Perk, you gain a variety of effects focused on doing so. First, you gain a bonus to all of your basic attributes when you and yours are up against force(s) greater than your combined power. This increases your power to even the scales between both groups, up to a maximum of a x5 multiplier of what your power would be without this Perk. This lets you hit above your weight class and survive tough encounters, but don't over-rely on it and/or get cocky. After all, your power will go back down as the odds even out and this bonus goes from even the scale to putting it in your favor. Additionally, this doesn't help when facing opponents at or below your power level. Secondly, if you are capable of inflicting even the most superficial harm or pain on something, you possess the capability to well and truly kill it. This doesn't make it easy, but so long as you are even able to achieve the requirements, the possibility exists, no matter what powers, abilities, or aspects of their existence may try to say otherwise. Lastly, anything killed by you stays dead, permanently. They cannot come back to life, be resurrected as an undead, be reincarnated, have a perfect / near-perfect replica be made of them, be brought back via some manner of time travel, or anything other method. If you kill someone, they're just gone, unless you would want otherwise, of course. You can suppress this ability at will should you want someone you killed for whatever reason, but I suppose there are always edge cases.

Two-Faced Performer Perks

Steal the Spotlight (-100 CP, Free for Two-Faced Performer): People have said you were born to perform, and looking at the evidence, it's hard to say they're wrong. By taking this Perk, you gain a variety of bonuses. Firstly, you are now more attractive. At least an 8/10 on anyone's scale. This applies both to your physical appearance as well as how your voice is received by others, such as when singing. Secondly, you gain a bonus to your spatial awareness, sense of positioning as to your own body, footwork, and balance. While this doesn't make you perfect in those subjects, you are now significantly better in those areas than before. Lastly, this grants you an increase to your Charisma. This is normally a very small boost, but when doing any kind of performance art, it doubles your total Charisma, allowing you to captivate crowds with ease. And, even in the part of your life that isn't about performance art, I'm sure you can find plenty of use for these.

Somehow Still A Secret (-200 CP, Discount for Two-Faced Performer): As someone with a double life, there is obvious reason for you to not want your various lives to not be connected to each other, and I'm sure there's times you'd like to go out without being noticed as either of your lives as well. Now, when not acting in a role or aspect of your life it becomes significantly harder for others to connect the dots. This doesn't make it impossible, but it is now very hard to do so, no matter how poorly you may do at hiding it or even if you put in no effort to hide it at all. What this Perk **does** make impossible is for the connection of your identities to become widespread. Even if someone figures it out, they will be unable to successfully spread it. If they try to report it or tell others, the information and evidence will be written off, ignored, and/or quickly forgotten. You can choose to suppress parts or all of this Perk at will. The totality of who you are will never be known to all unless you wish it to be.

Flames of Righteous Anger (-400 CP, Discount for Two-Faced Performer): Emotions are a rather important part of life in general, and this Perk centers on them. The specifics of this Perk is split into two parts. Firstly, this greatly increases your ability to understand the emotions of others and express emotions to others. While this quite obviously has benefits in standard communication, making it easier for you to understand others and for them to understand you in turn, this also assists in your art. You can convey far more striking emotions in your performances, to the point where you can induce that emotion in others in general. This doesn't allow for something like puppeteering others or long standing control, but if you want to drive a crowd into an undirected frenzy with rage, you can do so with enough effort. Secondly, this Perk grants you increased power related to the strengths of your emotions. While the name of this Perk implies anger, this does work off of any emotion that is strong enough. This scales from no effect at its lowest to a doubling of all of your base attributes when your emotions are at a fever pitch. While that will make you much more powerful, I would just recommend making sure you don't lose sight of the situation around you with your emotions running that hot.

Inexhaustible (-600 CP, Discount for Two-Faced Performer): Some may wonder, how do you possibly have the energy, let alone time, to live a double life like this? Well, the answer is simple, for you at least. You simply don't get tired. Yes, by taking this Perk, you gain an infinite amount of stamina, be it physical, mental, or some sort of mystical stamina. So long as you don't get injured, either from someone else or from pushing yourself past your limits, you can keep going without slowing down forever. It is still recommended that you sleep, if only for mental health reasons, but so long as you manage your limits well, you could go the rest of your life without doing so, if you wanted.

Items

Up next is the Items Section. Here, you can buy a variety of items that you may purchase to obtain upon starting your Jump. There are a variety of items here, many of which are free for you, so please do look it over.

As per usual, all items here cannot be stolen, broken, or lost.

XIPHA Orbment (Free): This is a XIPHA model Orbment. It is the newest model of Combat Orbment, and comes with all the standard Combat Orbment features, such as the ability to cast Orbal Arts (IE spells) and input Quartz (think Materia) for enhancements. However, it does have many new features compared to older models. It is also a Smartphone, and you can import any smartphone or smartphone-like device as it.

Firstly, its Arts are determined by a bespoke Orbal Driver. Think of a flashcard that contains all the spells you can cast. These have some pre-set spells, but also an amount of free slots that you can customize with Orbal Plug-Ins, programs for Orbal Arts that you can add onto an Orbal Driver. You can change these at will, assuming you have the technical knowledge to do so. You obtain one Orbal Driver for free, but no Orbal Plug-Ins.

Secondly, is the Holo-Core feature. A successor to the Master Cores of the Arcus, it is a central Quartz that you can use a “boost” from to enhance specific capabilities based on the Holo-Core. Additionally, each Holo-Core is an “AI”. Not like a real Artificial Intelligence, but more of an operating system with a version of Siri or something similar installed. They are not self-deterministic or aware in any way, and only have a set amount of voice lines. However, you may choose any one Holo-Core you wish to be your starting one.

Lastly, there is Shards. What exactly Shards are is never explained, but you can consider it to be a form of solid orbal energy created to achieve things with. Like making a barrier around yourself to blunt attack, creating constructs to attack with, or making floating platforms to maneuver around. What can be done with Shards are based both on the Quartz installed in the XIPHA, as well as the skill of the user. That being said, they've been shown to be able to do almost anything, so go wild.

Additional Holo-Core (-50, can be purchased multiple times): While you get one Holo-Core for free with your XIPHA, you may want more. This option allows you that. By selecting this, you may choose any Holo-Core that is in Trails through Daybreak or future media, and obtain it. You may also design your own Holo-Core, if you really want, so long as you stay within the general limitations of standard Holo-Cores (IE, the ones that aren't actually AIs).

Orbal Driver Collection (-50 CP): This is a collection of each and every Orbal Driver in Trails through Daybreak. While some can be bought in stores, many of these are exclusive to specific enemies or groups, so this is useful if you wish to save time in collecting them.

Orbal Plug-In Collection (-50 CP): This is a collection of each and every Orbal Plug-In in Trails through Daybreak. While some can be bought in stores, many of these are exclusive to specific enemies or groups, so this is useful if you wish to save time in collecting them.

Custom Outfit (Free): This is an outfit, designed to your specification. While it has no special protective attributes in and of itself, it does have a special ability. You can choose to “wear” any other type of armor you possess “underneath” it without it being physically there while still retaining all of the defensive benefits. You may choose to import any outfit or armor you have for this.

Your Weapon (Free): This is a weapon. It doesn't have any special properties aside from what is normally granted to purchased Items. However, you can design it at will, and should it have technology within it, it will automatically be Orbal Technology and thus have an infinitely restoring pool of energy it operates off of. You may choose to import any weapon you have for this.

A Home (Free for All except Unknown Wanderer): This is a house. It's a nice and modest home in whatever City you start out in. There's nothing too special about it. At the end of this Jump, it will be added to your Warehouse.

10,000 Mira (Free): A modest but not insignificant amount of money, which should be able to cover your expenses for a few weeks while you get your bearings.

20,000 of all Sepith Types (-50 CP, can be purchased multiple times): This is a very large amount of Sepith, 20,000 of each element, as well as 20,000 Sepith Masses, which are impure clumps of various types which can be turned in for money at basically any shop. With this much, you should be able to unlock all of the slots in an Orbment, and make any type of Quarts to fill out each and every slot within. This may not cover everything you are trying to outfit the Orbments of multiple people however.

10,000,000 Mira (-50 CP, can be purchased multiple times): A veritable fortune, capable of buying you just about anything you would want. Of course, should you want more, you can purchase this Item multiple times.

Genesis (-600 CP, Discount for Student, can be purchased multiple times): This is a Genesis. They are Professor Claude Epstein's (yet again, yes that's actually his name) Masterpiece: Devices that can overturn the laws of the world to achieve things like summoning untold amounts of demons, temporarily reviving the dead, or even turning back time. By default, there are eight of the True Genesis, alongside some less powerful replicas that have been created by one of his Disciples. The one you obtain will always be one of the True Genesis. You may choose to either gain One of the Eight, or to have there retroactively be a Ninth for you to now possess. It will be aligned to you, with anyone else seeking to use it needing your permission to do so. You can take this item multiple times, and gain the above choice upon each purchase. This means you can either start this Jump with all of Oct-Genesis in the possession of yourself and/or your companions, or you can retroactively make there can be over a dozen True Genesi in circulation.

Divergent Laws Forged Weapon (-600 CP, Discount for Organization's Agent, can be purchased multiple times): I have no idea how you obtained this if you aren't, or haven't, worked for Ouroboros, but you have one regardless. This is a weapon forged using the Divergent Laws, something that exists outside the rules of reality, and can ignore them. This allows anything "Impossible" to become simply "Very Difficult", and is a weapon of incredible power besides. In addition, it possesses some specific ability that breaks The standard rules of reality, such as a Glaive that can erase some or all of the space it passes through, with what being left alone or erased being at the wielder's discretion. You can purchase multiple of these if you want, and may choose to import any weapon you have for this.

Artifact (-600 CP, Discount for Hired Blade, can be purchased multiple times): This is an Artifact, an item that has either survived since before the Great Collapse or has survived from a previous timeline that has been reset. It can have any form whatsoever, including weapons and armor or an angelic robot, and has supernatural abilities that cannot be replicated by modern Orbal Technology. Additionally, it is unable to analyze in any way through any means. By purchasing this, you can design your artifact as you wish. However, do beware. The Church will try and hunt down any and all artifacts to seal them. You can purchase this multiple times if you wish, and can import anything you wish as an Artifact.

Divine Treasure (-1500 CP, can be purchased multiple times, Cannot be taken by Companions): . . . How in Aidios' name did you even get your hands on this?! This is one of the Seven Sept-Terrion, one of the seven Divine Treasures that Adios gifted to Mankind. Each of which are Divine Machines that reside over and hold absolute control over one of the Seven Elements, as were discussed in the Affinity Perks. Your version can be the Original or a Perfect Copy, as this is equally as ridiculous either way. It is configured to serve you and your desires above all else, and has near-infinite power to achieve anything you want, although showing this will naturally attract the attention of the entire world. Here are some examples of what these are capable of. Laegjarn's Box, the Sept-Terrion of Time, is capable of rewinding time for an entire dimension

for thousands of years at once. The Aureole, Sept-Terrion of Space, can warp space to manifest any desire of those it is serving, can create sub-dimensions and unbreakable barriers, and can do all of the above for an entire country's worth of people simultaneously. Lastly, Demiourgos, the Sept-Terrion of Mirage, is capable of understanding and calculating the desires and nature of all people within the range of a country, and can calculate the absolutely most optimal timeline where everyone is completely happy and fulfilled, and can offer guidance and manipulate Causality to make that timeline a reality. Granted, there are reasons that these Sept-Terrions are no longer around, as abuse of their power either damaged the morals of those who possessed them, or the Sept-Terrion was over-worked to the point of critical failure. So do make sure to use this newfound power responsibly. If you somehow have the resources, you may purchase multiple.

Companions

Now, we have the Companions Section. This contains the options to import companions you already have with new abilities, or gain new people that are willing to travel alongside you. No person is an island, so take this:

Gain +100 CP for Companions Only.

Jumper Solutions Office (-100 CP): As it turns out, the "Trails of" games are rather infamous for having large casts. As such, this option follows that tradition. By picking this, you may Import or Create up to 8 Companions. They gain 800 CP and gain Origins and Freebies as normal, and may take Drawbacks that only affect themselves. However cannot take Drawbacks that would affect the World at large, and are unable to take Companions.

A New Hire (-100 CP / -200 CP, The 200 CP option cannot be taken by a Drop-In, Can be taken multiple times.): This the option for taking a Canon Character as a Companion. However, there is a little twist with this. For 100 CP, you get the standard Companion Option. You will be guaranteed to run into them in-jump and to have a good relationship with them. Enough so that they will be willing to follow you when you leave. For 200 CP, however, their backstory is altered So that they are already traveling / working with you at the start of your Jump, and the two of you will already be very close. The exact nature of the changes to their backstory and your relationship is up to you, however.

Holo-Alive (-100 CP, Requires XIPHA Orbment / Additional Holo-Core, Can be taken multiple times.): Before, it was said that your Holo-Core isn't an actual person. This is no longer the

case. You can choose to import an existing AI companion into your Holo-Core if you want, but otherwise you just have the presented personality of your Holo-Core become a real person. They are guaranteed to have a good relationship with you, and you may select how long they have been self-aware for. In addition, they can manifest an avatar with Shards at will to interact with the world, and will greatly increase the output and efficiency of anything related to your XIPHA. Just. . . treat them well, ok?

Drawbacks

Finally, we reach the Drawback Section. This is where you can take complications and challenges to make your life harder, in exchange for more CP.

There are no limits as to how much CP you can get from Drawbacks, nor a limit on how many Drawbacks you can take. Restraint is recommended so you don't put yourself in a bad situation, but you can take as many as you desire.

As usual, Drawbacks always override Perks and any other abilities you may have.

Continued Trail (+0 CP): As was stated before, there are two other Jumps that take place within this setting at the time of writing: Trails in the Sky and Trails of Cold Steel. By taking this, you can either continue World Continuity from those other Trails Jumps, or you can use this Jump as a supplement for one of those Jumps.

Delay the Inevitable (+0 CP): The end of Kai no Kiseki may cause some problems with your time here, as this Jump Doc is being written before its sequel has been released. As such, by taking this Drawback, the date in which Laegjarn's Box, the Sept-Terrion of Time, is discovered and subsequently causes a Grand Reset of Zemuria, is pushed back. It will not occur until your time here is done, meaning you do not need to deal with it.

Constant Cat Accessories (+100 CP): You have obtained a Curse. You now have a pair of Cat Ears and a Cat Tail. This can either be a real set of ears and a tail, or just some accessories that you are forced to keep on, but regardless you are stuck with them for the duration of the Jump. No one will really think much about them either.

Orbal Inept (+100 CP): You. . . have an issue with Orbal Devices. You can use a Combat Orbment, but not much else. They don't blow up or anything, you're just pathetically / comically bad at it. Hopefully a Companion can use Orbal Computers for you, and you never have any need to drive an Orbal Car or Bike anywhere, nor need to operate any Orbal Appliances. Yet, due to the technological discrepancies in Zemuria, there are places where you can live without this being much of an issue at all.

Minor Obsession (+100 CP, can be taken Multiple Times): You have a small obsession. You like to indulge in it, talk about it often, and are easily bribed with it, so long as the thing you are bribed to do isn't against your morals. This is, as the name states, only a minor obsession after all. You can put off indulging in sweets if the cost of that would be murdering someone in cold blood.

- Major Obsession (+600, Requires Minor Obsession, can only be taken once): You are absolutely and utterly obsessed with something, and would do anything to further it or obtain it. It is something you dedicate your life around, and would do just about anything to achieve. That being said, you aren't completely unreasonable. You're willing to take advice, and are able to know when the consequences of an action outway the benefit. Just because you're willing to do anything for your goal doesn't mean you have to be self destructive or dumb about it.

Both More and Less than Human (+200 CP / +400 CP / +600 CP. Requires Inherent Inhumanity): In the note for the Inherent Inhumanity Perk, it was stated that there are no consequences or side effects of your Inhuman Attributes. This Drawback makes it so there now are some, with a variable cost depending on the issue.

For 200 CP, there is some physical issue with you due to your condition. There are many ways this can manifest. Phantom pains, some physical deformity, migraines and/or traumatic flashbacks when interacting with something related to your inhumanity, diminished physical sense(s) (be it once specific one or all of them), an intense exhaustion after using your Super Mode, a lack of ability to control your own strength, or anything else that seems reasonable. You can pick any or all of the above, with the more selected decreasing the severity of them all.

For 400 CP, you gain the same selection of issues as the 200 CP option. However, in addition to that, you will need some sort of medication, treatment, procedure, or maintenance performed every month or two. When it gets within a week of it being time for your treatment, your symptoms will begin to worsen. This will never get to the realm of being life threatening, but it will be noticeable and will affect your quality of life. You will have a method of treatment lined up for you upon entering your Jump, so you do not need to try and search that out, but that doesn't mean it will come cheap.

For 600 CP, you don't have any of the issues in the previous sections. Your body seems to be perfect in spite of, or perhaps because of its Inhumanity. So perfect, in fact, that someone else

wants it. This could be a manifestation of your past life if you choose to be a reincarnated demon lord, or a malignant AI that seems to believe you would be the perfect vessel should you be a cyborg. It could also just be a spirit who wants to return to life, and thinks you're the perfect possession target. There are many options available to you, so create a being that seems thematically appropriate. This being will attempt to take over your body in your weakest moments, or if you use your Super Mode, which gives it an additional foothold into you. You are fully capable of fighting this being off, although it won't be easy. Additionally, if you are possessed, that isn't the end of your Chain. Companions can try and fight your possessed body and try and get the real you back, and even if you do end the Chain possessed, you will get your body back. That doesn't mean that the being using your body won't cause consequences you can't take back, though.

They seem real Shady (+200 CP): There's just something about you that seems untrustworthy. Everyone has a bad first impression of you, thinking something along the lines of you being up to no good, being unreliable, or having ulterior motives. That being said, this is only the first impression, and you can prove that right or wrong as you go on.

Is this really the famous Jumper (+200 CP): The name of this drawback is what many people will be asking, should they spend enough time around you. You keep embarrassing yourself and acting uncool, ruining any rep or undue admiration those who see may have for you. This doesn't actually diminish any of your skills or abilities, nor your ability to accomplish things. You just have a bad habit of putting your foot in your mouth and have bad luck at having people see you when you do fuck up.

Minor Ignorance (+200 CP, Cannot be taken with What's a Zemuria?): As it turns out, you didn't exactly have a complete education. You lack a lot of the common sense and knowledge that one would expect from literally any normal citizen of Zemuria should know. You will often ask questions that should be obvious or step on faux pas and mess up cultural norms. People are going to very quickly wonder what rock you grew up under. You can learn with time, but it will take several years of effort to iron out all the missing gaps in your knowledge.

Old Flame (+400 CP, Requires at least one Companion): At one point, you and one of your companions were in a romantic relationship. And now. . . you aren't. You both clearly have some feelings for each other, but you're no longer together for a reason. And, regardless of that reason, the two of you are incredibly awkward about it. Furthermore, the two of you will end up constantly meeting and interacting with each other, being unable to simply avoid the issue. You will be able to resolve this. . . eventually. It'll just take several years of awkward effort.

Holding Back (+400 CP): There is a trend in Kiseki games, where people often hold back their power, only to announce when they are going to stop doing so. By taking this Drawback, you must also follow this trend. Now, you must fight at half power or less most of the time, and must audibly call out when you are going to stop holding back. If you have any sort of super-form, they also apply to this, letting you use your base power at full capacity, although you will be locked out of those super-form(s) for most of the time in exchange.

What's a Kiseki? (+400 CP, Cannot be taken by Created Companions [But can be taken by Imported Companions]): The Kiseki series has a lot of lore to learn, but what if you simply didn't know basically any of that lore? By taking this Perk, you forget anything and everything about the Trails Setting that you wouldn't know from your Origin and the Background it would give to you. Should you take this with being a Drop-In, then that means forgetting everything about the setting. You still retain all of your other memories from your original life and other Jumps, though.

- What's a Zemuria? (+600 CP, Requires What's a Kiseki?, Cannot be taken with Minor Ignorance): Are you sure? Very well. By taking this, you forget anything and everything you previously knew. Now, you wake up with total amnesia, having no memories whatsoever. That being said, this doesn't affect your skills or knowledge of language. However, you will need to rediscover that you even have these skills.

Perfect Starting Point (+600 CP, Cannot be taken by Created Companions [But can be taken by Imported Companions]): It has been said at many points that Trails through Daybreak is the perfect place to start the Trails Series. This isn't exactly what they meant by that, but even if you had previous Jumps, you can perform this Jump as if it was your first. By taking this Drawback, you are unable to access or use any Out of Jump Alt-Forms, Perks, Abilities, or Power Systems. For all intents and purposes, this may as well be your first Jump. And if this is your first Jump, then feel free to take the free CP, and best of luck.

Partially Chained Heart (+600 CP): Emotions are a constant, if fluctuating, presence for people. The Heart is very important. By taking this Perk, however, yours is now chained down. You may pick one of two options. Firstly, you may choose to have the intensity of your emotions chained down. With this, you are able to feel all kinds of emotions, but the strongest amount you can feel is now locked to what used to be a mild level of that emotion to you. Your other option is to have 5 emotions locked down, allowing you to feel all other emotions perfectly fine, but you are completely unable to feel any of the emotions that you have chained away. To put Chains on one's Heart is a heavy burden. I hope the power you get from this is worth it.

- Fully Chained Heart (+400 CP, Requires Partially Chained Heart): . . . Are you okay? Genuinely? Well, regardless, by taking this Drawback, you are now completely unable to feel any emotion whatsoever for the duration of this Jump. Enjoy, I suppose? Can you even enjoy anything like this?

“The Strongest Warrior To Ever Live” (+600 CP): For some reason, people across Zemuria think you're the strongest thing around, and they want to tear you down from that throne, whether you deserve it or not. While people are willing to put that aside in case of a real threat, expect to receive non-stop challenges. Losing doesn't stop this Drawback, they'll just think you're holding back, whether or not you really are. And if you don't perform, those with worse, or no, morals will go to further and further lengths to force out your “real power”.

Ending

Well, it seems you've made it to the end of your time here in Zemuria.

Now, what is your next step?

Retreaded Trails: So, you wish to stay here? Perhaps you've found something here you can't bring yourself to leave? Well, whatever it is, it isn't my place to judge. I'm sure there are many challenges waiting ahead in this world, but if you've resolved to stay here, I'm sure you can overcome them.

Homeward Trail: Perhaps you long for your home? So be it. I hope your retirement treats you well.

An Unknown Destination: Onto your next destination then? As expected. May your travels be kind to you, and best of luck.

Author's Notes

I'd like to thank my friends Orrin, Ham, Ohm, Anon, and The Court for their help in this.

In the case that you choose the World Continuity Option of Continued Trail with any of the Memory / Knowledge affecting Drawbacks, you are to determine how you want that to work on

your own. It is up to the Jumper to determine the way such a clash best makes sense to them, although personally I'd recommend against it altogether.