



Hello, and welcome to Mikado City, home of Border! Border is the agency that protects us against the Neighbors, beings from another dimension. 4 years ago, the Neighbors invaded, killing twelve hundred people. Another four hundred went missing. The agents of Border, such as the famous Arashiyama squad, fight night and day to protect us from the Neighbors. Will you do the same?

Origins

Roll 1d10 + 10 for age, and keep your gender from last jump, or spend 50CP to decide both.

Drop-in (Free): Welcome, Neighbor! What's that? You say you're not one? Nevertheless, you do come from an alternate dimension. Checking your pockets, you find a paper that says you have been recruited into the organization known as Border.

Border (100CP): You're old enough to remember when the Neighbors first invaded, those evil creatures. Deciding that you couldn't allow such an event to happen again, you elected to enroll in Border. You successfully passed the exams needed to join, unlike that poor kid with the glasses, and now find yourself at Border HQ listening to a seminar by Commander Kido.

Neighbor (100CP): How did you find yourself on Meeden, Neighbor? However you got here, you might want to leave soon, the locals are more than a little hostile towards Neighbors. That, or you can join up with their defense agency. Border, was it?

Perks

Trion Organ (Free all): Trion. An energy generated by an invisible organ that the Neighborhoods worlds literally run off of, and until recently known only to them. The only ones aware of Trions existence on Earth is Border and its corporate sponsors, interested in the technological applications. Trion is what the triggers, along with a few other devices you will employ, use for power. The Trion Organ can be improved by simple training and use, much like a muscle.

- Trion Monster (300CP): Wow, you have a lot of trion, don't you? Not nearly as much as one Chika Amatori, but still quite a lot. You won't be able to blow away houses with a single shot like her, but they will be heavily damaged.

Trion Body (Free all): Fights here are simultaneously less dangerous and moreso. Mostly because of these. Trion bodies are exactly that, bodies made out of the energy known as trion. These bodies are hardier than the user's real one, boosting their strength, speed, and durability. Their cosmetic appearance can be changed as well. If the trion body is destroyed, and you don't have the optional bail-out trigger equipped, then your real one reappears from where it was stored in a trigger.

Drop-in

Combat Prowess (100CP, Free: Origin): Wow, were you a soldier in a past life? You seem to be naturally better at combat than everybody else. From the start you'll be able to take down Bamsters with ease. With enough training, you may eventually be able to wall-run huge distances and take down powerful Black Trigger users by yourself.

PR Guy (200CP, Discount to Origin): Well, aren't you the smooth guy? You know all the tricks needed to keep a fickle public happy with the efforts of the organization you are a part of. You also receive a small bonus to your charisma.

Financier (400CP, Discount to Origin): To be frank, you're good with money. You can squeeze every last drop of money out of the sponsors of your organization. You also receive a small boost to physical abilities. You played rugby in college, you know? Or, wait, did you?

Trigger Man (600CP, Discount to Origin): You're just a scientific genius, aren't you? You're an expert in twenty-first century technology, and more importantly, in some forms of Neighbor technology. Just enough of one to allow you to create your own triggers. Trigger technology is capable of a great many things. From short-range teleportation, to interdimensional portal generation, though the amount of people that can be carried through depends on the amount of trion powering the ship.

Border

Engineer (100CP, Free: Origin): It is the duty of the Engineers to fulfill the demands (and often whims) of Border's Agent. This includes modifying their equipment to meet their needs on the battlefield, and researching the Triggers. You now have the ability to modify triggers and the appearance of the projected weapons. You could turn a Kogetsu, into a spear, or simply add a guard to its hilt.

Engineer's Talent (200CP, Discount to Origin): Much of the trigger technology Border has now was acquired during deals in the other side with friendly Neighbors, when Agents brought new Triggers to HQ. Borders Engineers quickly reverse engineered these triggers, and now you

have a similar talent. You may now quickly reverse-engineer unfamiliar tech. Anything really advanced or unknown will take at least a year. Don't expect to ever have, say, the secrets of Necrodermis unlocked with just this perk, though.

Operator (400CP, Discount to Origin): Operators are the people who manage a squad's operation. The project information about battles is to the team's view in real time, routes for the squad to regroup, and enemy movements among other things. To keep track of this information requires the ability to process parallel events, and the ability to multitask. You now have these same abilities, but you can only process up to 5 events happening at once.

Sleep Learner (600CP): Much like one Ko Murakami, you now have the ability to memorize the day's events quickly in your sleep. Using this ability to beat his opponents, Ko quickly rose to the rank of #4 attacker in Border within 2 years. Can you reach the same heights, or perhaps even greater?

Neighbor

Weapon Expertise(100CP, Free: Origin): As a Neighbor, you've fought with many weapons before and will fight with many weapons after. You are experienced enough to use any weapon you've wielded for more than a month with proficiency. You are able to use any strange powers and abilities you know they might wield at the same proficiency.

Noble Nepotism(200CP, Discount to Origin): Some countries' armies consist of nobles from said county and train soldiers under their control. Unfortunately, these nobles can come from different rivaling houses. You are able to ensure no disputes related to these quarrels, though entirely separate arguments can happen, take place between soldiers under your command, and gain a small boost to your ability to lead.

Experienced Veteran (400CP, Discount to Origin): As a Neighbor, you've likely fought in and survived at least one of the many intermittent wars that ravage the Neighborhood. This has made you very experienced, and powerful. You are able to more easily spot the weaknesses in an enemy's guard and make "weaknesses" in your own apparent.

Horns (600CP, Discount to Origin): Well, aren't you lucky? It seems you've somehow had horns implanted into your head. Horns improve the quality and quantity of your trion, allowing you to pull off amazing attacks and use stronger triggers for longer. The horns can even grow into your brain, copying your personality and everything you learn. These horns do not affect you in any other way.

Triggers

Triggers are used by Neighbors, and as of recently, humans, to fight their wars. Triggers form their weapons and provide a variety of roles. Triggers use up a set amount of the user's trion

Starter Kit (Free): This place is actually sorta dangerous, so you don't want to go without the weapon of choice around these parts. Agents are typically one of three roles:

- **Attacker:** Your typical Melee guy. Armed with either a Kogetsu, a katana made out of Trion, a Scorpion, an extremely malleable weapon generally at about the same size as a dagger/short sword, or the Raygust, a sword that can shift into a shield.
- **Sniper:** Pretty much exactly like they sound. Their armaments of choice are the Egret, an jack of all trades sort of gun, the Ibis, which is known as the anti-trion soldier rifle, or the lightning, which shoots fast but doesn't do much damage.
- **Gunner:** Mostly use customized triggers that look like guns. Also includes the Shooters, who manifest cubes of trion that can be used as bullets.

Choose one role, from which you will be able to buy one of the above triggers for free, and only one.

Attacker

Kogetsu (100CP): A katana generated by the trion fed into a trigger. The first attacker trigger developed, it has many users. Compared to the Scorpion, it is heavier and unable to change its shape, but it has far more attack power and is far more durable.

- **Senkuu (50CP):** This optional trigger magnifies attacks at the cost of trion, simultaneously increasing range as well.

Scorpion (100CP): A dagger sized sword, the user is able to shape the blade as they wish, though the more spread out it is, the weaker it is. The user can even spread it out throughout their body if they wish, for example, the blade could shoot out of their arm at the enemies face in a surprise attack.

Raygust (100CP): The Raygust is not used by many people due to the fact that it is a giant unwieldy sword. Those that do use it quickly come to love its ability to shift into an extremely durable shield.

- **Thruster (50CP):** An exclusive option for the raygust, this gives it the ability to accelerate to extreme speeds in a split second. Skilled wielders have used this option to crush an enemy's trion body by crashing into them, and then into the ground.

Sniper

Egret (100CP): The jack of all trades in a gunner's arsenal, the Egret is not too powerful or too weak. Not too fast, or too slow. It does have the ability to shoot at impressive ranges though.

Lightning (100CP): Known as the "Lightweight Rifle", the Lightning does not boast much firepower, but it shoots its bullets fast, and they hit the target even faster.

Ibis (100CP): Bearing the most firepower of the three sniper rifles, it's size and weight are also the largest. By using a large amount of Trion, it is capable of pulverizing buildings.

Gunner

Custom Trigger (100): You get to have a custom gun Jumper! You can decide it's appearance, but it may only shoot Trion bullets. The gun could be anything from a shotgun that sprays trion bullets, pistols to pair with a melee weapon, or a submachine gun to spray people with bullets.

Trion Cube Generation (100): You're a Shooter, Anon. You gain the ability to manifest your trion as cubes - actually bullets - and shoot them at whatever happens to be displeasing you at the moment.

Optional Triggers

Bagworm (100CP): This trigger hides you from radar at the cost of constantly draining a small bit of trion. Do note that you are still visible to the naked eye though.

Chameleon (100CP): The chameleon could be said to be the opposite of the Bagworm, in that it makes the wielder invisible. This trigger cannot be active at the same time as other triggers.

Grasshopper (100CP): This trigger creates stands in the air from which the user may leap off of.

Teleporter (200CP): Allows instantaneous teleportation. Is limited to line of sight, and can only go tens of meters.

Spider (100CP): A cube that extends wires. The horn-like ends allow these wires to attach to walls. The color of these wires can be changed as the wielder wishes. Can be shot by Gunners.

Bail-out (100CP): Bail-out allows the user to zip to the nearest bail-out beacon whenever their trion body is destroyed. Purchasing this places a beacon in the Warehouse. Do note, it takes several hours for most to regenerate enough trion to reform their trion body again.

Companions

Team Import: Do you have companions you wish to enroll in Border Jumper? Do you have friends you want to bring along on further adventures? Well, with this, you can import your companions, or recruit entirely new characters. 50CP per companion, with a full 300CP for 8.

Canon Companion: Is there a character you want to come with you in the future? Perhaps Jin with his ability to see the future? Or Chika, the girl desperately in need of help? Whoever you wish, all you need to do to bring them along is pay 300CP, and convince them to come with you.

Drawbacks

Duckface (+100CP): Your mouth is stuck in a permanent duck shape, and no matter of shape-shifting will be able to change it. Think of it as a sideways cat grin. :3

Misfortunate (+100CP): Did you pass a black cat on your way in jumper? Unfortunate events seem to strike you from nowhere. That water dispenser you want for your cup of ramen? Empty. Watch out before you spill that coffee into the fish tank! Fortunately, you do not seem to be so nearly as unlucky in combat.

Self-Sacrificing (+200CP): You've got no sense of self worth. You'll volunteer for the most dangerous assignments and throw yourself into the most dangerous situations with no regard to your own well being. You can be "trained" out of this, but it'll take at least a year.

Trauma Induced Rage (+200CP): The Neighbors killed a family member or friend when they invaded four years ago. Since then, you've held an unfailing hatred for the Neighbors, and signed up with Border to strike back. Your rage may cool someday, but until then you will try to kill any Neighbor you see, unless they've somehow signed up with Border.

Four-Eyes (+400CP): Are you sure you want to take this, Jumper? Very well then. You're now stuck at an average level of power and skill for a Border Agent, and must rely upon your creativity and tactics to survive.

Friendless (+400CP): Other people just seem to be intimidated by your natural talent and abilities Jumper. Every team you join seems to dissolve only a few short weeks later, your teammates jealous or in despair. You also find yourself unable to make friends or allies for very long, for much the same reason. Fortunately, your companions seem unaffected.

Behold the New God (+600CP): Hello Jumper. There seems to have been a bit of an error. Instead of becoming an Agent for Border, you seem to be a normal citizen, albeit one with an absurdly huge trion supply. One that was kidnapped by Neighbors in the first invasion 4 years ago at that. You have been chosen to become the new god of *Insert Nation Here*. What this means is that you get sacrificed to the giant trigger at the core of the planet. Every Neighbor nation is formed by a giant trigger called the Queen Trigger, which, every generation or so, must have someone with large amounts of trion sacrificed to it, lest the planet die. Needless to say, getting sacrificed is a fail condition, and what's more, you must figure out a way to not get sacrificed without any of your perks. Your companions will be unable to find, or reach you.

Dying on the Inside (+600CP): Uh oh, something seems to have gone extremely wrong Jumper. Your real body appears to have been heavily injured and is close to death. Luckily, it was sealed in your trigger, where time is proceeding much more slowly. Unfortunately, time is still progressing. You have five years to figure out a way to save your body with in-universe methods, or it will die, and the chain will end.

End Choice

So, you've managed to survive your ten years here without getting brutally killed by a Neighbor, have you? Great job! Now you get to figure out what happens next. No matter which option you

choose, your drawbacks are revoked, and your background memories fade into simple memories which you can draw upon at will.

Go Home:

Home is a good place to be. Certainly better than here. You've seen so many friends die... You wake up at your old home, with all of your abilities, allies, and items.

Stay Here:

Why would you leave? You have tons of friends here, and while some have died, they died in defence of their loved ones. Yes, sometimes you may have killed others, but they left you no choice. You stay here.

Keep Adventuring:

You've learned a lot from your comrade's, but there are a lot more worlds to explore, and friends to meet. You keep all skills and items acquired and keep jumping. There are tons more friends to meet!

Notes

Shooter and Gunner triggers are able to combine their bullets into what are called "composite bullets". These bullets can be either two different types, or of the same type, in which the effects will stack. For example, Asteroid + Asteroid will create Gimlets, which are capable of piercing even the heaviest armor of a trion soldier.

- Viper + Meteora will create Tomahawks, an explosive bullet whose trajectory can be freely manipulated.
- Meteora + Hound will create Salamanders, exploding bullets that automatically go after an enemy.
- Asteroid + Viper will create Cobra, guided bullets with great power.
- Hound + Hound will create Hornet, bullets that hound the target much more ferociously.