

Kuromukuro Jumpchain

Version 1.0.1



Sometime over 450 years ago aliens arrived on Earth. The small force was repulsed and driven away, but since then in the mountains of the Toyama and Nagano Prefectures of Japan there have been legends of oni.

60 years ago during the construction of Kurobe dam a pair of artifacts were discovered. In the years that have followed Kurobe dam has become a center for UN study and research of these alien artifacts and their replication in the form of the GAUS units which use the Gravity Attenuated Upright Shell to allow for 20 meter robots to move and fight almost like human beings.

In the present day a new force of alien soldiers from the same planet as previously have arrived in orbit above the Earth to begin a renewed assault and an attempt at total conquest of the planet below. And in the U.N. Kurobe Laboratory the ancient artifacts are about to awaken and with them the ancient samurai warrior who serves as their pilot.

You will be arriving here as the events of the first episode begin, and grongols launch from the efi dorg mothership. You will be staying here for 10 years. To help you with your time in this world you will receive these...

+1000 Choice Points

Good luck and good jumping.

Origins:

What will you be and what will your role in the world be? Each of these origins, with the possible exception of ancient samurai, will grant you a history in this world with connections good or ill within it. Each of these will also grant you discounts on the perks and items associated with the Origin in question.

Ancient Samurai: You're not quite from around these parts. You have existed, either in the shadows of the world remaining hidden and unseen, or in some sort of stasis since the Sengoku period and the initial invasion of the ogres all those centuries ago. If you'd prefer you can forgo your - possibly hazy - memories of the distant past and be a simple drop-in, appearing without explanation, memories, or any connections in this world.

Highschool Student: You are one of the students at Tateyama International High School. There's a high probability that at least one of your parents works at Kurobe lab in some manner. Still you are an ordinary youth who is only as connected to the upcoming events as you make yourself be.

Kurobe Labs: You are employed by the United Nations at Kurobe Laboratory in some manner. Maybe you're one of the researchers, part of Major Graham's command staff, a (back up) GAUS pilot, a guard, or even just a construction worker helping with the digging up of the new, 3rd artifact.

Border Patrol: You are part of the Efi Dorg GezonReko Company, and a new Border Patrol officer among those on their mothership. You have been implanted with the false memories common to Efi Dorg soldiers, including the mental blocks that prevent them from seeing prohibited areas, but you are aware that these memories are false, and they will not influence your personality or behavior; taking this background does not render you automatically brainwashed.

Location:

Unless you are a member of the Border Patrol you begin in the Toyama region of Japan, near the Kurobe dam, potentially at the Kurobe Laboratory. If you are a member of the Border Patrol you begin on the Efi Dorg mothership above Earth.

Age and Gender:

As a Drop-In you are whatever age you were previously. As a Highschool Student you are of course 16 to 18 years old. As a (non drop-in) Ancient Samurai, Kurobe Labs staff, or Border Patrol officer you are (physically) at least 16 years old.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Basic Training (50 CP): You have the basic training expected of a modern soldier. This comes with the basic physique to be able to successfully complete expected training. This doesn't come with battlefield experience, though it does come with the training to pilot a geoframe.

Cosplay Culture (100 CP): You find it much easier to pass by with minimal attention despite having a non-human form and appearance. Not because people just don't notice or ignore it and accept you despite it, but because Japan's cosplay culture seems to be exported with you to new worlds. When you arrive in them you will find that there is already a small, but publicly known and recognizable, portion of the populace that believes in dressing up in realistic costumes as all sorts of fantastic creatures and characters. To go along with this, people have an uncanny tendency to assume your more fantastic outfits or forms are merely examples of this art. They might question why you're doing this where you're doing this, it does have some limits (a 300 meter tall kaiju is not just a normal person in a suit), and once your form is publicly known to be a real thing it'll be a fair bit less effective, but you can get by with a lot as just a costume.

I Love to See Their Pleading Eyes (100 CP): You're a twisted, psychotic asshole. Or at least you can act like one. You know how to speak, move, and give the impression that you are a murderous sociopath, or at least willing to become one if pushed. This won't actually remove your conscience or emotions, but you can easily slip into a persona where your words and mannerism don't show it, giving you an immaculate poker face when it comes to threatening violence or worse against people.

This same deceptive nature seems to come up in interrogations and questioning, helping you to give answers that sow seeds of doubt in your enemies. You don't magically know what precisely is the best thing to say, but you have a good idea for what might be good things to say to drive wedges between your enemies.

Masseuse (100 CP) You are an expert masseuse, your massages both extremely pleasurable and effective. A massage from you seems to remove the built up stress in muscle and aid in recovery, helping muscles to recover from strain at several times their regular rate, and free the recipient of the bodily stress that had built up in their muscles.

They might not notice this if exhausted until they've rested but this will help their sleep be peaceful and re-invigorating.

I Have a Degree in All of Them (200 CP): You seem to possess the credentials, and skills, needed to be a high school teacher. This applies to all fields that are commonly taught in high school, and as such does come with a fairly comprehensive knowledge, and a degree, in fields such as math, biology, physics, sociology, history, language arts, and more.

If you also purchased **Drill Sergeant** you will now find that you can teach any skill at a greatly accelerated rate as long as your teaching is strict, harsh, and grueling.

Mecha Kenjutsu (200 CP): You know there's a lot of differences between piloting a mech that uses a sword, and using one yourself. And yet people seem to be instantly able to translate their weapon skills to their geoframes. It'd not be fair to leave you out of the party. You now possess the ability to translate any physical skills you possess to the working of a giant mech. Of course this is limited by its body type - if your mech doesn't have legs it'll throw off your footwork - but in a humanoid mecha you could make full use of your sword skills without difficulty, or your acrobatics. If you know how to make your body do it, you can make your mech do it just at giant robot scale. You'll still need to learn the controls, but once you do you'll have no problem replicating your sword skills with a mech - assuming it has the range of motion necessary - despite it being controlled by levers and having massively different reach, center of balance, and (even proportionate to its size) speed of movements.

Wearer (200 CP): You have had medical nanomachines installed into your body. These nanomachines grant you impressive recuperative powers. This gives you a relatively low end healing factor; your wounds won't be closing in the middle of combat, and while this would help you recover from a clean stab through your stomach at substantially increased speed you'd probably still want medical attention, and could still push yourself to blacking out by fighting in a mecha battle with such a wound. Still your wounds heal many times faster than humans, fast enough to recover from such a wound in a day, and it gives you massively increased resistance to diseases and contaminants, and renders you effectively biologically immortal as it will keep your cells from degrading with age and counter the general effects of aging.

Falling Into the Cockpit (300 CP): While Yukina didn't literally fall into the cube, she was very much coincidentally at the right place at the right time with the right activation credentials. Now you find that you have a similar luck, pulling you in towards the

vortices of fate or circumstance where the course of the world may change. Or in simple terms you have a tendency to find yourself arriving at where important events will happen. This doesn't make them happen, and it won't move where they would happen, but it increases the probability that you will be there. Maybe your mom forgets her phone and you have to go to the lab to deliver it to her on the very day the lab is about to be attacked activating the ancient robot it is researching, maybe you get lost on your way to hot springs leading you to an abandoned hot spring where the enemy is about to recover their own wounded soldier, or maybe you find a great deal for a vacation to a city the day before a major invasion attacks it from space. This can be toggled on or off if you don't want to be running into key events.

There is No Way That It Could Be a Lie (300 CP): Kennosuke's memories were never actually altered, but it was teased at and the efi dorg do have that technology. While you can still forget things, or even have your memories damaged, your memories are immune to fabrication, as you will instantly recognize a false memory for the lie it is.

And more actually like Kennosuke, when you have forgotten something or your memory has been damaged - say because you were half-dead in a healing pod during the events - it will be easy for you to regain your memory of an event as long as some foggy portion remains by being confronted with the events. You'll even be able to tell that these are true memories and not your brain constructing false ones to fill in the blank.

If taken with **Guardian of the Centuries** your memories can no longer be wholly erased and will always be able to return with time, and quickly if something would remind you of them.

Ancient Samurai Perks

Tall, Dark, and Handsome (100 CP): Well you don't have to be tall if you don't want to be, but you are good looking. You have the sort of appearance to appeal to girls (or boys if you prefer), in an aesthetic of your choice, though you will find beyond general attractiveness this makes you able to develop a tan with the smallest effort and ensures you don't sunburn easily, as well as helping make sure that when you're injured you can develop an attractive battle scar and won't develop twisted or ugly scars, and can still develop scars if you want to even if you possess superhuman healing abilities. If you don't want scars or to tan you can choose to turn those aspects off.

This also helps you carry yourself with a cool demeanor. It might be the way you carry yourself, or the tone of your voice, but you could come off as cool even if you were speaking in an archaic and overly formal pattern of speech, or doing a mostly naked traditional folk dance (though with your looks mostly naked might help you come off as cool).

Samurai Warrior (200 CP): You possess an incredible physique and combat skills to match. Feats of acrobatics, in and out of combat, come easy to you, and your sword skills make you an absolute expert in the field, and even unarmed you're more than a match for 2 or 3 soldiers in close quarters combats, or at least able to lay them on their asses long enough to get yourself and a prisoner away. It'd even be possible to throw your sword into the target at a firing range. This same physical fitness and combat ability includes a certain level of ability to push through pain and injury; it won't stop a sword through the gut from knocking you out, or make fighting in a mech with one a good idea, but you could push through the pain longer than a normal person.

You find this physique and combat skill, and really any physical fitness or fighting skills you come to obtain, is easy to maintain needing at most a small amount of semi-regular practice and exercise, and easy to regain if lost.

Guardian of Centuries (400 CP): 450 years with only a machine, incapable of speech and built as a low level recon drone for company for all but a few weeks or months, stranded on a world that sees you as a monster and who you must hide your existence from. You could handle it. You seem to possess a mind adapted to the years and ages far better than any (normal) human. Your patience is immense, and loneliness may gnaw at you, but it cannot break you nor your mind. In addition to that your memories do not seem to fade, even after 450 years you could remember the exact layout of a ship you spent one short voyage on, and neither do you skills or knowledge; 450 years alone

would not make you forget how to behave politely in company with another, nor would you forget the advanced scientific knowledge stolen from those who invaded you.

Warrior for the Future (600 CP): Almost as important as Kennosuke's ability to pilot the Kuromukuro, was his ability to inspire others. You seem to be a source of light and hope, your presence seeming to raise the morale of others around you. People have more hope when they know you're standing and fighting beside them, and even non-combatants who know you can have faith that impossible odds will be overcome when you are fighting for them. This isn't just about hope in battle, though. Even on a vacation you seem to brighten and lift everyone's spirits, especially if you are excited and joining into things yourself.

Your beacon-like presence also helps you to win the trust of others. People just can't help but have faith in you, even your enemies finding it hard to distrust you. This spell will be broken if you prove yourself to be untrustworthy, but when you save and help others this will be intensified. This will help you make friends of former foes, as long as you treat them like friends in the making; save an enemy's life and you may find that you now have someone who'd much rather be your friend than enemy, and help them again and you might have a brainwashed clone-soldier turning on everything they know to help you.

Ordinary Student Perks

Hobby (100 CP): You have one which you know a lot about for a highschool student. You know the ins and outs of its subculture, and how to actually do a pretty good job in the field, as if you'd been working in it for several years. You'll also find you're also pretty talented at it. For something like cosplay you'd know how to get attention, how to make costumes, and have a flair for poses and and how to make yourself look good in costume; maybe even a talent for acting. Maybe you prefer streaming, and know the ins and outs of getting views, what cameras to use, and how to get a good shot from an angle no one else will have. A future screen writer might have an idea how to stir up a media frenzy with a few believable if not completely true tips, due to knowing what would make a good story and be believable. Maybe you've got a knack for cooking, and could make food good enough to potentially pass for being the work of a professional chef. Or maybe you've got an interest in geology a lot about geology for a highschool student, enough to put most geology majors to shame and make getting a PhD just a matter of researching an appropriate topic for a dissertation. Whatever field it is, you could easily go professional in it, assuming it's a hobby people are willing to pay for.

You may purchase this perk multiple times. Additional purchases are discounted for everyone but not free for anyone.

Battle Navigator (200 CP): Battle is hectic and stressful. Even if you're just a passenger in a robot that's fighting, it's a stressful experience, and it's easy to get distracted by the chaos and miss things. Despite that you're good at noting details, and patterns in fights. This works best when you're directly involved but not actively fighting yourself, standing in the eye of the storm and finding meaning in the chaos, but even if you're fighting directly this will increase how observant you are in a fight. You might not be a trained samurai, or even a soldier, but you are far from useless in a fight, and your observations can turn the tides of battle. You won't just be a damsel-in-distress to be saved.

Flower of Love (400 CP): Not everyone who fights alongside each other has a wonderful relationship. You, though, seem to develop a pretty good one with those who you fight beside. Those who fight on your side will grow to like you faster than they normally would, even the brash and abrasive asshole that starts out considering you a useless load, is likely to develop a soft spot for you after a few months and a few sorties together, and the elite pilot who considers you are insufferable idiot may come to treat you as a friend whose happiness is worth risking the wrath of the entire world for. This is not limited to friendship of course, and you may find those you fight as allies to become interested in having you as lover or wife. This effect is stronger the more closely you fight together; if

you're a general on the backlines it won't affect the frontline troops at all, and probably have only a limited on your staff, but if you're fighting on the front lines along with a small squad you can expect the above, and if you're fighting as a direct partner with someone else truly side by side you can expect it to be several times faster and love to be very likely (if you desire it).

Pilot Authorization (600 CP): You seem to be able to pass biometric scans with truly unusual ease. And it's not just biometric scans. When an object is made to be locked or inaccessible to all but the rightful, or proper user you can use it too. This also applies to when they are only usable by certain phenotypes, ethnicities, or species; it won't fool supernatural morality tests, but where you can count as them by genetics you'll be fine.

You also have an unusual ability to use advanced technology you don't actually understand. You seem to hit the right buttons, click the right things, or hit the right switches. This won't guarantee it does what you want, but you will usually get some positive result and you're much less likely to break something by accident or cause an explosion.

Kurobe Labs Perks

Squad Tactics and Cooperation (100 CP): You understand how to cooperate with others and work as part of a team. You understand how to divide responsibilities, and in a fight you understand how to watch each others' backs, and how to incorporate new allies into the team with minimal disruption even in the heat of battle. This also helps you to understand how to capitalize on the gaps created when facing opponents who are not used to fighting as a team.

We Don't Have Time for the Runaround (200 CP): Bureaucracies are useful, and even vital, but sometimes all their red tape gets in the way, keeping you from doing what needs to be done when it needs to be done. You're good at navigating bureaucracies, though, able to recognize fairly well what purpose the red tape serves, when and how you can cut through it, and when it's better to ask for forgiveness than wait for permission. You also find that as long as what you did was in the organization's favor people are far less likely to punish you for unauthorized action, and when they do the punishments tend to be lighter than they otherwise would be. The more the situation was an emergency for the organization the more this applies; release a prisoner of uncertain providence to pilot the super robot and save the world and you'll probably not even get a slap on the wrist, but if you break out the known enemy combatant through sabotaging your employers for a personal mission to rescue your daughter even if it all goes well and ends up being beneficial to everyone you're still probably being fired, though with this you might still be allowed on the premises to instruct your replacement instead of thrown in a secret prison for breaching top level world security in such a flagrant manner.

Drill Sergeant (400 CP): You excel at teaching others combat skills and whipping them into proper physical shape. It might not be easy, and it might leave them with nightmares, but you could take a subaverage high school student and turn them into a skilled combatant with the physique to match in about 5 weeks. They won't be matching veterans special forces, but they'll be a whole lot better than an average soldier fresh out of bootcamp, and if you had longer to teach them you could train someone to be a premier member of special forces, as your students not only learn and improve several times faster than they should, but they seem to grow more talented in the field the longer you teach them; this can't make them more talented than you yourself though. This perk only applies to physical and fighting skills, it won't help you teach people skills, arts, intellectual pursuits, STEM fields, etc, and it also only applies when your training is harsh and grueling.

If you also have **Samurai Warrior** or **Guardian of Centuries** your students will find that their physical fitness and combat skills are easier to maintain or regain up to the level you taught them, not quite up to what your perk grants you, but still easier than it normally would be.

Adaptive Tactics (600 CP): If there's one thing that humanity has over the Border Patrol officers of the Efi Dorg it's the ability to adapt. Confronted with enemies immune to ranged weapons it didn't take them long to figure out how to change their armaments, and fighting tactics to deal with such enemies. Whether you're human or part of the invasion fleet you now possess this ability. When faced with enemies that use strange powers or abilities, or simple raw superiority, that negate or protect them from your main tactics, strategies, or weaponry you are quick to think of how to work around these defenses, and to change your tactics, strategies, and weaponry to circumvent your enemy's advantages over you. Whether this is learning how to fight in a new and different style than you were trained, coming up with new tactics, or even physically modifying your equipment, you are capable of quickly adapting to negate your enemy's advantages over you.

Border Patrol Perks

Doppelganger (100 CP): At the start of each jump, you may choose an individual in that jump to resemble closely enough to be their clone. Your appearance will not truly be completely identical, there may be some differences due to environmental factors, but you could easily pass for them barring some form of physical maiming. This also ensures that your DNA will read as identical to theirs while in your default form for the jump.

Samurai Warrior (200 CP): You possess an incredible physique and combat skills to match. Feats of acrobatics, in and out of combat, come easy to you, and your sword skills make you an absolute expert in the field, and even unarmed you're more than a match for 2 or 3 soldiers in close quarters combats, or at least able to lay them on their asses long enough to get yourself and a prisoner away. It'd even be possible to throw your sword into the target at a firing range. This same physical fitness and combat ability includes a certain level of ability to push through pain and injury; it won't stop a sword through the gut from knocking you out, or make fighting in a mech with one a good idea, but you could push through the pain longer than a normal person.

You find this physique and combat skill, and really any physical fitness or fighting skills you come to obtain, is easy to maintain needing at most a small amount of semi-regular practice and exercise, and easy to regain if lost.

Body Adaptation (400 CP): Despite their focus on swordsmanship in and out of their mechs the efi dorg grongols rarely actually follow the human body plan. Of course aliens have no need to do so. Now you will find that you are easily able to adapt to non-human forms. For mechs this means being able to apply your skills for piloting one type of mech easily to one with even a very different body plan; if the control schemes are different that's a different issue entirely, but you can quickly learn how to adapt to a different model or make of mech, and the differences of its physical form, and adapt your movement and fighting skills. And as Jumpers are typically shape shifters, you'll find this applies to your new bodies too if you should change them. Just because you - or your mech - suddenly grew 4 legs that won't put you off from using your sword fighting techniques, or performing acrobatics, instead you'll quickly learn how to incorporate the additional legs into them to a useful and positive effect, similarly if you suddenly grew additional arms you could quickly learn to use them all in combat without them interfering with each other. Turn into a dragon, and you'll be easily figuring out how to make use of your jousting techniques in that form, and if your mech just happens to suddenly gain wings you'll be able to quickly figure out how to sword fight in three dimensions instead of just two.

If taken with **Mecha Kenjutsu** this will of course allow you to apply your physical skills and fighting styles to non-humanoid mechs.

Kunoichi (600 CP): You are an expert infiltrator. You could slip through a highly guarded military base unseen, at least long enough to get past the initial perimeter and walls, though you might eventually need to steal a uniform and a security pass, or live as a hunter gatherer on a mountain overlooking a city for centuries with only a few sightings over the years and one or two blurry pictures. Which might be enough as you seem to know how to move to make people not question your presence, and to keep people from getting a full look at your face, or the bloodstains you're hiding, without it being obvious and suspicious. And this stealth is at its best when disappearing or escaping pursuit, even a towering ogre able to vanish in the streets of a modern city from squads of security forces chasing them like morning mist fading in the heat of day.

Of course such stealth is not purely skill. It seems to be luck as well. Infiltrating a town in the night you might literally meet no one, and small gaps in patrol patterns, or people being called to and distracted seem to fall in your path aiding your infiltration.

And since this is a mecha show, these skills seem to apply extremely well to mechs, as you are adept at making a 20 meter tall - or even 30 meter tall - robot manage to lose pursuers and tracking, or even disappearing amidst city buildings in the middle of a fight. Having stealth systems might help with that, but even then being able to get away long enough to activate them takes some doing.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Cosplay Collection (50 CP): This is a wardrobe, or dresser, full of cosplay costumes. The exact contents seem to change from time to time. They have a fairly decent range including examples such as: simple dress up and pretend costumes, like nurse or police uniforms of the sort that a cosplayer would wear more than a legitimate nurse or police uniform; generic off-brand fictional character outfits, such as fantasy warrior costumes or plate mail bikinis; or even costumes designed to resemble specific fictional characters from this reality, or others you visit.

Life Indicator (50 CP): This is a small pendant which can be connected to the life of a single individual. Since you're probably not extracting nanomachines from people, we'll let you connect it simply by touching it to an individual and willing it. While connected to an individual the pendant will produce a faint red light for as long as they are alive. This light will go out if they should die. At the end of each jump the connection will be severed allowing you to connect it to a new individual in the next jump.

Loincloth (50 CP): This is a traditional Japanese loincloth. It is also the most comfortable underwear you will find. It is otherwise a rather plain piece of clothing.

Pet Cactus (50 CP): This is an old, weaponless two legged efi dorg scout unit. Looking something like a robotic emu or ostrich, about the height of a human. It doesn't really seem to do much, but follows your vocal commands to the best of its limited artificial intelligence. It can't speak, but give it long enough and you'll swear you can understand it, though that might just be the result of too much isolation.

Small White Furred Creature (50 CP): This is a small, white furred animal, probably a ferret, and definitely ferret like. It is rather smart for a ferret, and very affectionate, but mostly mundane. However it seems to have a good idea on if you are hurt or dying, as it will begin to grow anxious and panicked and attempt to rush to your side when you are.

Streaming Gear (50 CP): This is a high quality video camera. It seems to have infinite memory and storage, and will automatically back up its recordings on a memory drive in your warehouse.

The Love of Your Life (50 CP): This is an ordinary military handgun except that it seems to possess infinite ammunition as it never seems to run out when you're using it.

GAUS Transport Trucks (100 CP): This is a pair of two trucks designed for the transport of geoframe parts. They are capable of being connected together so that they can be driven as a single unit, and carry full formed geoframes. Closing the roads to get it through is up to you, but they can transport giant robots.

These trucks are self-maintaining, repairing, and refueling, and will replace themselves if they are destroyed.

Secret Hot Spring (100 CP): This is a cottage positioned near a sheltered and secluded hot spring. By default they will appear in an out of the way, and usually mountainous, region and with a noticeable but not excessive walk between them. The buildings seem to maintain themselves, and the spring will remain nice, clean, and clear regardless of the environment around it. The path and area is also guaranteed to be bear free.

Cacti (200 CP): Standing at 3.8 meters tall each, these are low level drone mechs used by the efi dorg roughly analogous to the dwarfs used by humanity. They lack gravity or inertia control technology, and can be destroyed by anti-tank weaponry but possess oscillating blades built into each of their arms, and are capable of capturing targets and containing them in bio-conveyance capsules which place them into a sort of suspended animation while within. They are capable of hiding, and ambush tactics without outside guidance acting on their programming and internal AI. You gain 20 cactus units with this purchase, and can replace any number of them with the smaller, unarmed blue units used for scouting.

If any are destroyed, 1 cactus will be replaced each week. Additional purchases (which are discounted) double your number of cactus units for each purchase (2 purchases would give you 40, 3 would give you 80, 4 would give 160, etc) and will double how many units repair/replace themselves each week. If bought with a Mothership, the number of cactus units (and number which repair each week) is increased by an order of magnitude (i.e. 200, 400 with 2 purchases, etc). If you also purchased a **Subdermal Chip, Alien Armor, Mothership, Horse, Crow, Tablet, Research Institute**, or any form of **Geoframe** it will include the necessary technology to send new orders and commands to these cactus units through wireless means.

Pivot Stone (400 CP): Unfortunately, or maybe fortunately, this doesn't connect to the efi dorg network. Instead it seems to connect to your warehouse, or any other personal dimensions which you have purchased for CP. This device, substantially larger than a grongol, can be used to create a massive portal - at maximum size large enough to move multiple kilometer long and wide motherships - to the specified space allowing for two way movement of forces between them. Such a portal requires a fair bit of energy, but it can absorb that energy from ambient heat, lowering temperatures around it by a fair bit while charging. The stone is also not self-repairing or self-maintaining except that it will be fully repaired at the start of each jump.

You get blueprints to make more such stones. While these won't connect directly to other dimensions you possess (or your warehouse), they will be able to connect to each other to form wormholes to connect distant points.

Mothership (600 CP): Slightly more than 1000 meters tall, and 1000 meters in diameter with a chandelier-like design of spurs coming off the center like spokes of a wheel. This mothership contains many examples of efi dorg technology with tractor beams capable of retrieving grongols from the ground, facilities for memory implantation and cloning, gravitational shields and the ability to launch spikes which generate a forcefield impenetrable to everything but certain wavelengths of visible light, and a gravitational starship drive capable of relativistic speeds approaching light speed. This mothership can be used to spearhead the invasion of a world, and for its small crew - only 7 individuals - could hold many many more.

Efi Dorg Memory Stick (1000 CP): This is a simple flash drive, usb, sd card, or other form of data storage device of your choice which contains efi dorg engineering blueprints and technological designs. While it does not include details on the physics and science behind them, this is far more complete than Zell's knowledge given to Earth, and contains instructions on how to build any and all efi dorg technology shown in the show and potentially more unshown devices. This includes a wide variety of gravity manipulation devices, advanced nanotechnology, the creation of spider-like robots that can control brains by crawling in through ears, wide scale cloning, memory fabrication and implantation, and who knows what they possess in technology not directly utilized for planetary invasion. This also ensures that devices built from these schematics will still function in future jumps.

Ancient Samurai Items

Nanotech Sword (100 CP): This is a sword built from alien technology. Made from the same superstrong alloy as the efi dorg use for their grongols and armor, nanotechnology is laced throughout it allowing it to slowly convert other materials to repair itself if damaged. In addition it uses vibrational shifting technology to increase its cutting force significantly. These combine to allow it to cut through most earthly metals with ease - one could throw it point first and have it sink almost up to its hilt - and even slice through the limbs of cacti and damage the armor of efi dorg warriors and their grongols, though those are made of the same material hardened and thickened as armor so it will not be easy.

Horse (200 CP): This 3m cube is capable of unfolding into a form that is very vaguely reminiscent of a giant horse. Really it looks more like a large flying convertible, and it functions like a flying convertible as well, though it is only designed with 2 seats and despite its larger bulk doesn't particularly have the sitting area for more. Made of the same nanotech as other efi dorg tech it is capable of self-repair, when in cube shape cannot be forcibly opened without destroying it by any Earth technology, is faster and more maneuverable than a helicopter, and it seems to require no external power source. It possesses some level of auto-pilot enough to fly itself to you if you call it, and to fly where you designate - at least within its coordinates - but except to come to you it will not fly unmanned, and will resist being piloted by others than yourself and any of your Companions you designate. This horse will come to you when you call it regardless of the distance, taking only a minute to reach you regardless of its distance from you (even between dimensions) as long as no one is actively restraining or blocking it; its attempts to get past interference are limited to merely the horse's normal movement capabilities. At the start of each jump you may choose a piloted mech you possess and have this horse replace/double as its cockpit; this may affect the size of the horse.

Crow (400 CP): While arguably a mech all its own, the crow seems to be designed as more of a support unit. Little more than a winged gravity propulsion unit with a one-man cockpit, it does possess a pair of arms for use in grabbing onto and attaching itself to another mech, as well as a tail. The tail is actually an oscillating blade in the form of a long spear with a cross-shaped head. The crow is capable of lifting another mech for aerial combat, allowing it to fly and function in 3 dimensions while remaining in an upright humanoid posture. It is powerful enough to escape the atmosphere, and is capable of quickly ascending above the clouds. The crow can be piloted, or it can be controlled from the attached mech, and even called to the mech by remote, piloting to it and

attaching; it is not programmed for other autonomous actions besides 'fly to' and 'attach to' its linked mech. At the start of each jump you may choose a mech you possess to have the crow be linked to. Its size will adjust to match the linked mech if it is significantly larger or smaller than an approximately 20 m grongol.

Ordinary Student Items

School Uniform (100 CP): This is an ordinary, (Japanese) high school uniform. You will find that people seem to consider it appropriate clothing for you in almost any situation; they might not consider it the ideal one, but whether you're going to a high class gala, relaxing with friends, or traveling through time in some sort of feudal fairy tale people will not find it odd or scandalous. This school uniform is also always flattering on you, again it might not be the ideal outfit to make you look your best, but it will always look good on you and seem to make you appear cuter than normal.

Amasan Prime Subscription (200 CP): You seem to have a terminal in your Warehouse, or a property of your choice if you lack a Warehouse, which can access and order goods from Amasan.com. These goods will appear by the terminal after a time which would be normal for an Amazon delivery. The terminal will automatically convert local currency into the appropriate currency for ordering from Amasan.com. This will, unfortunately be Amasan.com as it was at the start of this series, and so you will not be able to order any technology you introduce, or which is developed from the efi dorg invasion.

Tablet (400 CP): This is a simple tablet computer. It's not particularly high power, more the sort of thing that might be given to an elementary school student. But it does not seem to actually use any power to keep it on (though it cannot provide more charge than its battery has), and always seems to be able to access the internet. This can be any version of the internet it has ever accessed, though the versions from past worlds will be locked in as read only, leaving you unable to upload information onto them and never changing from the time you left that world.

If bought with **Amasan Prime Subscription** you can order goods from online stores from any of these worlds and have them delivered to you in approximately the time it'd normally take for ordering from said store in the relevant world. You will not be able to order sapient beings this way (including self-aware AIs), even if you have visited worlds where such things are easily available through online shopping.

Kurobe Labs Items

Piloting Suit (100 CP): This is a lightly armored suit made for piloting a vehicle that moves with high acceleration. The interior lining is shock absorbent, working to cushion and support the wearer, and the exterior is made from a stab-proof carbon nanofiber material. While this isn't enough to make piloting a mecha moving at high speeds - significantly faster than a human to scale - safe while you have a half-closed stab wound through the gut it can make the difference between it being lethal and merely painfully bad for you. Better yet it seems to never hamper your movements and to be unusually comfortable, and will repair damage it receives overnight.

Helicopter Phone (200 CP): This cell phone isn't really a cell phone. I mean you could import it into one or import one as it, but it has no special ability to make calls except one. You have a speed dial on it that allows you to call a helicopter and tell it to go to a certain location. The helicopter will then arrive at the designated location within a number of minutes. Its crew is armed, but will not directly engage in combat unless attacked, and will not go more than a few steps from the helicopter. You can however tell them to pick up willing individuals and transport them to other locations; though movement between these two points follow normal physics for a helicopter. The helicopter does not seem to be able to be stopped from arriving at the location it is called to, though it is not guaranteed to be able to leave. While the helicopter is unoccupied - except by its crew of not-people - you can order it to leave and it will disappear from existence once more.

You must wait an hour between dismissing this helicopter and calling a new one, and if it is destroyed they will refuse to send you another for 1 week; or if you have **Amasan Prime Subscription** you can use it to pay to replace the helicopter and crew to be able to call a new one without waiting this week.

Research Institute (400 CP): This is a research institute roughly equal to Kurobe Labs. Designed ostensibly for the study and reverse engineering of discovered sufficiently advanced technology, it is also set up for the creation and development of military mechs based upon that technology, and includes a series of mass drivers to launch said mechs out from for delivering them to combat locations. The institute is fully staffed, including security personnel, with staff roughly equivalent to that of Kurobe Labs. While not guaranteed to have Kurobe Labs political connections, it does come with a hydroelectric dam (and situated on a waterway to make use of it) which provides an average of 1 billion kilowatt hours annually, and you will find that mysterious grants provide for the salaries of the staff with legal paperwork to support them.

If you do not want to disrupt the setting by adding a second research facility equivalent to Kurobe Labs, you may instead during this jump replace Hiromi Shirahane or Major Graham in their position at Kurobe Labs. No named individuals or artifacts will follow you with the lab, and in future jumps it will still insert normally and not replace an existing canon research institute. If you replace Hiromi Shirahane, Yukina will still somehow find her way to the Cube at the beginning of the series unless you actively move to prevent this.

Border Patrol Items

Subdermal Chip (100 CP): This is a chip implanted under the flesh of your arm. Capable of remaining hidden from security scans and simple medical scans, this chip is a relatively limited computer which possesses the ability to display a holographic interface. This interface can be used to upload maps, program it to recognize certain energy frequencies and follow them to their source, and can connect to another system - such as a mech - to allow it to send information between them; such as a simple recall command. It does have a limited range for its sensors and system connection, only extending to a few miles for its sensors, though it can communicate with a ship in orbit. If you purchase any mechs, or robots in this jump, it is able to be used to contact them and quickly relay simple commands.

Headless (200 CP): Headless are AI automated grongols. Built to lower specs than piloted models - a combined assault from traditional military vehicles could bring one and its gravitational shield down with difficulty - they are still powerful war machines. They possess much of the same technology as grongols, including gravity compensation, oscillating blade weaponry, and gravitational shields, though were not shown to possess nanomachine enhanced self-repair. Their AI is sufficient for action on the battlefield, though their responses are slower and more awkward than would be expected of a pilot, leaving them vulnerable to a skilled GAUS pilot. They are capable of following simple battle plans, and commands.

You gain 3 headless with this purchase, each additional purchase doubling the number you receive (in addition to being discounted if it was not already), and if purchased with the mothership you will receive a dozen for each headless unit you would ordinarily receive. If you also purchased a **Subdermal Chip, Alien Armor, Mothership, Horse, Crow, Tablet, Research Institute**, or any form of **Geoframe** it will include the necessary technology to send new orders and commands to these headless through wireless means.

Alien Armor (400 CP): This item comes in two varieties. Each time you purchase this item you may choose one version to gain.

The first is a suit of battle armor, apparently made from the same material as grongols and the nanometal sword. Like them it is capable of self repair through absorbing inorganic materials, and it is additionally hardened and prepared for combat. It will deflect bullets with ease, though you might feel a kick from the higher calibers. The armor is strong enough to block blows from a nanometal sword despite its vibrational

shift capabilities, though only with the reliability that normal armor might block a normal sword meaning that a good blow with sufficient force can get through, but this still places it above the armoring of the cactus units which required anti-tank weapons to disable. This battle armor will also scale to your own defenses somewhat. While it will not maintain the gap between 'normal human' and 'completely bulletproof alien armor' it will copy any defenses you possess at a slightly increased level.

The other option is an atmospheric entry suit, though its main purpose seems to be stealth infiltration. This is a fully functional spacesuit, capable of surviving the void of space for as long as its air supply lasts. It is capable of surviving being propelled into atmospheric re-entry with an initial push for additional velocity, and then being de-accelerated via tractor beam. Its helmet is removable, and the suit includes gravity based technology to allow the wearer to walk on water or perform assisted leaping allowing them to jump far higher than normal. The technology for this purpose is held in metal roughly pyramid shaped plates on the arms, legs, and one on the back. These plates provide some armor value, as they are strong enough to stop a handgun bullet, though will be visibly damaged and temporarily short circuited by the act. Despite these visibly bulky plates it remains completely non-restrictive to your movements and easily worn under other non-specifically tight fitting clothing such as a construction jumpsuit, and will adapt to any shapeshifting you perform through perks or alt-forms. Like most efi dorg technology nanomachines are incorporated into the fabric and suit allowing it to automatically self-repair through absorbing inorganic materials.

Geoframe Builder

You may import an existing mech into any of the options for Frame. For any option other than Unidentified Geoframe, it will get the ability to assume the form of the relevant frame in a manner similar to your assuming an alt-form, and any purchased add-ons and upgrades will be able to apply to either form.

You may import weapons and accessories designed for mechs into the Add-Ons and Upgrades if you find them appropriate (such as importing a mech sized sword as an oscillating blade). Add-Ons and Upgrades will be sized and designed for the mech they are purchased for.

Additional purchases of the same add-on or upgrade are not discounted. However if you purchase multiple separate mechs (and do not merge them) only the most expensive mech is full price, all others being discounted (by 50%).

Frame:

You may purchase multiple frames as a single mech if you want your grongol to be able to take on the appearance of a GAUS or maybe switch between a towering commander class grongol and a GAUS/normal grongol.

Unidentified Geoframe (Free): If you already possess a mecha of some sort, you may import it into this builder for free. It will gain no new capabilities, but you may purchase Add-Ons and Upgrades for it.

Dwarf (50 CP): Standing at 3.7 meters, this is a single person geoframe. The cockpit is not fully internalized, being open, but with a sheet of bulletproof glass, like a riot shield, in front of it, and it possesses no particular sensors or gravitational technology. Still it is a small, humanoid mecha which may prove useful for your purposes. It should be noted, however, that as any Add-Ons or Upgrades will scale to the mecha, something such as gravitational shielding purchased for a Dwarf will be substantially easier to breach and unlikely to stand up to even anti-tank weaponry. Still it is included here, instead of general options, if you want to try and make it something impressive.

Gaus (100 CP): The false grongols built and designed by humanity in imitation, and with the help of, the artifacts. Standing 19.4 meters tall, they are capable of fighting against

the efi dorg geoframes, though they possess more limited gravity and inertia compensation, and thus reduced agility and speed compared to a grongol, which still allows them to move and jump in battle much like a human, and to even land safely on rooftops, and are made of terrestrial alloys. You may choose whether to have a system built to be piloted by 2 operators - a main pilot and a backup navigator - or a single pilot with assistance of a simple AI. Regardless of your choice, it will possess an emergency escape hatch.

Grongol (400 CP): The efi dorgs' main weapon of war. Standing approximately 19.6 to 23 meters, though possibly with certain elements which extend above this height, a grongol is a mostly humanoid, piloted fighting machine. Designed of an alien alloy which can stand up to most human made melee weapons, though can be damaged through the application of C4, and which is laced with nanomachines allowing for them to self-repair and heal. They possess graviton based technology which allows them to scale walls with ease, move with proportionately superhuman agility, and walk on water, as well as powerful gravitational shields which deflect all ranged weapons. You may choose whether to have an old system built to be piloted by 2 operators - a main pilot and a backup navigator - or a single pilot with assistance of a simple AI. You gain a **200 CP stipend for add-ons and upgrades** for this mech.

Grongol - Ogre Class (600 CP): This is a grongol built on a larger, more powerful scale. Normally a mech for a mech, yours doesn't have to attach to a smaller mech. Clocking in up to 50 meters tall it towers over ordinary grongols and should possess greater energy output and capabilities. It does, however, require 2 pilots to operate even with the assistance of efi dorg combat systems and possesses 2 cockpits. Its size also makes it somewhat less maneuverable in combat. You gain a **300 CP stipend for add-ons and upgrades** for this mech, and any option that is free for a grongol is also free for a grongol - ogre class.

Add-Ons and Upgrades

Anti-Tank Missile (25 CP, Free for Dwarf): This is a weapon designed to launch an explosive warhead designed for down a tank, or similar vehicle. For a Dwarf this would be expected to be able to bring down a modern military tank on a direct hit, though on superior mechs it is likely to be significantly more powerful. Still it should not be expected to penetrate a grongol's gravitational shielding even on an Ogre-Class Grongol. It is also not the easiest weapon to aim or fire, and while its ammunition will restock over time, it carries only a handful of shots at a time.

Heat Spear (25 CP, Free GAUS): This spear lacks a sharpened point, and is not a penetrative weapon. Instead it is a large, metal rod. It is coupled with a device to store C4 and to attach it to the tip of this weapon. By stabbing with the weapon when C4 is attached it will attach the C4 device to the struck surface (detaching it from the spear) and prime it to explode. This will soon be found to be an earth-tech solution which is capable of dealing with headless and even piloted grongols, though still typically inferior to an oscillating blade. For a GAUS you can have this weapon already installed for some reason, or wait to acquire it until it would be created in canon.

Long Arms (25 CP per pair): Most geoframes possess arms proportionate to them as human arms. These arms are longer, reaching almost to the ground, and could be used for a gorilla-like form of movement. They are also somewhat more flexible and with a greater range of movement than normal arms.

Rotary Gun (25 CP, Free for GAUS): This is a rotary machine gun for your mech. Able to be carried or dropped when needed, though if you're not getting this for free you may choose to have it be built into your mech - potentially as head vulcans. Even fired from within a grongol's gravitational shield this will only do relatively light damage to a grongol, though with specialized armor penetrating and explosive ammunition it could bring down headless reliably and have a noticeable effect on a true grongol. Thankfully such ammo is included and will automatically resupply with time. If taken on a dwarf this is a .50 cal weapon, and could be trusted to damage a cactus unit at point blank and potentially bring them down in one burst although would be likely to take more. A dwarf may take this weapon for free instead of the **Anti-Tank Missile** if desired.

Oscillating blade (25 CP, 1 purchase free for Grongols): This is a large, mech-sized sword made of the same advanced alloys and nanotechnology as efi dorg grongols. And like other efi dorg weapons they used vibrational shifting to increase their cutting power, allowing them to cut through most materials used by humans almost like they weren't

there, and to inflict serious damage to grongols. If you want a weapon other than a sword, you can choose another bladed or pointed hand-held melee weapon instead, it can't have individual moving parts (no chainsaws or drills), but if you want a polearm, or a lance that would be an option. You may also take a pair of small swords or daggers as a single purchase. A grongol can take a pair of Japanese style swords as its free purchase if desired.

Crab Claw (50 CP each): Not really particularly crab-like, this is a weapon like the Yellow Crab grongol mounted on each of its shoulders. Jutting out and then bending down, looking almost like a wing when not in use, this is actually able to raise up and unfold another joint to the limb, forming a bladed spike that can then be thrust down or even wielded like a sword. The range of motion is relatively limited compared to an arm, but it's an extra limb with a large shift-blade and good for some unusual angles of attack. You get one per purchase, so unless you want to look silly or like you have one awkward wing you might want to buy 2.

Locked Access (50 CP, Free Grongol): The upgraded geoframe will only function for a pilot who is a DNA match for its registered pilot, or if designed for a pair of pilots when it possesses a pair of pilots who are genetic matches for their registered pilots. Efi dorg officers usually have some means to reset this access, allowing a pilot to be de-registered and a new pilot to be registered, but since you're paying CP for this it will only accept you (or someone who is a DNA match for you) as an authority to change its registered pilots.

Nanotech Repair System (50 CP, Free Grongol): Nanomachines within the metal of the geoframe work to help it repair itself. This can help to mend minor damage in combat, though anything that knocks an armor plate off completely won't be repairing itself in battle, as well as massively cutting down on maintenance and repair cost and time. Some damage may still be too massive to repair, and individual pieces do not seem to reform indicating there is some core. If purchased along with the **Wearer** perk the mech is capable of installing similar nanotech implants into its pilot(s) giving benefits similar to the **Wearer** perk. Grongols get this upgrade for free.

Self-Destruct (50 CP): High explosives have been worked into your mech, allowing it to perform a self-destruct. On a GAUS or Dwarf this would be C4, though on a Grongol it may be a somewhat stronger explosive. On a GAUS this would be enough to destroy a grongol if detonated adjacent to them, and on a Dwarf would be enough to inflict serious damage to one. Somehow these explosives won't go off until you detonate them, and do not seem to actually slow your mech or interfere with its internal systems.

Tonfas (50 CP per pair): This is a pair of tonfas. Strong enough to parry oscillating blades, they each possess an oscillating blade that runs down one side of the weapon. In addition on one head of the tonfa there is a pile driver like spike made with the same vibrational shift technology, designed to punch through armor - or a cockpit - and inflict a destructive blow by piercing into an enemy with a sudden secondary thrust of force. Comes in a pair.

Augmented Leaping (100 CP): Your geoframe's ability to jump is improved, with a smaller improvement to its running speed and overall movement capabilities. As a GAUS this would put it roughly on par with an average grongol able to leap over other a geoframe with a running start. As a grongol (or a GAUS with gravity compensation) it would be possible to leap over the tallest dam in Japan with a similar running start.

Charge Thruster (100 CP): This device (usually) on the back of your geoframe, somewhat resembles a jet engine. It is used to compress water vapor from the air and create a blast of vapor which expands and accelerates the geoframe using a laser propulsion mechanism. This allows for high speed forward movement with a very high acceleration, though it does require a brief charge time prior to the movement. It remains a tool for closing the distance with an opponent, especially one that does not know of the ability.

Folding Claw (100 CP): When not in use this weapon resembles one of the crab claws available above. However the portion hanging down after the initial jut from the shoulder is thicker. This is because it actually has several more doubling over segments. Unlike the crab claw this one is actually a claw, however, as the weapon is able to unfold into a massively long arm more than twice the entire standing height of the mech, extending with great speed, able to catch a military helicopter or potentially even jet in flight. It ends in a hand which can be used to manipulate objects, and its many joints give it a relatively good range of motion, though its length does make it awkward to use as an arm and relatively slow when not launching outwards. Still it provides a melee weapon usable at a relatively great range, and while extending it hits with great speed and great force even by grongol standards.

Gravity Compensation (100 CP, discounted for GAUS, free for Grongols): This technology helps to negate inertia and compensate for the mass of a geoframe. This works to grant them agility and speed which would normally be impossible for such large machines. It also helps them to remain standing and guides them towards autocorrecting their balance, preventing accidental falls. This gravitational warping effect is potent enough to allow for these 19 meter plus machines to walk on the surface of water without

breaking it, or easily scale nearly vertical surfaces. GAUS units possess a reduced version of this for free which grants comparatively lesser agility and speed, and is unable to walk on water or climb with such ease, but still can allow them to jump onto the roofs of buildings without damaging them, and can purchase the full version.

Stealth Cloak (100 CP): This is a stealth system which allows your mecha, when immobile, to project a field which allows it to blend into its surroundings. This seems to also work to prevent active sensors from finding it, blending it with the environment around it. This effect isn't perfect, and someone close by will still see a rather blurry area, and it doesn't work when moving, but it can allow a 20 meter robot to hide from satellite imaging and aerial searches under a light canopy of trees.

Apoptosis Blade (100 CP/200 CP): This is an upgrade which can be given to an oscillating blade, or other bladed weapon, possessed by the geoframe. The blade becomes host to a form of weaponized nanomachines which are capable of creating an apoptosis command in other nanomachines, causing them to begin to self-destruct and spreading a self-destruct command to other nanomachines of the same variety nearby. Against grongols this will cause their armor to begin to weaken and acts similarly to a toxin spreading through a living creature, and it will do similarly to other nanomachine based robots and machinery. For the **higher price of 200 CP** this is no longer limited to nano machinery, but will affect other machines and even living creatures it strikes similarly, causing them to begin to weaken, corrode, and in the case of living creatures necrotizing their flesh as it works similarly to a poison which excels in weakening healing factors.

Extra Arms (150 CP per pair): Your geoframe possesses a second pair of arms. These limbs are fully functional and possess a full range of motion. You may purchase this multiple times for additional pairs of arms.

Self-Driving Mecha (150 CP): Your geoframe is able to act as an autonomous drone without the active presence of a pilot. While functioning this way it will act similar to a Headless unit, its reactions slower than those of a trained pilot, and its AI of limited intelligence, but capable of using its systems in battle and moving towards a goal, and theoretically with the proper tool to relay commands you could pilot it by remote. It is easy to manually override such control for an authorized pilot, and if you also bought a **Locked Access** and **Subdermal Chip** you may set it so that it can only receive such outside commands from you (or someone genetically identical to you) using said **Chip** or another device receiving biometric data from the chip.

Spider (150 CP): Your mech now possesses a 2nd pair of legs that can fold up onto its back. These legs possess oscillating blades built into their heels able to extend like switchblades, or to be used in slashing kicks. When these legs are unfolded the mecha takes on a somewhat centaur like appearance, able to move on all four legs providing improved speed, quicker changes in direction, and improved jumping (though this last is definitely below **Augmented Leaping**).

Spike Launchers (150 CP per pair): This is a matched pair of weapons mounted on either upper arm of your geoframe, or alternatively on its torso to either side of the cockpit. These spike launchers use nanotech to create spike-like oscillating blades and fire them at high speed and force towards enemies. These weapons can easily penetrate through modern military jets and vehicles, allowing them to be used to wreak havoc at a range, and could do heavy damage to even a grongol if they could hit, but are useless against a grongol's gravitational shielding. Still you can probably find a use for them in a future world.

Blade Tentacles (200 CP): This is a pair of 2 in-built weapons which double as limbs of sorts. Long, flexible tentacle-like structures, they are covered in a segmented (shift) blade so that when they are at rest they hang from the body like long swords nearly reaching the ground. They are capable of highly flexible movement, and of stretching out several times over their usual length, and hitting with high power, the final segment of each one able to open into a grasping claw. When stretched, however, they are vulnerable to being severed in a counter attack as the central cord is not protected by the vibrational shift of the oscillating blades and is not as resilient either. You may purchase this add-on at a discount by replacing an arm with the two tentacles.

Gorgon (200 CP): This upgrade gives your geoframe a somewhat interesting 'hat' of sorts. From the head of your geoframe extends four protrusions somewhat like the arms of a chandelier. These turn downwards after a little way, oscillating blades extending from them. While these lack the full range of motion of a true arm - the part directly attached to the head doesn't seem to move, though there is a joint before the part that hangs downwards - they can be used to parry attacks coming towards the upper torso of your geoframe, and even to strike out at enemies, and a skilled pilot could use them for almost a 360 degree field of combat potential. A second ring of swords extend from the waist to block attacks that would come in too low for the head ring to defend against, and add to the potential angles of attack.

Gravitational Shielding (200 CP, requires Gravity Compensation, free for Grongol): Your geoframe possesses the gravity based shields which the efi dorg use in their

technology. These shields seem to do nothing against hand-to-hand attacks, or crashing vehicles, but are capable of stopping projectiles and deflecting them off in various directions, capable of repulsing missiles, possessing enough power to stop any conventional ranged weapon and even a tactical nuke failed to stop a grongol with one of these shields; though it did briefly shut it down. This shield's power will of course depend somewhat on the power and size of the mecha it belongs to.

Dragon (300 CP): Your geoframe is no longer humanoid in shape. Instead it seems to be more like a bat, or some recent depictions of dragons. If you purchased multiple forms for a frame, or imported a frame as anything but an unidentified geoframe, you may choose to have this upgrade only apply to one or more of the alternate forms the frame now possesses.

This upgrade changes the profile of your geoframe significantly. Quadrupedal on the ground, with elbows that jut far above what its height originally would have been, and in flight possessing a wingspan more than triple its former height. You may choose to have your melee weapons (if any) attached to the mech in this form like spikes; maybe forward mounted and a long weapon to form a jousting lance, or maybe a pair of blades rising up from its back to cut through things you fly underneath. Its propulsion system is powerful enough to quickly drag another frame above cloud cover and drop them only to come back to them on the way down and repeat, and despite its speed this dragon is still highly maneuverable, able to fly circles (literally) around a mech that lacks similar 3 dimensional capabilities.

Flight Mode (300 CP): Perhaps you'd prefer to be able to fly while maintaining a humanoid frame. With this option your frame now has extendable wings with a span over three times its height. This is similar to the **Crow** item except it cannot detach to fly in isolation, cannot accept its own pilot, and loses out in maneuverability, speed, or both against either the **Crow** or the **Dragon** options above. If you choose maneuverability you'll be significantly less maneuverable, still quite capable, but you will be relatively ungainly; like the Ogre compared to the Kuromukuro in a flying battle. If you choose speed you will have noticeably slower max speed and maximum acceleration especially in the forward direction. If you choose both this will mitigate the effects on either one at the cost of affecting the other as well.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50 CP): For every 50 CP you pay you may recruit 1 canon character.

Loyal Butler (50 CP): This is a member of the U.N. forces assigned to the Kurobe Laboratory, and specifically trained as a GAUS pilot. From a country other than Japan, America, China, France, or Britain, they are a fully trained special forces operative, heavily skilled in guerilla warfare, as well as with experience in digital warfare. In fact they seem trained in a lot of things. While far from an expert, they are something of a renaissance man, possessing at least a little skill in almost everything. Besides their existing skills, they also seem to pick up new skills and talents at incredible rates, and to possess the **Mecha Kenjutsu, Basic Training, Squad Tactics and Cooperation**, and **Masseuse**. The reasons are unclear, but they seem to have decided that they wish to devote themselves to you as a loyal servant.

Identical Enemy (100 CP): This is either a human - if you're an Efi Dorg - or an Efi Dorg clone soldier - if you're human - that is remarkably genetically identical to you, having completely implausible identical DNA is likely involved. They have all your biological abilities.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of your jump (before choosing whether to stay, continue, or go home).

First Invasion (Toggle): Would you rather explore when remnants of an efi dorg ship crashed on Earth and the seeds of the series were planted? By taking this toggle you will be arriving in Kennosuke's time, immediately after Zell and his people crashed their stolen ship into the efi dorg ship that was arriving at Earth, roughly 450 years ago.

Relatively Speaking (Toggle): This is a setting with slower than light space travel (though wormholes are used to circumvent this) and ultimately a war fought across 224 light years and at least 450 years. As such while the main events take place in under a year, a decade may not be enough time to truly explore it. Instead of staying 10 years from the viewpoint of an observer at rest, by taking this toggle you may choose to stay here for 10 years from your own personal relativistic frame of reference (i.e. if you're moving at .995 c for the whole jump you'll stay 10 years as you experience it which would be approximately 100 years on Earth), or up to 500 years either from a hypothetical observer at rest, or from your own personal relativistic frame of reference.

Self-Insert (Toggle): You may replace one of the canon characters of the series assuming you have the proper background and roughly have the proper build or can simulate it.

American (100 CP): Well you don't have to be from America, but you certainly act like one of the stereotypes about Americans. You've got an abrasive streak, and a tendency towards being loud, rude, and superior to those around you. This won't guarantee people dislike you, or even stop you from being charismatic, but it will be despite these qualities and people won't simply ignore them.

Giant Ninja Robots (100 CP): The UN is horrible at following enemies. Oh, they can catch 20 meter robots being launched like meteors from space, but despite still having plenty of observation satellites they keep disappearing from their sensors on the ground, and let's not get into 20 meter robots disappearing from the sensors of ancient alien technology in the middle of battle. While before you might have been able to overcome this with competent satellite work, much less supernatural or clarketech powers, now you will find that your enemies have a way of slipping from your searches and view at least for a time. This isn't insurmountable, a thorough search can find them and not every enemy will always be able to disappear from your ability to track them in combat, but you will find your supernatural means of doing so to be especially degraded.

Keystone Target (100 CP): It would seem that the efi dorg did not send only one ship. Somehow they were made aware of you long enough ago to send a second efi dorg mothership looking for you in specific. They have a general overview of your abilities, but not specifics, and will include at least one crew member who bears a strong, and genetically perfect, resemblance to someone you cared about when you knew them, or care about even now. If taken with **Pivotal Change** the entire efi dorg empire will have this knowledge, and be aware that you are a major threat to their empire.

Lacking in Appeal (100 CP): I hate to break it to you, but you're not very cool. In fact if anything you're totally and utterly uncool. Expect them to view you rather akin to how they would Jose. Maybe if you do something big - like save the world - you could become a beloved hero, but you'd still just have an air of 'lameness' around you.

Medieval Values (100 CP): You will find yourself holding social values more in line with the feudal era than the modern period. You won't necessarily force your values on others any more than you normally already would, but you will find yourself possessing them. And unlike Kennosuke you will not adapt almost instantly and seamlessly to believing in modern ideas and ideals.

Samurai Weeb (100 CP): You've never heard of the Hagakure? Sometimes called the Warrior's Bible, it's certainly your new holy text. Written in the 18th century, more than half a century since the last warfare in the country, it is a book that created many of the west's perceptions about samurai due to Imperial Japan's pushing of it for its soldiers during WWII. You will now attempt to live life like one of the honorable 'samurai' presented within, and this is not the mere trappings like Sophie, you will push to wholly dedicate yourself to being the idealized, honorable 'samurai'.

Shipping Goggles (100 CP): Someone asking about how to get a girl to pilot a giant robot, because you can't just force a girl to do something like she's a guy... obviously a romantic question. You tend to view everything through a romantic lens, especially other people's (inter)personal problems. You'll be looking for romantic subtext in everything, and sometimes it will be there, but you'll be getting a lot of false positives. You also feel an urge to help in other's 'romantic' woes.

Stagefright (100 CP): You suffer from a fear and anxiety of public speaking, or being the center of attention from large masses of people. Oh, acting with friends for a film for you and your friends might be ok, but addressing a school auditorium - or something like a live broadcast to be watched by the world - would see you freeze up almost completely.

Just Stop Shooting Already (100/200 CP): Your ranged weapons are completely ineffective against your enemies. It doesn't matter what the weapon is, or what the enemy is, but if it shoots a projectile it will not successfully harm your enemy. An exception will be made if the enemy is extremely close, but we're talking close enough you could just hit them with the projectile launcher possibly with more ease. For 200 CP you will be unable to cognitively accept this fact, and find yourself still trying ranged weapons against almost every single enemy, and the collateral damage you inflict on your surroundings with this useless barrage of attacks is increased.

Child of the Past (200 CP; Border Patrol may not take this drawback): Well even if you're not an Ancient Samurai you seem to have been thrown into the present from the past. You have forgotten all modern society, as well as all post-industrial societies (including magical equivalents), and lose any scientific knowledge past what could be expected of 16th century Japan. Any background memories you gain from this setting are now of 16th century Japan.

Could You Stop Streaming (200 CP): You seem to film and stream everything. Any time anything remotely interesting is happening you will have the compulsion to film and publicly stream it. The desire for likes and clicks will eat away at you, even if you have enough integrity to only want to show the truth, and you will find yourself tempted to go to dangerous areas for the chance to film and stream what you find. People have the right to see the giant robots fight from far closer than minimum safe distances.

Efi Dorg Programming (200 CP; Border Patrol only): Remember how the Border Patrol background noted that you would recognize the fake memories for what they were and they would not affect your personality or thoughts? That's no longer true. You have drunk the efi dorg kool-aid, and wholly accept these memories and are fully loyal to the efi dorg cause. This can manifest in one of two ways.

In the first, you retain all your usual memories, but this loyalty is unwavering and unswerving even with the knowledge that you are a brainwashed clone soldier, and you will remain loyal to the efi dorg empire in the face of anything else; this is loyalty to the empire and its continued hegemony not to the current governing regime so while you're not going to help people destroy it or cut it up, if the current leaders order you dead you may throw a coup.

In the second, you lose all out of jump memories until the end of the jump, and they cannot be restored until the end of the jump. The memories you have will seem completely real to you, and be thoroughly implanted and out of jump means to prove

they're false will fail. Even so you may be able to be convinced to betray the efi dorg and their cause, and convinced through non-paranormal evidence that your memories are false.

Honorable Invader (200 CP): Like the efi dorg in season 1, you are a special kind of stupid. The special kind of stupid that invades a planet by sending your soldiers 1 at a time against their champion, ignoring the support they're being given by lesser allies, or fighting your own allies because they dare help you. It's almost like you're playing with your opponents, the way you choose to hold yourself back, and not apply your full power. And even when you're not holding yourself back, you seem to have lost your creativity and adaptability, using only the most direct and tried and true applications of power. Unlike the efi dorg, you won't eventually just actually commit your full force to overwhelming victory, even after having greatly squandered much of your resources, and given your opponent many chances to prepare and grow stronger.

Meathead Marine (200 CP): You're not the brightest individual. Oh you can be an excellent combatant and your head for combat tactics is completely unaffected. But if you were put into school you'd be a C student at best, and you're the sort of science dumb to forget that water conducts electricity and to use a shock collar on someone in a pool.

Starcrossed (200 CP): Congratulations, Jumper, you've found love. Or you will. During this jump you will fall in love with someone. Deeply. Completely. Utterly. And by the end of this jump you will lose them permanently. They cannot become a companion. And you will never be able to be with them again even in future jumps. The love you felt for them will not fade at all during this jump, and you will lose them at least 5 years before the end of the jump, filling you with a feeling like half of your soul being gone, though it may fade after this jump. It will not, however, immediately fade with the lifting of the drawback, just begin to fade at its natural (or perk assisted) speed.

Vassal (200 CP): You are the dedicated vassal of another individual in this jump. This will be a canon individual from this jump, and you will serve them as a loyal and devoted butler or samurai warrior. You can choose who if you have someone you'd particularly like to serve, and they can even be a companion you are recruiting, but you will take the subordinate role and serve them and their wishes like a vassal should without trying to influence or control them. You will not be their slave, but their loyal servant like Kennosuke to Princess Hime, or Sebastian to Sophie, and you will behave towards them with the same levels of loyalty and devotion; whether you feel this loyalty and devotion (induced as part of this drawback) or just are compelled to act in a way befitting it is up to you.

Chronic Backstabbing Disorder (300 CP): Cooperation is just something that seems to be beyond your allies. Your allies, whether gained in jump or out of it, have a rather irrational and even nonsensical tendency to betray you and each other for reasons that do not make sense in context, and ultimately seem to be purely out of a narrative need to backstab each other. You can expect to find any ally to be at best unreliable, and even the loyalist may find some thin pretext to betray you along the way. This may not be an utter betrayal of your side - though you can expect some of those - but it might just be them stabbing you in the back to take the 'glory' of killing the enemy even if there is no reason to desire that glory.

Even Fantasies Can Come True With Enough Willpower (300 CP): Ye olde power lock drawback. You and your companions will find all your out of jump powers, perks, abilities, items, followers, and resources in general sealed. But unlike Ryoto Akagi you shouldn't need them, or willpower, since you're getting enough powers right here to be a major character, or just copy Kennosuke.

Pivotal Change (300 CP): Normally the efi dorg empire would be crumbling already, some force - postulated to be most likely outside aid - having brought together their enslaved populations and starting a wildfire of rebellion across their captured worlds. Now, though, you have entered into a timeline where that did not happen. Moreover, the Border Patrol proceeded with at least a minimal level of competency, bringing a new pivot stone with them, instead of relying on hopefully finding the old one which had been blown up. As such even before your arrival here the pivot stone has opened its portal in orbit, and a full assault fleet of thousands of motherships has appeared in the sky. You must ensure that the efi dorg empire collapses before you leave this jump or you fail this jump. Before you think you can just cruise a spaceship at near light speed while waiting for the efi dorg to inevitably the empire will not fall without some external force upon it and you must provide it because the universe won't be. You can still duplicate the implied canon events, linking together the conquered people, and providing them with material aid, and weapons to start a revolution across the empire, but it won't be happening without you doing something and even if they all rebel without something else to break the balance the subjugated people lack the power necessary. You do not have to destroy every last efi dorg, or even free every planet they've conquered, but you must ensure that the empire has suffered losses it cannot recover from and that it will decline and fall.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe.

I tried not to rant too much about how the efi dorg are among the most incompetent alien invaders this side of *Independence Day*, but I will include here that the efi dorg are super incompetent.

Logically speaking Wearer should not prevent maturation merely the wearing down of the body with age. Yukina doesn't seem to have aged in the last 5 years, and she hasn't erm developed as much as princess Yuki's clone, but that could be based on nurture and childhood nutrition and not when they got nanomachines (they're also implied to have some slight differences in their DNA and they would almost certainly have epigenetic differences which could cause it), especially as her and Muetta could pass as the same age previously, and she and Sophie (who was the same age as her but looked much younger) still appear the same age after the 5 year time skip. All this is to say I am washing my hands on whether giving it to a child will keep them a perpetual child.

The Wearer perk really shouldn't exist. Bestowing it to pilots should be an automatic perk of a grongol. Unfortunately given the many ways to exploit that, and the importance of the ability itself that would have increased the price of a grongol... for an ability that tends to be redundant on many jumpers themselves (though being able to spread it around easily is much less so). So I made it a perk so that if you needed it (or wanted the power to just start pumping them out) you could get it, but you didn't end up paying for it unnecessarily.

In the case of the Horse's size with different mechs it's based on the cockpit size, not the mech's size itself. It is, after all, the cockpit transformed into a vehicle all its own. In the case of a dwarf this means it's more like a hoverboard or a scooter than the 2 person convertible it would normally be, for a Mazinger it's going to be something about the size of a pilder given that a pilder is the cockpit transformed into a vehicle, for something similar to a Megazord or even Yamashiro Takuya's 1 man Leopardon where the cockpit of the robot appears to be a large bridge meant to hold several individuals it could be much larger than the convertible. Given mecha can range from the gorilla suits of Heinlein up to expanding larger than the universe they are in, it can vary a lot.

The efi dorg soldiers were able to use their implants to call their mechs from a few miles by interaction with its holographic display (or willing it?), trace the keystone's energy once it'd be mostly identified by the mothership, project a holographic display showing their location relative to the keystone or their mech, and order orbital mecha drops from

the mothership. This indicates it has some ability to send/receive messages, and take specific programming (as it could change to detecting this specific frequency that the Efi Dorg had to isolate and identify), so seems to me to be some sort of limited computer. Getting it to do more than this is up to you.

For the alien armor spacesuit option I was forced to assume that the mothership used gravitational braking of some sort on them, since they couldn't fly and also a handgun bullet past point blank range visibly damaged the suit so hitting at meteoric speed should have done some serious damage.

The Ogre Class Grongol does not require a smaller mech primarily because 1) it'd be awkward to put into the doc that way, 2) it didn't shown any qualities of the attached mech and just seemed to be using it as a second cockpit and a weak point, 3) that was demonstrated to be a horribly stupid design in the first fight with the Ogre, and 4) when it showed up again the need for 2 pilots was brought up but no real signs of the two mechs system though they did seem to be in separate cockpits.

While functioning on its own, a Self-Driving Mecha is effectively a Headless built to normal grongol specs (i.e. better shields, and seemingly somewhat better armor and typically better weapons/gimmicks).

It might be possible to use Subdermal Chip to control a mech with Self-Driving Mecha like a remote control and micromanage its responses, even at normal speed, but it doesn't seem to have that sophistication for giving orders on its own, and possibly lacks the bandwidth, so would require you to somehow improve the chip, the mech, both, and/or some sort of super fictional hacking skills. Still more basic commands like 'attack that mech' could be given with it without such issues.

Efi Dorg gravity shielding is purely soft science handwaving to allow for hand to hand fights and the anime (wisely to be honest) doesn't actually go into it more than necessary to establish 'ranged weapons don't work but hand-to-hand combat does'. With the mothership's gravity based forcefield stopping everything but certain wavelengths of light. ... Why certain bands of light and not others would be exempted by a gravitational effect was not explained. A combined assault of tanks and helicopters was able to take out a Headless unit in the 2nd episode but we aren't shown how it did so. A missile which was physically larger than most used in the series missile *almost* penetrated the Yellow Crab's shield, and as the headless are noted as having worse shields than the piloted units it might have just been that, but that does still indicate some sort of size limit (which is also indicated by Helicopters being able to fly through the barriers). We're told one was

attacked by a nuke (probably a tactical nuke), and looking at the one image of the scene being talked about in review it seems to have exploded well away from ever hitting its shield and something about it still managed to temporarily shut down the unit though it soon rebooted. Make of it what you will.

Many of the drawbacks can be summed up as ‘You behave like the efi dorg. Yes this is nonsensical. So is canon efi dorg behavior.’ A lot of efi dorg behavior makes sense for the Proud Warrior Race Aliens Obsessed with Honor. They do not make sense for a small force of brainwashed soldiers sent to establish a beachhead by aliens who care jack squat about honor.

Theoretically copying Kennosuke’s major points/traits, at least the ones you can purchase, is possible with 1300 CP. The 100, 200, 600 CP Samurai perks, Wearer, and Mecha Kenjutsu perks, 100, 200 CP Samurai items, and a Grongol with Augmented Leaping + Apoptosis Sword. The 400 CP Samurai Perk and Item are both based on Zell, though the Crow was primarily used alongside the Kuromukuro. You do lack his talent as a curry chef. Of course Kennosuke would have Child of the Past and Stagefright as well which would give you the Crow, and his chef worthy curry skills (Hobby perk).

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed some spellcheck induced errors, and Loyal Butler’s missing description.