GaoGaiGar Jumpchain ver B.1
By TikiTau

Welcome to the world of GaoGaiGar!

This is a world of Courage, where brave men, brave women, and Brave Robots fight alien invaders and Super Criminals (Who often have super robots as well) to defend the Earth.

So, you're going to spend ten years here, dropped in a bit before the original series starts, and you get to hang out through FINAL.

Can you change the fate of this world?

Maybe if you yell enough. But just in case yelling isn't enough, have 1000 Courageous Points!

Remember: Victory will go to the one with the most Courage!

Origins

Drop-In: You all know the drill. You have no internal memories of this universe to help you blend in. On the upside, this means you can probably cheat if you already know the source material, at least a bit. On the downside...well...how do you make a giant robot ignore damage by yelling, anyways? And why does everyone wear such weird clothes? And doesn't anyone else hear that strange voice in their head? Age: 18+1d8

GGG Member: It's your first day on the job, and you are HYPED. Scouted by Chief Taiga or one of the Division heads, you've been assigned to the secret Gutsy Geoid Guard, an organization dedicated to helping protect the Earth from threats such as the mysterious Zonder. Age: 18+2d8

Cyborg: There was an accident. Maybe it was a shuttle crash, maybe it was a car wreck, maybe it was something more nefarious that changes your accident to an 'accident'. Regardless, due to someone's intervention, whether benign or malevolent, you've survived as a cyborg. Not just any cyborg, though. You've got a chunk of glowing green rock where your heart used to be. Good thing your vocal cords can't wear out anymore. Age: 18+2d8

Super Scientist: Anyone can do science, but can they build an automatic eyebrow plucker? No, I didn't think so. But you! You can! And that's not all! You're the sort of old person who can figure out anything from how to make a bunch of vehicles combine into a fighting robot to just how to counteract the evil radiation wave effect that the Alien of the Week is using to give your fellow defenders of the Earth a fighting chance. Your Eyebrows may be the stuff of legends. 50+3d8

Brave Robot: You've got a heart of gold, a body of steel, and a mind of silicon. You're one of the latest members of the Mobile Brave Unit, serving under Captain Shishioh. Built by one of the 3G affiliates all over the world, you've just come online after your AI has finished its tests (Seriously, who DOESN'T test their AI to make sure it's creator-friendly and stable before shoving it into a giant robot chassis?) and been installed in your chassis for active service. You're a smidge inexperienced with the outside world, though. Age: 1

Starting Location
3G Members, Cyborgs, Super Scientists, and Brave Robots can choose to start in Tokyo, Japan, as employees at the Main 3G Base for free. Otherwise, you can roll a 1d8 to choose a starting country, or pay 50 CP to choose. Drop-Ins just start at that country, 3G Members and the like can start at that country's 3G Affiliate Base.

1: Russia
2: America
3: China
4: Japan
5: Germany
6: France
7: England
8: Free Pick!

Perks
The usual drill: 100 CP Perk is free for their origin. You can only take ONE starred 'Capstone' perk.

HOT BLOOD! (Free For Everyone! EVERYONE!) - You know what this universe runs on? HOT BLOOD. Screw that whole 'oh god we're all going to die' attitude, Jumper, this universe is the sort that allows that enough yelling may let you ignore physics, and if it isn't over-the-top, you're probably doing it wrong. Enjoy that Super Robot Charm!

The Sky Sure Is Nice… (100 CP, Free for Drop-In) - You've got a knack for enjoying the high ground. Before you enter a situation, you can instinctively plot a path to gain access to the tallest object around to look down upon your foes and allies alike, giving you a great view of the action. You gain an excellent sense of balance and can jump with gusto. You know, wall-jumps, kicking off an opponent midair while having a martial arts duel, that sort of thing.

As a bonus, as long as you can make a properly enigmatic one-liner, it becomes extremely easy to evade anyone who wants you to stay around long enough to explain things that you don't have time to explain. Like how you know their future, who you are, why you're fighting their enemies/fighting them. That sort of thing.

Know When To Fold 'Em (200 CP, Discount Drop-In) - You have an amazing power: You have an instinctive knowledge of how to avoid becoming collateral damage in a giant robot battle when you're on foot. Your mind automatically registers everything from incoming fire to falling debris, and then gives you direction on how to best attempt to avoid it. Mind, you can't always avoid everything (Nukes are difficult to dodge, for example), but you can damn well try.

As a bonus, this makes any giant robots or the like you manage to get into more evasive than one would expect for their size. I mean, they're still giant robots, so there's only so much you can do, but you've gotta love the look on someone's face when their super attack misses by an inch and you sock 'em good.

Hey! You! That Guy! (400 CP, Discount Drop-In) - You're a mysterious enigmatic outsider who comes and goes at a whim...Or you're just really good at slipping under people's radar. Might be because you're not yelling as much, really. Point is, most enemies aren't going to notice you right off the bat…

Which is a shame for them, because you are the MASTER of the Dynamic Entry. If an enemy doesn't notice you, you can just WRECK them with your initial entry into a fight.

Fair fights are for suckers, after all. Bonus points if you yell their name just before impact.

Master of Disguise (600 CP, Discount Drop-in) - You have a knack. This knack is for evading detection with just a few simple props, such as a jacket and a cap, or something similar. The point is that, should you disengage from a fight, you can quickly change your appearance enough to evade any pursuit.

Somehow, it just seems to work. Well, no sense looking a gift horse in the mouth…

Also gives you an excellent knowledge of cosmetics and the local fashion you're trying to blend into.

Machine King* (800 CP, Discount Drop-in) - ...What the hell!? How did you get that?! Gah, no, don't put it on your head don't put it on your hea-...ooooh poop.

Well. Um. Hmm. Wait, why aren't you going insane or falling under the sway of the Zonder King? Huh. Unexpected.

Alright, so, I'm not sure why, maybe it's because you're an Outside Context Problem or maybe it's because your emotions are too balanced to run rampant, or maybe the Zonder Metal's code was broken, but...well, it looks like you're the Fifth Machine King. Huh. Well, you'll need a loose theme now, I guess. Something like 'Planes' or 'Trains' or 'Car Ballerina' or 'The Hell Is That Thing Some Sort of Freaky Sailor' should work.

So...well, as long as those little flying fairy children don't manage to smack you one, you're basically immortal. You can travel through metal. If you can find enough of it, you can turn into a large Super Zonder loosely based on your theme and the materials you were possessing. You can also (Slowly) produce Zonder Metals of your own, should you choose, but, well, be careful with those...I can't guarantee THEY will be as well-balanced and free of problems as you are…

Still, you could be what the denizens of the Purple Planet meant to make, not what they actually created… (Can't be taken with any other starred choices)

Soldato* (800 CP, Discount Drop-in) - ...Wait. You're a survivor of the Red Planet? Huh. That's...unexpected. I didn't think any of them made it out unscathed.

Well, welcome to Earth, O Disaster Caused by Abel.

As a Soldato, you're a soldier-cyborg-clone who was built to fight the Zonder Threat. You're faster, stronger, and more agile than any human, can jump high enough it may as well be flight, and your will to fight is remarkable. You gain great hand-to-hand combat skills, capable of going up against a Machine King on your own. You're also basically immune to heat and fire, due to the Red Planet being a freaking desert oven. Now, you just need to find your J-Ark, and you'll remind the Zonder why they feared the Soldato Corps… (Can't be taken with any other starred choices)

Guts! (100 CP, Free GGG Member) - You're not a Brave Robo, or a Cyborg Superhuman, or a Super Scientist, or a mysterious alien (Well, unless you are, in which case, GUTSY!)...You're just an average human who's decided to step up and defend the Earth. You're the sort who thought about the threats coming from the skies and went 'No Sir, not on my watch'.

When things look bleak, you find a hidden reserve of willpower, and your tenacious refusal to give up until the end is just the sort of thing that got you hired by 3G. It also means that when things are their darkest, you can force your body to run on pure willpower. I mean, it might hurt later, though...but you're not going to let a little thing like a chest injury stop you from doing your job, right? People are counting on you!

Almighty Janitor (200 CP, Discount GGG Member) - Joking aside, you're an indispensible member of the 3G support staff! You might not be the guy who builds the super robots, or the guy who programs them, or the chaps who dispatch them...but it's brave souls like you who let an organization function.

You're the perfect assistant, and you can help your fellows out with whatever the task is, letting them finish faster and with better results. As a bonus, while you can't call yourself a master of any of the jobs you assist, regular assistance will let you pick up a decent grounding in the field.

For example, while you might not be on par with the Intel Division Head's hacking, you can certainly bamboozle a few electronic locks. Or you can easily maintain your own car after helping out in the maintenance bay for a few weeks.

Operator (400 CP, Discount GGG Member) - Oh, sweet. You've been trained on how to run a station in the Main Order Room (Or Local GGG Affiliate's Equivalent). You can actually interpret Super Robot Data and figure out how to make it useful, and you can run mission control for those brave (insane) giant robot pilots out there. Sometimes, they need to be told that they're about to run out of ammo or something, y'see.

It also makes you an excellent computer programmer, capable of reprogramming on the fly with a flurry of fingers flying across the keyboard. Reprogramming what, you may ask? The answer is Yes.

Need to patch some software on the fly? Bam, you can do it. Need to punch out a firewall? You can do it. Need to hack the Datawall to Reverse the Polarity of the Graviton Sled? You Can Do It! (Probably!)

Program Drive (600 CP, Discount GGG Member) - Keystrokes? You don't have time for keystrokes. There are ALIENS out there. You can initiate any program you're trying to run on a computer system using by physically punching the machine. Damn thing had it coming, anyways.

This not only helps guarantee that the program works, it also makes the effects of the program, erm, more effective. Through courage. No, seriously, I don't get it either, but all I know is that yelling and dramatically activating programs helps them run better. It's a Gutsy Geoid Guard Fact!

I suppose you can also just settle for an extremely dramatic final keystroke, but it'd be better if there's a giant button to punch or something. Seriously!

Order Room Commander* (800 CP, Discount GGG Member) - Chief Taiga's your superior officer, but he's a busy man, and he has to spend a lot of his time dealing with the government overseers of the GGG Project while also running the Space Development Corporation that keeps 3G disguised.

As such, he's brought you on as his new number two, to ensure that things run smoothly if he's caught up and can't get to the Main Order Room in time.

You're authorized to deploy 3G's assets and procedures if the situation calls for them (Such as the Goldion Hammer, once it's available, the Carpenters, GaoGaiGar, the Mobile Braves, Symmetrical Docking, etc..) and gain an excellent sense of Giant Robot Tactics. You're an expert at coming up with strategies to pull through at the last moment, and you can stir the

flames of Courage in the hearts of your subordinates with a simple speech and a confident grin. With you around, the Main Order Room runs much more smoothly, helping 3G fight the Zonder.

As a bonus, you also gain a good deal of expertise at dealing with bureaucratic red tape, and your golf game (Chief Taiga insists on it as a form of bonding exercise) is greatly improved. (Can't be taken with any other starred perks)

Division Head* (800 CP, Discount GGG Member) - You've been brought on to head one of 3G's divisions (Maintenance, Intelligence, or Science). You can either take over one of the existing divisions (in which case the existing Head happily steps aside to concentrate on their work) or be put in charge of a fresh one (Surely there's a niche that 3G needs help filling?).

Your job is to co-ordinate the members of 3G working under you, and you can instinctively multi-task like the champion you are. Work schedules, material requirements, personnel specialities...you know them all to the point it seems instinctive.

You also gain a firm grounding in the area of expertise of your division, and could be considered an expert yourself. Not a specialist, mind you, but you know what the specialists working for you are talking about and can translate on the fly for those who don't. (Can't be taken with any other starred perks)

Steel Body (100 CP, Free Cyborg) - If you're a cyborg, you have a mechanical body, with anywhere from seventy five to ninety percent of your body made of mechanical parts, all powered with a G-stone. As a downside, though, you have a greatly reduced sense of touch and it's difficult to pass as a normal human unless you remove most of your outer armor and dress up properly. Quite irritating.

You can run fast enough to keep up with a bullet train, enhanced vision, can punch through concrete, and your hair is truly amazing. Of course, the general threats in this world are either as fast as you are or giant robots, so…Still, it's a nice set of perks!

As a bonus, your body can take more strain than a normal human's, allowing you to stand up to the stresses of piloting a massive giant robot.

Non-Cyborgs just gain a surprisingly sturdy frame that can take a ton of punishment. Sorry, no horrifying accident and rebuild, no full cybernetic body perks for you.

Shout Now! (200 CP, Discount Cyborg) - Calling your attacks always works.

Well, normally.

If you yell out a signature attack's name, you enhance the effectiveness of it. It seems a bit silly, but since that chunk of space rock in your chest seems to respond to it...maybe it isn't? Anyways, you also become much better at piloting Giant Robots.

Works even better if you're coming back from a beatdown by your enemy. They might see and hear you coming, but it's not going to save them…

Lion's Pride (400 CP, Discount Cyborg) - You're a strong-willed one, aren't you? You refuse to accept defeat as long as your body can move, and since your body is steel, well, you can move after a hell of a lot of abuse. You can even force your body to move when it should be physically impossible, and god help the poor bastards who try to mind control you when you break free. Your rage will be Epic.

You can also fight and pilot better depending on how strongly you feel about defeating your foe. The more you desire and need their defeat, the stronger your G-Stone heart beats, the more power you can force out of your machine. Be careful, though, there are costs for breaking your limits…

Hyper Mode (600 CP, Discount Cyborg) - Limits? You lost those when you lost your body. You can enter a high-powered super mode. Your hair and possibly eyes will change colors and you will be able to surpass the limits of your body for a time.

Faster and stronger, you can go head to head with your foes and defeat them in hand to hand combat, and you could probably be a threat to even a larger robot if you can find a sensitive position to attack.

Still, do be careful, young hero. While this burst of power is potent, the aftermath will leave you drained until you can rest and replace overstrained parts.

Evoluder* (800 CP) - You're the next step in human evolution. Maybe it's just you, or maybe it's the G-Stone that's been beating in your chest, but after a time of intense stress that leaves you near death, your body will surpass its limits and, drawing upon the G-Stone, evolve into an Evoluder.

As an Evoluder, you lose a bit (but not all!) of the speed and strength of your artificial body. To make up for it, however, you are now an extremely powerful technopath. You can reprogram and hack machinery and computers with a touch, and your innate talent for controlling machines extends to giant robots, making them far more effective under your control, using them as an extension of your body.

You can also breathe in space, at least for a bit. Because Courage, I guess…

King of Braves* (800 CP) - You are the ultimate cyborg, the pinnacle of Science and Courage. Your cyborg body is unbreakable and your will unshakeable. Your body, upgraded as it is, becomes immensely hardy. It will take more than a little thing like 'being slammed around by a giant robot' or 'the stresses from high gravity' to hurt you.

Your speed increases as well, allowing you to outpace a bullet train. As for your willpower, well, you get a massive boost, and not even facing down legions of enemies will give you pause, because you have COURAGE in your heart and steel on your frame.

You can directly interface with your giant robot, controlling it like your own steel limbs. This lets you know exactly how far you can push the tolerances of your ride without damaging it, letting you get a hundred and twenty percent out of whatever you are piloting. (3G doesn't believe in settling for 100 percent, you see.)

As a bonus, your reinforced frame can use Hyper Mode, if you have it, for far longer stretches of time, and you no longer have as harsh a crash post-use, instead returning to your normal parameters.

For SCIENCE! (100 CP, Two Free to Super Scientist) - You're a Super Scientist! That means you know SCIENCE! Choose a field of SCIENCE. You're a master of it. Aeronautics, robotics, nanotech, lasers, biology, chemistry...you name it, you're one of the Top Men in your field for it.

Top. Men.

You also have a firm grounding in areas outside your field, to boot! Amazing Eyebrows and Baldness come as a free bonus, if desired.

Gadgeteer (200 CP, Discount Super Scientist) - You make things. What sort of things, you ask?

Anything you damn well please. As long as you can think of it, you can probably build it. Automatic nose trimmer? Eyebrow plucker? Gravity Defying Static Hairband?

Sure, why not!

Yeah. You can come up with plans for all sorts of interesting little inventions. As a bonus, if you decide to market them, you can make a fortune or two. I mean, who doesn't want to be able to restyle their hair at a whim, or not have to deal with the annoyance of plucking their eyebrows?

Crazy people, that's who.

I guess you could also settle for *conventional* inventions that people would like to buy, like super efficient appliances, hover cars, or the like. If you're bored.

(But seriously, those eyebrows won't pluck themselves, you know. You need to maximize their bushiness or you'll be ashamed at the next SCIENCE Convention.)

Professor You (400 CP, Discount Super Scientist) - You know, you don't just make things. You also can teach! That's right, if you know something, you can pass it on to a student quickly and concisely.

Need to teach a group of freshmen how to build a fighting robot? Sure, you can do that!

Have to explain to the bureaucrats in charge of your budget why the best way of dealing with a skyscraper tall technorganic monster made out of old microwaves involves your nephew punching it to death with the help of a flying alien robot lion, a bullet train, an underground mole tank, and a stealth bomber undergoing a transformation to turn into an even bigger robot? You've already made the easy-to-comprehend charts three hours before the bureaucrats knew that they wanted to complain.

As a bonus, you work very well with former students, synergizing well and helping the whole group succeed even more.

Works with most skills you know that don't require a specific component or trait (You're not going to have much luck teaching someone to use their magical powers if they don't have any capacity for actual magical powers, for example), but is best used with SCIENCE skills!

Ul-Tech Technician (600 CP, Discount Super Scientist) - You can't just use normal physics when you're dealing with COURAGE, you know.

No, for that, you need something special. In this case, you need Ul-Tech.

This lets you build devices capable of channeling the power of G-stones, turning pretty green space rocks into something truly amazing.

From cyborg parts to giant robot upgrades, you can do amazing things with Ul-Tech Tech, and you're good enough at it to make Liger and Leo consider you a peer when it comes to this sort of thing.

Good thing, too, considering the sort of enemies out there…

Super Robot Designer* (800 CP, Discount Scientist) - You do something amazing: You build giant robots.

Seriously, it's one thing to make a working spaceship, but making a spaceship that can turn into a robot and punch an asteroid? THAT Is something amazing.

You have a flair for Giant Robot design, able to almost single-handedly design every nut and bolt on them for whatever function you need in glorious detail. Most of your designs start at about the size of a motorcycle and scale up from there until you have building-sized behemoths beating aliens into the ground.

You can also whip up a mean space station or spacecraft, if needed, to support your creations in space.

Mind, this is only designing machinery. Getting a hold of funding? That's something else entirely…
(Can't take any other starred perks)

Omni-Disciplinary Scientist* (800 CP, Discount Scientist) - You've heard of polyglots, who can quickly learn to speak any language? Well, you're like that, just for science. You have a great memory (not quite picture perfect, mind, but still amazing), fast reactions, and a brain that can go head-to-head with a computer and win in speed. Also, you may have an absolutely amazing mustache or beard, if you want.

It doesn't matter what field of study you're looking into, you can gain insight into the theories of field at a rate that others might find terrifying, quickly gaining mastery in it at an amazing rate.

Sure, you might not sleep much, and you might have coffee for blood, but that's a small price to pay for being an expert in Robots, Lasers, and Laser Robots, right?

As a bonus, you can also use your huge knowledge base to comprehend unknown technology, quickly and (relatively) safely figuring out how it works and if it's something that you can safely reverse engineer.
(Can't take any other starred perks)

SYSTEM CHANGE! (100 CP, Free Brave Robot) - You're a Robot AND a vehicle! That's like...twice as cool. You're not a Transformer, though. Honest.

Choose a Vehicle, generally mundane, to use as your vehicle mode. For example, most of the Dragon Twins use large trucks or the like, Goldymarg is a tank/hammer, and Volfogg is a police car.

Elements of your vehicle mode will be present in your robot mode, as well.

If you're NOT a Brave Robot, this perk instead grants you skill in driving a specific vehicle type (Motorcycles, planes, cars, that sort of thing) per purchase.

Symmetrical Docking! (200 CP, Discount Brave Robot) - You're not just a robot...you're a COMBINING robot! You gain another mode, one that lets you combine with a partner once your

minds and wills synch up sufficiently, turning the pair of you into a single, far more powerful super robot with access to both of your power sets. Alternately, you can link up with subordinate mecha to form a single Super Robot, but you'll probably be smaller than a Dragon Twin combo.

If you're NOT a Brave Robot, then get your mind out of the gutter, since this perk gives you the knowledge of how to pilot new combining Mecha you come across, including manual combination maneuvers.

Mobile Brave Corps Member! (400 CP, Discount Brave Robot) - You're a member of the Mobile Brave Corps. Naturally, this means that you're not just a robot, you're a robot designed to defend the Earth from Aliens and the like. As such, your body is upgraded in some way to make you capable of carrying out your duties.

You can choose from either an advanced system of some sort (such as an ice cannon or a Stealth System of some sort) or you can just upgrade your body more, becoming more durable and strong (such as how Goldymarg is Goldymarg).

If you're NOT a Brave Robot, you just get a bit stronger and tougher, as well as gaining proficiency with exotic weapon systems.

Article 5! Subsection 120! (600 Cp, Discount Brave Robot) - Under no circumstances will a proud member of the Mobile Brave Corps ever give up!

Hell, you might not even know the meaning of those words (Because you literally just deleted them from your memory, but still!). Regardless, you are stubborn as hell. If there's an enemy to fight, you're going to fight them, regardless of the danger to yourself, because your very purpose is to stand between those who can't defend themselves and threats like that.

You can summon a bout of heroic willpower and strength when it's most needed, pushing back the foes or giving your comrades a chance to strike a fatal blow, and you can forcibly override any attempts to reprogram you to turn against your purpose.

Dragon King* (800 CP, Discount Brave Robot) - Like your fellow Braves, you can combine with a similar framed robot to form an even more powerful Super Robot. Unlike your fellow Braves, however, the result is something that is far more than the sum of its parts. You gain multiple weapon systems when combined, due to an interesting repurposing of your partner's and your own parts, and can easily deploy 3G special weapons without strain.

It might be a synergy between elements, it might be a quirk of your G-Stone Core, you're not sure...but when combined, your efficiency and power also skyrocket. You can go toe-to-toe with a Zonder and have an excellent chance of victory and core-liberation, giving Captain Gai a chance to rest.

Your frame is even capable of withstanding THE POWER (well, if you could get to Jupiter) or massive G-Stone overdoses, although there's an excellent chance of something burning out and requiring repairs after the battle.
(can't take any other starred perks)

Multi-Ton Mecha Master of Stealth* (800 CP, Discount Brave Robot) - ...What. The. Hell?

You're a ninja.

You're a giant robot.

You're a giant robot ninja.

I don't even...gaaaaaaaah. Somehow, you're a stealthy bastard despite being huge. While your base frame is quite a bit smaller than one of the Dragon Twins' combined forms, you can merge with other machines to somewhat make up the size. You're a master of trickery, misdirection, and illusions. You're faster than most giant robots and enemies, agile enough to dodge fire, and you have weapons suitable for melee and ranged combat.

Your frame is upgraded with an enhanced Mirror Coating, allowing you to turn invisible at will and shed the majority of damage from energy weapons, and you carry several 'Kits' with you to battle, allowing you to deploy them before and during a fight to gain the advantage.

You can also balance on objects that shouldn't be able to hold you, somehow, like that street lamp over there, or a small stone ledge on the side of a building.
(can't take any other starred perks)

Items and Upgrades
Snazzy Outfit (First free, 50 CP per additional outfit afterwards) - You have a wardrobe that has, in addition to your duty uniform, an iconic outfit for 'off duty' time. Whether it's a finely fit white suit that disguises your artificial body, a truly manly suit and bolero, or something that shows off your curves, you always seem to have a clean copy of this outfit on hand at your home. Brave Robots get an iconic and snazzy paintjob. Will be Repaired/Replaced by the next morning if destroyed or damaged.

Identification (100 CP, Free to Drop-In) - This set of constantly updating fake IDs is just what you need when you have no past, no connections, and no idea what the hell you're doing. It won't hold up to intense scrutiny (So if a Certain Organization or the Government start investigating, it'll become pretty clear you're shady as hell and shouldn't exist) but it's just what you need to bypass casual scrutiny. Basically, it'll get you enrolled in a school or an apartment lease, but anything more in-depth than that and all the inconsistencies will become obvious.

Iconic Accessory (100 CP, Free to Drop-in) - You have a single piece of clothing, or upgrade a pre-existing one from another jump, that you almost always have with you. It becomes extremely durable in regards to environmental damage (Your amazing scarf won't be destroyed because someone threw a fireball at you, but it won't protect your Nylon Sword from damage when fencing with that Dashing Cyborg Gentleman's Will Knife, for example). Also, it'll adapt to fit whatever form you're in, either resizing or integrating itself into your alternate forms (As an interesting fur pattern when you turn yourself into a jaguar, for example).

Mysterious Crystal (200 CP, Discount to Drop-In) - A mysterious gem that, when you arrived in this world, you found clutched in your hand. It's pretty mysterious. Oh, and it's a great focus for your personal willpower, focus, and energy, whether worn as a pendant or integrated into equipment or Mechanoids. Is it a G-Stone? A J-Crystal? A Pure Zonder Crystal shard? Or something unique to you? Who knows? Still, it's quite pretty.

Zonder Metal Tree (400 CP, Free to Machine King) - ...oh god, why are you doing this!? OKay, fine, fine, see if I care. You have, in a hidden area, a tree. This tree grows the stress relief device known as Zonder Metal. This Zonder Metal can be used to turn ordinary people into techno-organic organisms that, unfortunately, tend to rampage if you aren't VERY careful. Worse, when the Zonder Metals have time to mature, they begin to dispense nanomachines all over the damn place, infecting and turning matter into Zonder-controlled metal. This abomination churns the glowing Zonder Metal out at a faster rate than a Machine King's natural creation rate. I hope you know what you're doing…

Of course, if you don't want to bury the world in rampaging giant nanomachine monsters, you can just...you know. Not turn the Zonder Metal Generation bit on. Then you just have a very nice nice metallic tree (ignore the ominous purple glow or the way the roots worm their way into the area of wherever it is setup to interface with the local power grid, please.) that can act as a really nice refinery, personal network hub for any of your computational devices, and powerplant (...That was an accident, I swear, Jumper…) that you can set up during your jump and let it take root.

Garbage goes in (sometimes literally) as fertilizer piled at the roots, and 'fruits' of purified metals come out on the branches. It's pretty inefficient, but, well, it's turning trash into treasure. Iron to steel, for example, is pretty simple, but scrap iron to, say, Gundanium will take both hilarious amounts of scrap and a lot of time. Also, it can't make any metal it hasn't had a sample of before. You can specify what material you want it to grow by laying a hand on the 'bark', as the tree will interface with the nanomachines it laced into your body (...Did I forget to mention those?) and give you an instinctive knowledge of its operations. What it can grow, how long it will take, power output, all that fun stuff. It will grow its own connector cables. No more needing to buy a new one every year/jump/technological epoch. Handy!

The Zonder Metal Tree is generally self-powered (via nanomachines), but if you hook it up to a source of truly beefy current, you'll get improved performance to boot! Perfect for running a

recycling business with no overheads, or carrying out your EEEEEVIL plan to destroy those meddling heroes and take over the world once and for all!

Ark of Hope (400 CP, Free to Soldato) - Soldato J isn't the only one to have a battleship, now. You, too, have one of the relics of the Disaster Caused By Abel. This monstrous battleship is capable of intergalactic flight and has heavy gun and missile batteries as well as self-repairing armor. Oh, and if restored to full power, it'd turn into a monstrously powerful giant robot. Like, a giant robot by -local- standards. Comes standard with finger cannons, teleporting missiles, and you can detach the head to show off your glorious fighting style in a smaller robot. It'd work even better if you could find a crystal to power it, an AI, and an Arma unit, though...

Will Knife (100 CP, Free to Cyborg) - A blade crafted from a single G-stone, Will Knives are a fairly rare oddity to be found on this world. However, other than being sharp, they're really only useful in the hands of someone with COURAGE. On the plus side...well, they're quite sharp, and this one seems to always be at hand should you need it.

Cyborg Armor/ID Suit (100 CP, Free to Cyborg) - This set of armor is designed to protect a Cyborg's vulnerable mechanical body from wear and tear, as well as stand up to the rigors of combat. It can be removed easily and fits into a single normal briefcase. Non-cyborgs get an ID Suit, which is basically decent light powered armor. The animal theme on your ID Suit is optional, however, if you don't like COURAGE..

Fighter Robo (200 CP, Discount to Cyborg) - This basic transforming machine is about on par with Captain Gai Shishioh's Galeon. It has both a robot mode and an alternate travel mode, and can maybe be used to punch out some weaker Zonder Robos. More importantly, though, it's easily upgraded to Gattai with other machines you come across in your courageous journey across the multiverse..

Courageous Lion Of Silver (400 CP, Free to Evoluder) - Your courage is unquestionable, and you will be the first to fight threats to Earth. Your machine is notable for its extreme strength and enough speed to put it to good use. It's durable, of course, like any Super Robot must be, but such things are relative. Still, when you and your machine are of one mind, there is no threat you can't destroy. It might destroy you as well, but you knew the risks when you got into the cockpit. If you have a Fighter Robo, your machine can break apart into smaller vehicles for ease of transport and use outside of the combined form..

Stalwart Lion of Gold (400 CP, Free to King of Braves) - You have a powerful super robot, designed around the idea that the best way to defend Earth is with a strong defense. Your personalized robot reflects that personality, and it doesn't matter how much of a ticking you take, you and your machine will pull themselves back onto their feet to keep fighting. They can try to break your body, but can they break your will? Until then, you and your machine can fight on, no matter the cost to your own body. If you have a Fighter Robo, your machine can break

apart into smaller conventional vehicles for ease of transport and use outside of the combined form..

Nice House (100 CP, Free to GGG Member) - You live in some rather nice Space Development Corporation Subsidized Housing. You lucked out, though. Instead of a 'standard' apartment, you get to live in the model apartment. It's clean, has amazingly comfortable furniture, and a simple home monitoring programming to help manage the domicile for you so you don't have to worry about reordering groceries or doing basic maintenance like vacuuming. In later jumps, a version of this apartment will be installed near your starting location, adjusted for the local tech level.

Personal Transport (100 CP, Free to GGG Member) - You need to get from wherever you are to 3G in a hurry when danger rears its ugly head! As such, you have a pretty awesome one-or-two person vehicle to get you from Point A to Point B in a hurry, such as a motorcycle or a one-man helicopter. Don't worry if you don't know how to fly, it can basically fly itself. For an additional 100 points, undiscounted, your personal transport turns into a small (about in the eight footish-tall range) robot drone with a basic combat AI, programmed to protect you and innocent bystanders. The drone has either a melee weapon or ranged weapon.

Toolbox (200 CP, Discount to GGG Member) - You've been selected by 3G to operate a prototype unit of NASA's Pliers on 3G's behalf. This large mobile hangar has about thirty of the early machines in it, ten of each, and you have a snazzy control unit of some sort (wrist watch, data pad, whatever you like). They can be remote deployed, and will rapidly fix and repair damage to mechanical and inorganic things like structures and, in a pinch, robots. Which is good, because otherwise the property damage would be a bit excessive.

Divisional Battleship (400 CP, Free to Division Head) - This submersible battleship connects to the main GGG Base, serving as a base of operations for one of the divisions. It can also detach and be launched from the base, to support GGG operations, to go on the offensive, or to escape death should the base itself be lost. Will be upgraded to a space-going variant by the end of your time here, and you'll get to keep it on your travels!

Titanium Driver (400 CP, Free to Order Room Commander) - This is the finest golf club you've ever owned. Seriously. It's perfectly balanced, has a custom smart grip, is nigh-unbreakable, and you always seem to shave a point or three off your normal golf game while using it.

Oh, and in addition to being a fine melee weapon in a pinch, there is a secret digital drive hidden in the handle that contains a full backup of any computer system you are in charge of, allowing you to get around those pesky little hackers who think they can slow you down by flat-out reinstalling a program in an instant. Also comes with an authorization key for deploying some of the nastier 3G weapons, and in future jumps you can use the GGG Authorization Key as a bit of a skeleton key on electronic and mechanical locks.

Or just smack the lock off with your awesome nigh-indestructible Courage-infused golf club. Whatever works.

Super Portable Automatic Multi-Tool (100 CP, Free to Scientist) - This amazing device is something no Super Scientist should ever leave home without! While it's no match for a proper Lab, this little multi-functional device of your own design has the basics for you to get your SCIENCE on in the field, or when you're trapped in a building that got knocked over by a Zonder, or when you're running for your life from your angry older brother who you just pranked.

Go Go Boots! (100 CP, Free to Scientist) - Okay, these aren't ALWAYS boots...but you have a (somehow) innocuous personal transport device integrated into your wardrobe, whether a set of jet boots or a hyperspace deploying hoverboard or something similar. Perfect for getting around in a hurry, or just punching your jerk of a sibling in the schnozz.

Mobile Lab (200 CP, Discount to Scientist) - About the size of a double wide eighteen wheeler trailer, this mobile lab is a wonder of SCIENCE! It has all the tools you need to analyze anomalies on the spot, although you'll still want a proper facility for some of the really esoteric stuff. Still, there's something to be said for being able to analyze mysterious meteor fragments on site, instead of having them stolen by weirdos on the way back to the main base.

Careful, though. It has some armor, but it's not designed for major combat…

Disco Power (400 CP, Free to Omni-Disciplinary Scientist) - They laughed when you always played the Bard at college game nights. Well, who's laughing now?! You are, because you've integrated your love of music AND giant robots! Music is true power! You have a bitchin' sound system, and, unlike some people, you figured out how to actually use it to power up your allies and demoralize your foes, whether through giant speakers or a specially designed robot. Your music machine can actually heal G-stone derived technology, power them up, destroy enemy armor...all sorts of things. You can also get Interesting effects if you have soundtracks from other worlds, too.

Drop the BASS, because you have a Doctorate in FUNK!

...Okay, not really, but the point is you can figure out how to make inventions that use soundwaves to both enhance G-Stones and also use sonic vibrations to disintegrate Stuff. Please do not blow up the Blue Planet Earth, we keep most of our stuff here.

Mid-Season Upgrade (400 CP, Free to Giant Robot Designer) - You have a mobile repair ship that is loaded up with the parts needed to repair one of your machines to being as good as new. (Although you could stick to basic repairs if you were boring).

Why would you settle for that, though?!

You've also got the parts to rebuild a damaged machine into something EVEN BETTER! Faster! Stronger! New attacks and armor! Super weapons! MWhahahahahhhahah! Once you get your hands on a machine...well, let's just say those aliens are in for a nasty surprise when your creation comes back for round two!

Also has a machine shop suitable for maintenance on anything from robots to cyborgs.

Themed Weapon! (100 CP, Free to Brave Robot) - You have a basic weapon, built along a theme that (often) links to your name, but not always. It's Brave Robot sized and pretty neat. For example, a giant ice gun, a giant fire gun, a missile launcher, a laser rifle...It's power upgrades exponentially if you dock with another robot, mind you.

If you're not a robot, well, you just get a nice personal weapon that's human sized with a minor elemental effect. You always wanted a revolver that shoots lightning bullets, right?

Fuel Cell (100 CP, Free to Brave Robot) - You have an emergency energy generator built into your chest, below your G-Stone. You can choose to either enjoy enhanced endurance and stamina before needing a refuel, or you can burn that extra juice for a boost of speed and power. Also works for a Cyborg.

If you're not a cyborg, you have a canteen with a 3G approved energy drink inside. It'll help you focus and keep going when tired and exhausted in a pinch, and it's freshly refilled every morning.

Defense System (200 CP, Discount to Brave Robot, First Purchase Free to Brave Robots) - Whether a heavy shield made out of your chestplate, spinning a blade really fast to deflect bullets and blows, or just really heavy armor, you have some way of ensuring that, even on your own, you can take a licking and keep on ticking. As a bonus, if you do ever combine with another robot, you upgrade its defensive capabilities as well. May be purchased multiple times, for additional systems. (Example: A MultiTon Mecha Master of Stealth takes a Mirror Coat system first for free, then buys advanced armor for 100 CP)

If you're not a cyborg, you just have a very nice low-profile GGG approved and manufactured armored vest, to wear under or over your normal snazzy jumpsuit.

Dividing Driver (100 CP) - It's a fact of life that Super Robots plus Cities results in Collateral Damage. And that's bad. Luckily, GGG figured out a way around that using the Dividing Driver, a fine tool that splits space apart harmlessly to give a Hero the space he needs to fight all out.

It works via COURAGE (And the genius of GGG Scientists) to create a dimensional space about 10k in diameter for Heroes to fight in. I'm sure you can think of other creative uses for something that splits space open. GGG certainly does!

Do note that GGG will provide use of the DIviding Driver during the jump if it is required and you are on good terms with them, so if you need it, you can have one during the jump without purchasing this. This purchase upgrades your Warehouse or Vehicle Bay with a Dividing Driver Launcher attachment so you can call one down when needed in future jumps with something appropriately dramatic. We recommend a Cool Advanced Communicator Wristwatch combined with dramatic pose, honestly, if you can pull it off.

Please note that a Dividing Driver's core runs itself dry when used, so you can only use the Dividing Driver once per launch, and it does take some time for a second one to be readied and rearmed by the attachment.

God of Destruction (400 CP) - It's a dangerous world out there, Hero. Take this upgrade, then. It upgrades your Super Mechanoid to its full potential, and then some. Be the most powerful of the Machine Kings, upgrade your J-Ark to full functionality, deploy Super Mechanoid Weaponry like the Goldion Hammer, unleash the raw power of a Dragon King, or approach the power of Genesic GaoGaiGar.

G Island (400 or 600 CP) - Have you ever wanted your own underground base? Well, too bad, you don't get one here.

INSTEAD you get an UNDERWATER base! This replica of the Gutsy Geoid Guard's terrestrial base of operations will follow you from Jump To Jump after this one, deploying off the coast near your starting location. You have a base with several launching stations for any submersible vehicles you might have, an artificial island above with several mundane businesses or a large corporate headquarters (probably space based) on it. You're the title holder, so you can go about as you like on the island once you reach it.

The center of this replica of the Bay Tower Base is known as the Hexagon, and is a heavily reinforced central component. In a pinch, it can even act as an emergency escape vessel for the base's occupants. It has six docking point for submersible submarines, and as a bonus, we'll give you a few of them. Namely, the Triple Decked Flying Carrier (For deploying delicious super robots), the Landing and Supply Assault Ship (For supporting the same with nifty toys), the Armored Amphibious Maintenance Vehicle (For repairing your toys after they break), the Multi-Dimensional Intelligence Submarine (For telling your guys what to hit), and the Ultra Technology Laboratory (For figuring out how to hit things). No Projectile X, I'm afraid. Also, the Submarines fold in half when docked and unfold when deployed. Neat!

For an FINAL 200 CP, we'll upgrade you to the Gutsy Galaxy Guard's Orbit Base, made up of several deployable spaceships (The Izanagi, Amaterasu, Susanoh, and Kanayago. Sorry, but G-Chan told me not to hand out the keys, or ships, to the Goldion Crusher willy nilly) docked to the Bay Tower Base's Hexagon. All of the components are quite capable of atmospheric entry and exit, due to Courage and UI Tech Engines.

Division I's Izanagi is a robot deployer. Division II's Kanayago is packed full of Carpenters, for widespread repair work. Division III's Susanoh is a mobile command center and can pull off some nasty tricks with its surveillance system mirrors and light reflection, and Division IV's Amaterasu is a Super Mechanoid-sized repair and storage craft.

Both versions of this purchase come with a staff of general GGG members who will run the base and do the basics for you, but you'll probably need some real help to do anything major with it. But hey, at least you always have a home to go back to now.

THE POWER OF COURAGE (800 CP. No Discounts) - ...No. No no no no, Jumper, please don't do this, I'm begging you, it's too dangerous!

…

Sigh. Fine.

You remember that mention of Projectile X? Yeah.

This is the sixth Submarine. Inside is a MASSIVE battery of G-Stone Energy. Once per jump, you can call this vessel in. Entering it will bathe your body and machine in G-Stone energy, supercharging you both and overloading your machine's abilities.

There is a cost to this. A MASSIVE cost.

Doing this will make you worthy of the title of God of Destruction for a time as G-Stone energy supercharges you and your abilities...but the charge is short lasting, and the backlash is HORRIBLY dangerous. As in, 'you might die' dangerous, or 'you might be crippled for years' dangerous. Or 'you're going to sleep for a week while eating meat at the same time and you might be related to a certain dude in a straw hat' dangerous.

After use, it takes one further jump for the reservoir to recharge before it can be used again. Courage isn't easily distilled into POWER, you know!

Companions

Mobile Brave Jumper Unit - (50 CP per companion, or 300 CP for 8) - This isn't your first adventure, is it, Jumper-Taicho? You can import old friends into this universe for fifty points a piece, granting them an origin and 600 points to spend (which they cannot spend on capstones, alas), or 300 points to import a band of eight true friends. Remember, you're not alone, Jumper!

Operator (100 CP, 1 Free to Cyborg) - You might be out on the front lines, but that means it's even more important to have someone watching your back! The Operator is your dedicated support specialist, setting up shop back at 3G and doing everything from managing your robot

resupply and repairs to keeping you up to date on new intel. Can be a brand new character or an old companion.

Lovely Assistant (100 CP, 1 Free to Super Scientist) - This kind-hearted person is pretty and is quite a looker. Also, despite occasional bouts of ditziness, they are also actually quite intelligent and capable of keeping up with you in the lab, acting as your second set of hands. Could be a new companion or a foreign import!

Sweet Secretary (100 CP, 1 Free to Main Order Room Commander) - You're a busy person, running the operations to defeat giant alien space monsters from space. Good thing you have some help! This secretary is a godsend in the fight against the Zonder. They have a fantastic memory for details, are quite skilled at logistical matters, and can manage both your schedule and your business accounts to perfection to ensure you can make that golf game with the Chief, They even actually generally manage to avoid getting kidnapped or captured when your Secret Base is overrun! May be an imported companion, or may be created here.

Fellow GGG Member (100 CP, 2 free to Division Head) - These GGG members are the right and left hands working for the Gutsy Geoid Guard. While they're not masters of their fields, they're quite competent and are a great support, helping you out in your duties, and have a background to match your own area of expertise. IE, if you're the Engineering Division Head, these guys are skilled engineers and mechanics who can carry out your orders. Can be brand new companions or imported.

A Super Mechanoid (100 CP) - Well, even if you're not a member of the Mobile Brave Corps, a Space Alien From Space And the Last Member of Your Division (Maybe), or a Terrible Machine King, you might want a personal giant robot that isn't lion themed! If so, you want this!

For the base 100 CP, you get a general transforming mechanoid with a GS-Ride powering it. Alt Mode size varies, going from about the size of a motorcycle, car or up to about a fire truck or semi, and it comes with a basic AI Mind installed in it. (Something along the lines of Volfogg's minions GunDober or GunGlue. They can obey your commands and have basic fighting skills, but they aren't going to be winning any personality contests.) You can import

For an extra 100 CP, we'll upgrade 'em to having a full G-Stone based AI. They'll be a bit young and stiff at first, being fresh off the assembly line, but they'll start out loyal to you and develop based on how you treat them. They also get the Non-Drop-In Origin of your choice, said origin's 100 CP Freebie Perks, and 400 CP to spend on items and other perks. You want a Super Science Robot Buddy? You have a Super Science Robot Buddy. This AI can either be a new one out of the labs (Expect to be referred to as Taicho a lot, even if neither of you were built in Japan) or an old AI Companion given a new frame.

For a further 200 CP, you can upgrade your Robot Pal. Your Robot Buddy will get a noticeable power boost across the board, get an extra 200 CP to spend on Perks and Items, and access to

the Brave Robot's Item Discounts! If they're already a Brave Robot, take an extra 200 CP. Get that Disco Bot you know you always wanted!

Items are adapted for the Mechanoid's form, so use common sense. A Snazzy Uniform turns into a snappy custom paintjob, and the Glorious Taiga Driver is a combination melee-weapon and Electronic Warfare tool, for example.

You can import a vehicle into this, but please keep it sane. Land, Sea, or Air, reasonably modern. A fancy motorcycle is fine. A Spaceship Is not.

If the alt-form and robot mode are big enough, we'll install a piloting chamber for you gratis in the robot mode. Having some armor between you and a nasty monster is reassuring, right?

Neat Wristwatch Communicator is optional.

Trinary System Remnant (400 CP, Free to Soldato/Evoluder/King of Lions) - This younger child (or teenager, if you're hip) is a mysterious waif who, having been found by a family on Earth, has been raised among humanity. They seem to be drawn into your orbit as a Super Robot Pilot. Once they unlock their Mysterious Alien Powers, they will be able to support your fight against the enemies of Earth. They can fly under their own powers, purify Zonder cores, detect Zonder robos (Sometimes), and maybe throw energy blasts once they figure out how to use their powers.GGG Associates get a survivor from the Green Planet, while Soldatos have their Arma unit counterpart. I suppose you could purchase one as a Machine King, in which case they might be one of the mysterious and elusive survivors of the Purple Planet and be able to greatly enhance your Zonder abilities. Can be an imported companion as well, although they might object to being turned back into a kid again.

Dragon Twin (400 CP, Free to Dragon King) - This Brave Robot is your twin, having developed at the same time you did. They're a good sibling, having the same gender as your AI, and a similar vehicle mode. They're also your complimentary opposite, the yin to your yang, the hot to your cold, the thunder to your lightning, the darkness to your light. Apart, you're both proud members of the Gutsy Geoid Guard. Together, you can roar defiance and shake the heavens with your will. Even if their behavior's exasperating now and then.

If you can symmetrically dock, the pair of you can form a mighty Dragon King Super Robot, using your powers at the same time to crush the alien invaders. Your name is also probably something-Ryu, to boot.

If you aren't a Brave Robo, you've got a powerful robot buddy to act as your backup.

Three As One (400 CP, Free to Multiton Mecha Master of Stealth) - You have two subordinate machines that act as your eyes, ears, and hands. The pair of them are fast, agile, and

surprisingly stealthy, and while they aren't as powerful individually as one of the Mobile Brave Unit's Dragon Twins, they are much, much, much faster and stealthier.

If you are a Master of Stealth, then the three of you move and act in sync in combat, and your docking speed is near instantaneous. You can combine with the other two to become a (relatively) small Super Robot, as well. You can, in fact, move, split apart, attack a foe from multiple angles, then re-merge to continue to fight an opponent on equal footing.

If you aren't a Brave Robo, then you have a couple of subordinate machines to work with. They're on par with a pair of Personal Transport Drones, just much smarter and more adaptable than the average mook bot.

A Bond Forged by Courage (100 CP) - You know, you've probably made some friends here among the ranks of the GGG, haven't you? Well, for 100 CP each, you don't have to leave them behind when you move on at the end of the jump. C'mon, you know you want to watch some of the villains out there in the multiverse get decked by a pissed off Cyborg Hero, right? Or see how some of those smug dragons like a REAL Dragon King (Speaking of, the canon Dragon Twins are purchased as pairs, and imported as pairs as well in future Jumps: Hyoryuu & Enryuu, Fuuryuu & Rairyuu, Kouryuu & Anryuu. Volfogg brings his subordinate GunMachines along with him as well. Bonus!)

Grand Gutsy Guard, Move Out! (400 CP) - Leaving behind your friends is a hard thing to do, Jumper, I sympathize…

...Wait, why is that mechanic at the local garage wearing a green mohawk and no sleeves on his jacket? Did you just see the Taicho walk down the street with his girlfriend? Wait, was that Chief Taiga on that golf course?! That police officer sounds familiar… Oh, What the hell is going on?!

It looks like that Heroes and Courage have become multiversal, as GGG seems to be following along in your wake across the multiverse. They are not explicitly 'your' old friends unless you purchased Bonds Forged By Courage to import companions, but you will keep running into old familiar faces during your later jumps. They'll also be friendly when you meet, as if you look familiar or remind them of an old friend, and will be natives embedded into the setting as extremely competent local support.

You're invaded by aliens? Someone's been organizing the resistance movement and getting people to safety!
You're playing Mecha Sportsball? Hey, look, this Space Development Company is willing to be your corporate sponsor!
You're in a sword and sorcery setting? Good thing there's a heroic company of brave adventurers who are willing to fight the good fight and help you escape in the nick of time when the Evil Vizier declares you a traitor!

You're in space on space adventures? Huh, you don't remember Starfleet having such fabulous anime hair in the old shows, and whoa, did that security chief just punch out a Klingon?! You're enjoying a nice slice of life time? Well, your neighbor just invited you out to the golf course for some range time. He's a platinum member, so he's happy to pay the expenses. You're a dark, brooding vigilante? Well, at least THIS company is on the up-and-up and willing to let a few 'prototypes' slip your way.

Never underestimate the power of a good, courageous heart and a helping hand, Jumper. Mind, they're still Heroes, of course. If you're a black-hearted villain for whatever reason during a jump, though...erm...Well, I'd run if I were you...

Drawbacks - Maximum of +1000 CP in drawbacks total
(Lack Of) Landing Strategy (+100 CP) - ...Dangit. No matter how hard you try, you have a tendency to land badly. Jump off a roof? You'll slip and land in some bushes. Launch your robot out of a submersible battleship? You'll faceplant and gouge your way along the road for a bit. That sort of thing. This isn't going to hurt you (badly), but it will be very, very annoying, embarrassing and will exasperate your comrades.

So Mysterious… (+100 CP) - You hate revealing information. Even if doing so would probably get you out of trouble, you just hate telling anyone information that only you know. After all, if they were competent, they would know it themselves, right? Expect to get into pointless fights on a regular basis with people who have similar goals that you could defuse if you were more forthcoming.

Thin-Skinned (+100 CP) - You take exception to that remark! You're an excitable sort, and quite proud of your well-earned skills, and will loudly yell at people who mock them. Or you think they're mocking them. Your real friends know you don't mean it, but, well...You'll probably hurt feelings and cause stress you didn't really need to, and you might have a bit of a professional reputation as That Guy.

A Cyborg's Holiday (+100 CP) - You're a trouble magnet, Hero. There's no other way to put it, and you can expect your time here to be anything but restful. You find yourself drawn into incidents regardless of if you're trying to lay low. On vacation at the beach? A Zonder has attacked. Hiking in the mountains? Oh, you stumbled across The Criminal Organization Bionet's Secret Smuggling Operation, and now they're trying to kill you. You're getting some money for the class trip you are going on as your Totally Not A Secret Alien Or Soldato self? You're caught up in a bank robbery. Trying to avoid all of this stupid giant robot stuff? Well, an alien robot just turned your apartment building into a turret to fight a giant robot space lion.

You get the idea. The world seems to be interested in keeping things interesting by ensuring you regularly cross paths with major and minor situations. Interesting TImes ahead, but a True Hero can handle such things with aplomb, right?

G-Stone Overdose (+200 CP) - Is there such thing as too much Courage?! ...In your case, Yes. Yes there is. You're a bit hot-headed, and prone to getting in over said head in hot water. You'll get the job done, but you'll pay the price afterwards for your recklessness. Expect much higher stress on your equipment, resulting in more repair time, and there's always a chance of it failing at the worst time due to the enhanced stress you've put on it...or yourself…

Oh, and you will go through personal communicators and phones like candy.

Oh No, Not Again… (+200 CP) - ...How many times can that person get into trouble, anyways? Whether it's a natural disaster, an alien disaster, or evil super criminals, there's a specific person (who may or may not be a Companion, your choice) who keeps ending up in distress. Almost on a weekly basis, even! And, hey, you're a hero, so go save them...or else. Definitely distracting.

Person of Interest (+200 CP) - You're an interesting person, Jumper...and one of the world's Super Criminal Organizations or Shady Government Conspiracies has caught on. They are after you, personally, for your technology, unique biology, unique skills, whatever. You can fight them off, but expect to be ambushed by them on a regular basis, and your friends put into danger because of their schemes.

Enemy of the King (+300 CP) - The Z-Master has decided YOU are his greatest threat, and wants you *dead* so his plans may proceed. Expect to be singled out by bio-mechanical super-robot sized monstrosities of exceptional strength and danger on a regular basis.

Broken Toolchest (+300 CP) - Normally, one of the jobs of the Dividing Driver is to give you a nice arena where you can go nuts, fighting giant monsters and robots without worry about causing mass devastation to the region around you. Unfortunately, due to the fact that YOU are a Dimensional Anomaly, the Dividing Driver does not work properly around you, meaning that if you're around and a fight breaks out in a city, there's going to be lots of collateral damage and suffering. Grim, man. Grim. All that damage and all those civilians are on your conscience...Unless you don't have one, you monster.

FINAL Countdown (+300 CP) - You're locked into going along with the Gutsy Galaxy Guard into their FINAL MISSION to fight Pisa Sol and the 11 Sol Masters to prevent the resurrection of the Trinary Solar System. That's dangerous enough...but there's a Twelth Sol Master created JUST to counter you. They're dangerous, have similar levels of power to you, a mirror of your powers, and will devastate your allies if you don't stop them. Did we mention that they can regenerate as long as the Loud G-Stone exists and get stronger every time you destroy them? Fun times. Expect them to push you to your limits and beyond, Brave Jumper…

Italian Food (+400 CP) - You aren't who you thought you were, Jumper. You have been captured and defeated by the Zonderians, and, in a fit of malice, turned into one of their

weapons of conquest. In time, you may escape, if your will is strong enough...but what atrocities will you have committed in the meantime?

My Name Is… (+400 CP) - You know those memories of previous lives, Jumper? Of knowing how things are going to go? Of having a hint of the tragedy that might be coming?

Yeah, no spoilers.~

You have the memories appropriate to your origin (or amnesia if you're a Drop-In, until you recover your TRUE IDENTITY as a Machine King or Soldato, should you have those Capstones), but you have no foreknowledge of the events to come. Go forth as a Brave Hero or Villain, Jumper, and we will see you after…

(Not) THE POWER?! (+400 CP) - Do you really NEED more Power, King of Jumpers? No, of course not. In fact, that's why we're sealing off your out of jump abilities and warehouse. You will have your body mod and abilities bought within this jump. Surely that is enough for a True Hero.

Cold-Blooded (+600 CP) - ...Are you crazy, Jumper?! Are you that desperate for points that you would deny the power of Courage and the G-Stone? Surely there's a better way!

…

Fine. You have to live with the consequences…

You are the very opposite of being Hot-Blooded and Courageous. Why are people bothering with these boondoggles, anyways?

A robot that uses a guitar and sound waves? Who even thinks of that? Cyborgs? Giant Robots? We don't need those, we have the military for that. Aliens? Pah. Obviously a foreign weapon project gone wrong.

To be blunt, you are really in the wrong genre here. For the duration of this jump, you just can't go with the flow of this universe. Theme Music Powerups don't work for you, your robot can't overcome physics with your sheer determination, the bad guy often wins, being in a shuttle crash cripples you, you have a strong tendency to look down on those who do depend on Courage, your plans never account for your foes being from a Super Robot Show, and G-Stones and the like just do not react to you at all. You actively damp the will of those allied with you, making their lives harder, as well as your own.

Seriously, are you that desperate for some more points, Jumper?

After the Jumpchain ends…

Well, Brave Jumper. It is good to see you once more. Did you enjoy your exploits among the Heroes of this universe? Still, now you must make one last choice…

THE END - You have fought long and hard, Brave Jumper, but even Heroes must rest some time. Go back to your Earth, Jumper, and maybe we will see you again among the sea of stars someday…

Back To The Blue Planet - You've made friends here, haven't you, Jumper? You have earned your place in the annals of this world's history. We'll remove the penalties of any drawbacks and allow you to enjoy your new home. Even with the Zonderians and the Sol Masters defeated, life will continue to be interesting, we suspect!

SEE YOU NEXT SEASON AMONG THE SEA OF STARS - Ah hah. Moving on, then? Well, take the gifts you earned here, Jumper, and move onwards along your own path, with your friends at your side. And remember...Courage can turn zero percent into a hundred percent, Jumper!

Notes on Super Mechanoids (Companion and Brave Robot origin)
-You can buy items from the other origins for them, personal equipment is just purchased and adapted for your Mechanoid. IE, the Go-Go Boots would be a mobility system, the snazzy uniform is a paint scheme, DISCO POWER gives you a system like Mic Sounders the XIIIth, that sort of thing. Just use your common sense.

Changelog since v.A.1
-Zonder Metal Tree: Item description enhanced. Basically, since Machine Kings don't get a SUPER robot, they instead get a Zonder Metal Tree that either lets them carry out their EVIL PLAN(™) or helps with raw material refinery.
-Fixed spelling of 'Zondar' to 'Zonder'.
-Tweaked Disco Power's description a little.
-Added 'G-Island' (400 CP: Get a replica of the Bay Tower Base + G-Island post jump. 600 CP: Get a copy of the first Orbit Base) and 'THE POWER OF COURAGE' (800 CP, Once Per Jump Use of Projectile X, aka, SUPER OVERLOAD.). Added Dividing Driver Launcher Warehouse Attachment. Added
-Added the Companions 'Sweet Secretary', clarified that the Division Head is the one who gets 2x free GGG Members as their right and left hands, added the Super Mechanoid option, (spend between 100 and 400 CP to get a Custom Robot That May Be A Buddy), Added the Bonds Forged By Courage (Canon Companion Option at the end of the jump), added 'Grand Gutsy Guard, MOVE OUT!' (Embed 3G into your chain across the multiverse as a consistently helpful background organization). Removed Spunky Civilian companion, since it was kind of pointless.
-Added a Max Limit (+1000 CP) to the Drawbacks
-Added the 100 point drawback (A Cyborg's Holiday). Much like certain authors, you can't go on a vacation without running into Plot.

-Added 600 Point Drawback (Cold-Blooded). Is being the Wrong Genre That Guy in a Super Robot Universe really worth 600 points to ya?