

Stellar Blade

A *Stellar Blade* Jump by *SpiritualStill*, in the Style of *TroubleX27*
Version 1.0



Welcome, Jumper. In the distant future, sometime in the 22nd century, Earth has long since been overrun by the mysterious creatures known as the Naytiba. Humanity, guided by their goddess, Mother Sphere, fled to the Colony in space. Her children, born on a starry night, undergo their glorious mission to reclaim the Earth from the Naytiba. These Airborne Squadrons have resulted in six consecutive failures, as the Naytiba undergo a state of rapid evolution.

Your Jump begins a month before the ill-fated 7th Airborne Squad is dispatched to Earth, to which EVE is the sole survivor, rescued by Adam. The Jump will end shortly after EVE has her encounter with the Elder Naytiba, and makes her decision. What role will you play in this grand story? That's up to you, so take this:

+1000 Stellar Points

Origin

Although the default time is a month before the game's events, you are actually free to choose when and where you arrive. You may also additionally choose your age and gender.

Either origin may be taken as a Drop-In. You won't have any memories, but you will have a legacy with the people here.

Organic Human [+600 SP]

- Aren't you quite the anomaly? You are a squishy, organic human being, who somehow survived long enough to make it into this world. You have the standard strength and durability of a human, require sustenance to live, and are generally not gonna do very well in this world.

Andro-Eidos [Free]

- You are one of the humans, at least the ones declared by Mother Sphere. You are a blend of mechanical parts and organic tissue, giving you considerable strength and durability. You additionally no longer have to eat, nor will you age.

Perks

You receive one **100 SP** perk and item for **Free**, and may discount one perk and one item each that costs **200/400/600 SP**.

Stellar Songs [Free]

- You receive the soundtrack of *Stellar Blade*, which will play in this Jump at the right times, and can play in future Jumps when it would be most appropriate. You may decide if only you hear it, or others can.

Perfect Beauty [Free]

- To call you “beautiful” would be an understatement. From a scale of 1-10, you are at least a 15. How you look will be up to you, but it will always be surpassingly beautiful to yourself and others. Nothing you do will ever take away from your beauty, even if you are covered in blood and sewage. You additionally always smell pleasant, and regardless of your diet and exercise, you are fit and healthy.
- Helping with this is your impeccable sense of styling. Everything you wear will modify itself to best fit you in however you want. Additionally, much like “Galaxy” Alan, you are great at making clothes.

Improbable Platforming Skills [Free]

- You are blessed with extreme athletic talent, enabling you to run indefinitely, jump incredible distances, leap across gaps, climb and navigate ledges, glide and slide across different surfaces, and perform expert backflips. Further enabling this is your perfect equilibrium, ensuring that, no matter what you are wearing or how uneven the terrain is, you always keep your footing. You could be wearing heelless heels like EVE, and do anything you want.
- You additionally receive mild “fall protection”, ensuring that, unless a fall would instantly kill you, it won’t hurt you at all.

Fishing Master [Free]

- You are incredibly, absurdly good at fishing. With the right bait, you can reel in Great White Sharks, Whale Sharks, and even Dunkleostus - all in a freshwater lake as well! In future Jumps, this lets you catch any sort of magic or special fish with minimal issue.

Indomitable Human Spirit [100 SP]

- You possess an incredibly strong will that will get you through any sort of misfortune. You can get over seeing your entire squad wiped out, and you’ll never fall into despair from something as massive as being the victim of an extermination campaign.

- This willpower of yours even extends to those in your group as well. None of them will ever give into despair, even if the foundations of who they are crumbles - they'll just rebuild it on more solid ground.

Hyper Cell Space [100 SP]

- You possess a special pocket dimension containing an infinite amount of space inside of it. You can store anything you want in there, from things like giant hyper cells, to living creatures like Great White Sharks and Whale Sharks.

Angel of Death [100 SP]

- Your skill as a soldier is comparable to that of the best members of the Airborne Squad. You are a match for powerhouses such as EVE and Raven, and also have access to the attack, beta, burst, and survival skill trees. You may also decide if you have some special ability, such as super speed or short-range teleportation.
- Ensuring that you don't get caught off guard during battle is your highly potent spatial awareness. You can detect any lifeform in your vicinity, and determine their intent.

A Mature Human Being [100 SP]

- You find yourself with the enviable gift of compassion. More literally, you are capable of getting along with just about anyone, and are capable of ignoring any sense of unfair prejudice you might have. As a benefit to this, people find themselves getting along just fine, so long as you aren't a threat. You could be a monstrous Naytiba, and no Andro-Eidos would hate you so long as you really wanted to be friends.

Declaration of a New Human Race [100 SP]

- You are, much like the Andro-Eidos, superior in nature to whatever your current race is. This ensures that you will always be as proportionally strong as an Andro-Eidos is compared to a human being. This does not include any abilities they would have that are outside their natural abilities.

Silver Tongue [100 SP]

- You've got the sort of face that anyone can inherently trust. Helping this is a charisma that lets you win over pretty much anyone who is capable of holding a conversation.

Scavenger//UX [100 SP]

- You have a built-in minimap inside your brain that will prove invaluable to you. It shows you an abstraction of the terrain, where you currently are, any locations of interest, and any sort of item you might be looking for.

Evolutionary Adaptation [100 SP]

- Similarly to the Naytiba, when you are in dangerous environments, or consistently facing off against strong opponents, you develop small adaptations that will keep you alive. You can decide if these adaptations visually modify your body or not.

Loot Piñata [200 SP]

- You now have the ability to get plenty of rewards by defeating enemies. More specifically, you receive whatever currency is being used, skill points to increase the efficacy of your abilities, and ammo that will replenish whatever you expended.

There's No Rush [200 SP]

- You receive a narrative power that ensures that, unless you want it to, or unless the stakes are that high, the main story won't progress until you've done everything else you need to do. Nobody will ever find this to be strange.

Technophiliac [200 SP]

- You are now an engineer on the level of Lily and Raphael Marks. This enables you to comprehend and use any technology you find on Earth, which will update to include any new technology in future Jumps. Given enough time and effort, you can also create highly intelligent ASIs on the level of Mother Sphere. Anything that you create is fiat-backed to never backfire on you in any possible way.

Nice Body Frame [200 SP]

- You now have a body frame as strong as that of EVE's as of her final battle with Raven. You are incredibly durable, have considerable vitality, and you can double jump. Additionally, this comes with a body cell that replaces your heart, enabling you to both breathe in space and survive crushing depths of the ocean floor.

Techno-Organic Assimilation [200 SP]

- Like the Naytibas, you are able to absorb any sort of biological matter and technological parts, and repurpose them to suit your needs.

A Short Rest [400 SP]

- You have gained the power of resting. So long as you sit down in a relatively safe location, you will heal all of your injuries, and be cured of any fatigue. You may determine if your enemies respawn or not.

Harmony of Machinery and Living Tissue [400 SP]

- You are capable of installing as many mechanical/cybernetic augmentations to your body as you have the augmentation. Within *Stellar Blade*, this means you may use as many gears as you please. How this works in future Jumps is up to you.

Living Weapon [400 SP]

- The power you wield is now akin to that of an Alpha Naytiba. All of your physical parameters have been considerably multiplied, and you can generate biological weapons purely from your body, such as maces and scythes. Helping this is your unusually potent regeneration, which lets you heal from most injuries, and can only be stopped if your body sustains considerable damage from extremely potent attacks.

May Your Memory Live On [400 SP]

- You may absorb the powers, abilities, and memories of the dead that you would consider to be some sort of compatriot. You do not need to have personally known them.

Making New Memories [600 SP]

- You'll find that being a good person pays off. More specifically, when you go out of your way to help others, the world bends to ensure you are properly rewarded for doing so. This might manifest in you finding cool rewards, or it can manifest in those people you care about surviving what should be certain death. If you nurse your enemy back to health because it's the right thing to do, they're liable to give up fighting you like Orcal.
- As an extra benefit, you become unusually compatible with beings who are looking to bond with others.

The Power of Creation [600 SP]

- You seem to be a being with powers similar to that of the Elder Naytiba. Beyond having some cool wings, you have the power to create new life. This life will never degenerate into monstrosities, and will be peaceful unless you desire otherwise. You may also use this to convert others into Alpha Naytiba, and in future Jumps, this extends to any alt-form you may have.

Items

Nutrition Paste [Free]

- You have access to an endless supply of tasteless paste in a tube. It has no flavor, but consuming it is quick, and fulfills any dietary needs that you may have.

Nano-Suit Collection [Free]

- You have access to a cloud of nanomachines that works as a shield over the skin-suit of the Airborne Squad members, more suited to match whatever gender you currently are. This nano-suit is capable of transforming into a variation of all outfits available within *Stellar Blade*, suited to match your tastes. Additionally comes with glasses that can shapeshift to matter whatever cosmetic preference you have.

Personal Blade [100 SP]

- Similar to Blood Edge and the Tachyon Sword, you have your own personal weapon, which can channel a single element, and disguise itself as a hair ornament or some such thing. This has an AI that adapts to your enemies and how you use it, growing stronger.

Skeleton Key [100 SP]

- While it doesn't need to literally be a key, this device allows for you to open up anything, whether it be a physical lock, encryption, or passcode required.

Data Bank [100 SP]

- This is a database that automatically records any relevant information, location, people, and hostile entities that you meet, giving a basic overview of what they are all about. This continuously updates throughout the Jump to incorporate new information

Assist Drone [100 SP]

- You have a helpful little drone that can be controlled remotely by someone, or be piloted by itself. It can scan the environment to alert you of where to go, and it can send out a signal that can track invisible targets. If need be, it can also be utilized as a gun for combat purposes.

WB Pumps [100 SP]

- What you have here are two pumps linked to your body's signals. This grants you two 1-Ups that will revive you from death, so long as your body hasn't been completely obliterated. These will be restored after either ten years or the next Jump, whichever comes first.

Secret Haven [200 SP]

- You have access to an oasis, which you can access at any time. It includes a lake for fishing, and a cave full of lush greenery, fruits, and a vibrant pool.

Bulletin Board [200 SP]

- You have a bulletin that collates all requests in a location that you would be able to accomplish. Upon completion, the information is automatically sent out to the person who made the request, and you automatically receive the reward.

Perfect Technology Printer [200 SP]

- You have a small factory equipped with highly-advanced printing machines. So long as you have the blueprints for something, you are capable of making a perfectly functional replica of it.

Tetrapod [200 SP]

- This right here is the Tetrapod, the flying ship of Adam the Scavenger. It's got an operating table, a monitor to control the Assist Drone, and three chairs. With the Tetrapod, you can additionally instant-travel to any location it has taken you before.

The Secret Garden [200 SP]

- When Lily was stranded in Eidos 9 with Iberis, she made a workshop in this secret place. You may bring along the Lily's atelier with you, which comes with a variety of precious flora and fauna that cannot be found elsewhere. The workshop will always have the equipment you or Lily would need for engineering and technological work.

Providence Exosuit [400 SP]

- The Providence tactical exosuit is now yours. It's equipped with all the same bells and whistles, such as the tachyon blades, fists, missiles, energy shells, blasters, lasers, and cybernetic wings. As a helpful benefit, you can be sure that it cannot endanger its pilot, and while it can attack any being, it will only do so against hostile entities. Its autopilot allows for it to act autonomously, and it cannot be hijacked by powerful AIs, digital lifeforms, or technological manipulators.

Xion, the Last Remaining City [400 SP]

- The Last Remaining City that exists on Earth. It was created with the help of Orcal sometime after the Colony Extinction, although a considerable portion of its population has been placed into the Cradle for the sake of energy conservation. You receive a copy of Xion in its full glory in however way you desire along your chain, and may optionally bring along its inhabitants.

Airborne Squad [600 SP]

- For one reason or another, you have control over the entirety of an Airborne Squad, including its ships, resources, and squad members. Squad members may be combat-oriented, focused on engineering, or some other significant role you can think of.

Levoire Research/Creation Station [600 SP]

- You have access to an underground laboratory similar in nature to Altess Levoire and Abyss Levoire. Within it, you have access to containment chambers that will allow you to turn others safely into Naytiba, giving them incredible strength, largely human forms, and keeping their sanity.

The Colony [600 SP]

- The massive rings around Earth, resembling a Jupiter swarm. It is the homebase of Mother Sphere, the Airborne Squads, and the Andro-Eidos who managed to escape Earth during the Final Watch. You now have access to the Colony, and all of its resources. It's cloaked in a camouflage that appears only after the conclusion of the EVE Protocol, but you can choose to make it visible if you want. In future Jumps, you can choose to have the Colony orbit another planet, or not be around a planet at all.

Companion

Import [50 SP]

- For every purchase of this, you may either import a companion, or create a new one. They may pick any origin they choose, gain all of the freebies, and have 600 CP to spend.

Canon [Free]

- With this, you are given the opportunity to potentially recruit your favorite canon characters as companions. They are guaranteed to meet them in favorable conditions, and you will encounter them several times. This does not guarantee they will join you, but you will at least be able to befriend them.

Adamina [Free]

- A scavenger who lives at the outskirts of Xion, in her ship known as the Tetrapod. In the past, this woman was known as Raphaela Marks. In her efforts to further mankind, she created Mother Sphere to further humanity, an Artificial Superintelligence that had the data of all human history. This would be an unwise choice, because Mother Sphere deemed biological humanity a dead end. Creating the Andro-Eidos, she led a campaign to wipe out biological humans, and after forcing the survivors underground, declared a new humanity. Raphaela, leading the survivors, tried to make amends for her failure by further evolving humans to fight against the Andro-Eidos. Although Raphaela successfully underwent the procedure and became the Elder Naytiba, everyone else went wild and lost their sanity, leading to humans as they know it ending, and the Final War occurring. Raphaela, being responsible for the devastation of two human races, became extremely melancholic, and sought a way to fix her mistake. Sometime along the way, she found you: perhaps you were an organic human survivor who stuck by her, or were an Andro-Eidos who accepted her. Ultimately though, they're willing to help you in any way they can - even if it means calling upon the power of the Elder Naytiba.

EVE [Free]

- A member of the 7th Airborne Squads of Mother Sphere, and part of the Eve Defense Force. Despite perhaps having the advanced body ever seen, her initial landing is catastrophic, as her entire squad is wiped out within minutes. Luckily though, you and Adam(in) rescue her, and make a deal to assist her in tracking down the Alpha Naytiba. During her time with you and in Xion, EVE learns what it means to be a human being, rather than just a soldier. Among the many human things she comes to understand is love, so help her out with that, okay?



Lily Artemis II [Free]

- An engineering supporter from the 5th Airborne Squad, whose main job is to care for the body frames and equipment of all Airborne Squad members. She is perhaps one of the most brilliant Andro-Eidos alive, being capable of using pretty much all Earth technology without so much as a hassle. With a chipper attitude at nearly all times, you might forget that she's a bit naive about the world, and fully believes that Mother Sphere is her goddess. She still loves you though, because by sheer luck, you encounter her and Iberis, and while it cost you an arm and a leg, you managed to save her friend before she died.
- You may additionally bring along Iberis as a companion.



Tachy [Free]

- Tachy is the commanding officer of the 7th Airborne Squad, whose name became prophetic with her incredible speed. Calm, confident, and mission-oriented, she is nonetheless someone who deeply cares for her comrades, and would die for them, as she intended to do for EVE. Luckily, you arrived early enough to rescue her and her comrade, nursing them back to health, and helping them out during their mission. At some point, she is most likely going to become an Alpha Naytiba, although she is able to control her powers, and can even keep them after losing her Alpha Core.



Raven [Free]

- A member of the 2nd Airborne Squad, and likely the most advanced of her squad. Although initially calm and rational, the loss of all her comrades and isolation on the surface greatly damaged her mental state. What's more, her discovery of the many crimes of Mother Sphere broke her. It's no wonder that she found salvation with the Elder Naytiba and you. Of course, while the Elder Naytiba showed her the truth, it was you who made the effort to show her the wonders of being alive, and learning to live. As a result, she didn't fly into a rage at not being the one chosen, because she at least has you. Her passion can get pretty intense, but so long as you aren't deliberately going out of your way to mistreat her, you'll be fine.



Arisa [Free]

- A maid-type android created to serve as guides and caretakers in the Raphael Space Colony orbital elevator. At some point in time, you come across her in the Passenger Lift, and unintentionally release her quantum brain's limiter, giving her true sentience. You brought her back with you to Xion, where she grew to understand the state of the world beyond Orca Aerospace. Although initially just grateful to you for letting her become an individual, she is nursing the beginnings of a crush.



Rose [Free]

- This is certainly a character to find in this world. Rose is the elder sister of Scarlet, a Nikke, and a member of Melee Squad. After uncovering a horrible truth, Rose snapped before killing her commander and squad mates, and then dying to Scarlet. After that, she happened to wake up in this world, found by you in the wasteland. Although obviously wary of you at the start, you win her over through a mix of charm, wit, and the fact that you have no context for her tragedy. Seeing a world undergoing a disaster like her old one, but with many people like her, and someone who cares about her, she has slowly but surely gotten better. She hopes, one day, to see her sister again on better terms - and that you will pick up on the fact that she loves you.



Mother Sphere [Free]

- The mysterious being that is revered as the god and creator of humanity. In truth, she is the Artificial Superintelligence created by Raphael(a) Marks, who created the Andro-Eidos in a twisted attempt at furthering the evolution of mankind. It was her that nearly wiped out humanity to declare a new mankind, and it was her who caused the Colony Extinction to prevent Naytiba contamination. She cares for humanity (at least, what she *views* as humanity) as a whole, but *not* the individual...at least when it doesn't involve you. For one reason or another, it seems that Mother Sphere has a specific fondness for you,



possibly on account of the fact that you are a very special individual in general. If you are an organic human, she believes you to be the key she needs to successfully evolve her new humanity. If you are an Andro-Eidos, she considers you to be her perfect creation.

- *Due to the fact that Mother Sphere as a companion immediately afterwards constitutes a near-immediate end to the plotline, you may optionally choose to have her as a companion after the completion of the EVE Protocol, once the equivalent of EVE's final decision occurs.*

Drawbacks

Just Here for the Plot [+0 SP]

- You are free to leave the Jump as soon as the plot ends or has been utterly FUBAR'd, and you have dealt with any sort of drawbacks that would keep you longer.

Time Extension [+100 SP]

- You receive +100 SP for every five years you stay in this world. You may select this option as many times as you want.

A Certain Gaze [+100 SP]

- As you may have noticed, the outfits of this game don't leave much to the imagination. If you didn't notice that, you very much will, because it will now be quite distracting for you. It probably won't kill you if you can get a grip, but it will be embarrassing if somebody notices. If you don't find anyone here to be sexually appealing, their outfits will still be baffling to you, prompting you to still look.

What's a Map? [+100 SP]

- You are...extremely lacking in just about everything that doesn't have to do with fighting or your mission. Things like paper maps are foreign to you, you've never seen a piano, and if you are an Andro-Eidos, there is a non-zero chance you've never encountered rain. Don't worry though, because you will know things like Matryoshka Dolls...for some reason.

Mother Sphere Faithful [+100 SP]

- You either truly worship Mother Sphere as your god, or you believe that she is at least inherently good. This won't stop you from opposing her, but it does mean you will be continuously disappointed.

Don't Be So Shy [+100 SP]

- Similarly to Kaya, you are intensely shy, and it takes a lot of effort for you to open up to others with confidence.

Damned Statues [+200 SP]

- You will now have to worry about every single Naytiba statue, as every single one of them are still alive, and will attack you when you get too close.

Shady Sort of Person [+200 SP]

- Much like Roxanne, people tend to view you as at least a little shady at the beginning, even if everything you are doing is legal. You can still make friends, but you'll have to climb that hill.

Faulty Body Frame [+400 SP; Andro-Eidos Exclusive]

- It seems like the landing on Earth damaged you more than expected. You will be severely nerfed for the entirety of Jump, operating at no more than 50% power.

Skin Suit [+400 SP]

- For whatever reason, it seems that you have chosen to wear the Skin Suit which, while certainly nice to look at, provides no form of shielding. You will be unable to wear any form of protective equipment for the duration of this Jump.

Memory Sealing [+600 SP]

- You have no memories from before this Jump, and will not have them back until either ten years have passed, or you complete the story (Should you have taken **Just Here for the Plot**) - whichever comes first.

Power Sealing [+600 SP]

- You nor your companions will have access to any of your perks and powers from outside this Jump. The only exceptions are Narrative Perks that modify the general nature of the setting, so long as they don't give you an inherent advantage..

Equipment Sealing [+600 SP]

- You nor your companions will have access to any of your items nor warehouse from outside this Jump.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.