



Macross Frontier

A Jumpchain-compatible CYOA by Itmauve

v1.0a

The 55th Super-Long-Distance Emigrant Fleet, the 25th New Macross Fleet, or Macross Frontier, has been traveling through space for 18 years. It is 2059.

What should be a simple - or at least peaceful - concert by the visiting "Super-Dimensional Fairy" Sheryl Nome is the herald to a lot of death. The Vajra, a little-known alien species, have also come to visit Frontier. Prepare for conspiracies, biological missile barrages, superweapons, and punching people in the face with aircraft carriers (while singing.)

As a commemoration of the 25th anniversary of the Macross franchise, you get 25 times as many points, so take **+25,000 CP**.

Starting

The Jump starts the day Sheryl Nome arrives at Frontier, September 25, 2059. Natives may select their location within reason on Frontier, while Drop-Ins start en route to Frontier.

Origins

Each Party member selects one

Each Origin may either be taken as a Native, who has a history in the Jump, connections with people, and memories of that history and those connections, or they may be a Drop In. Drop-Ins have no new memories, no real history in the world, no connections, and just enough paperwork to not seem suspicious.

Military Origins may choose to be a member of SMS (Strategic Military Services) or NUNS (New United Nations Spacy.)

Youth

Ah, the springtime of youth! Romance! Adventure! Nearly getting killed by planet-destroying superweapons?

Despite being an underage teenager, you get to pilot giant robots in deadly combat situations while dealing with all the other problems teenagers have.

Youth are 16-18

Veteran

You're not some snot-nosed brat, you're an experienced warrior. And you have the appropriate rank. Just make sure to give your charges enough tough love to get through the oncoming storm.

Veterans are 25-35

Support

You aren't a frontliner. Instead, you're a specialist, managing sensor data and drones to help your comrades out on the front line.

Specialists are 15-25

Idol

You aren't a singer, you're an Idol! There's a big difference between them. You inspire people, and give them hopes and dreams!

Idols are 15-18

Suit

Businessmen and politicians both tend to wear suits all the time. So if you're a suit, you're one of them. Maybe you're a member of Frontier's government, or maybe you're a simple manager for an idol.

Suits are 25-55

Demographics

You may freely choose your gender. Even if you're an Idol. Girls need those pretty J-Pop boys to fawn over, after all. Freely choose your age within the limits of your Origin.

Perks

Perks in a subsection for an Origin are discounted by half for party members with that Origin, with the 2,500 ($100 * 25$) CP perks discounted to free.

Undiscounted

Pilot Like A Princess (100 * 25 CP)

What's with all these pretty anime people? Well, you're one of them now. At minimum you're in the top 25% of "attractive people," and your beauty shines through regardless of mud, dirt, or a bad hair day. Plus you recover completely from any injury without scarring, and once you start recovering from an illness you recover completely.

You can also come away from this with minor Zentradi traits like pointed ears or emotive hair.

Zentradi Body (200 * 25 CP)

Zentradi are the same species as humanity, just able to be "macronized." Or "micronized" depending on who you ask. Zentradi can, using a special chamber, convert between these two states, which have a 8x linear scale difference. If you are a native, this means you're a Zentradi (or at least half Zentradi) and that allows you to perform that trick.

Anyway, this makes you about five hundred times as massive... and five hundred times as strong in your macronized form. You can treat a VF like a person - pick them up, smack them, throw them, and so on. In addition to having five hundred times the mass to absorb damage, your body tissues become eight times as tough as normal, allowing you to withstand your own weight and strength.

You also have the knowledge to create, maintain, and troubleshoot these macronization/micronization chambers. They are relatively simple to create and maintain. Now you just need another set of clothes and you're all set.

Cyborg Brain (200 * 25 CP)

Augmenting your brain with electronics can be quite useful. You have your own augments. First, you have the ability to interface with computers. You can interface with computers via their wireless connections or by plugging in with a cable, though you may need credentials. Your implants can mimic most kinds of input and output devices, and run on a separate "channel" to your other senses, so viewing cat pictures won't stop you from seeing

where you're going. You have several programs designed to parse and edit any files you run across, and digital storage so you can't forget anything by accident.

You have augmented senses - your hearing is sharper and can handle infrasound, your vision is 40/2 and has infrared, near-infrared, ultraviolet, and composite modes, your sense of smell can pick up explosives and residue from weapons fire, and your sense of touch can give you temperatures precise to one kelvin.

In addition, these augments are hackproof, which has the happy side effect of blocking mind control, mental alteration, body hijacking, and mind reading.

Combat Cyborg (300 * 25 CP)

Flesh might be limited, but cybernetics are not limited in the same way. You have been augmented for battle. Your muscles have been augmented with overtechnology myomer strands, increasing your strength by a factor of twenty, sufficient to throw people through walls (if they're tough enough for that.) You can jump multiple stories in a single bound. Wires, fiber optics, and converter chips linking various cortices in your brain double your mental reaction time, and your muscle augments mean your body can keep up with that. Advanced batteries power all of this, and can be recharged from an external source or a few bioelectric cells running off the food you eat.

Your skin has been augmented as well. Overtechnology composites have been woven into your dermis, and backed up in the subdermal layer with advanced padding gels to increase your survivability. Something that stands a good chance of killing you, like several high-caliber bullets to the gut, will now only leave bruises. You've got other survivability measures as well, like artery valves to prevent bleeding out, oxygen cells across your body to keep you functioning for about ten minutes in case of hypoxia, and a hydrostatic shock dissipation mesh that prevents you from dying to something like explosive rounds going off in your limbs. Your lungs, eyes, ears, and other bits of your body have been modded to prevent injury from extreme pressures.

You also have a pair of blades concealed up your forearms. They deploy via the base of your wrist, and can be safely extended and retracted without injuring yourself (at least at the wrist. If you have your hand down you're in danger.)

Since you're paying with premium currency for this, your augmentations work properly with your natural healing processes or any augmented healing methods available to you. I'll also make sure your skin looks just the same after I enhance it, and I won't disturb any tattoos you might have, either. There's no effect on your senses besides dulled pain, and since your injuries are getting dulled it balances out. Plus I won't be removing any of your organs, either.

Vajra R&D (300 * 25 CP)

The ability of the Vajra to adapt to anything is overstated. It took them about the same amount of time to develop a new heavy soldier with greatly superior "ECA" carapace as it did for the Frontier fleet to develop the -EX upgrade package for the Nightmare Plus. Still, that was done with a remarkably limited ability to measure data.

You likewise possess the ability to advance your R&D projects without spending billions of credits on sensors. Simply by observing an instance of an attack or ability, you automatically make progress towards methods of neutralizing, counteracting, or mitigating it. This will not enable you to definitely develop such methods though - if the end result is impossible for the sets of physics that you carry around, this can't break that limit.

In addition, this does nothing to the cost of implementing such methods or maintaining the equipment. Those heavy soldiers with the super-ECA weren't replacing most of the older heavy soldiers, after all.

You don't have to personally witness each instance of an attack or ability. Recordings work fine, and they can be any sort of sensor data that can distinguish an individual instance. However, you can only get the bonus from a single instance once. Even reviewing different kinds of sensor data won't let you double-dip.

Youth



Leap Into The Cockpit (100 * 25 CP)

When it comes to picking up things quickly on the job, the anime protagonists who fall into the cockpit of mecha probably are up there. And now you can keep up with them. When you're behind the controls of any vehicle, you have enough understanding to handle basic maneuvering and combat. You'll need training to get the maximum out of your new ride, like knowing how to transfer ammunition from the GU-17's reserve to the mag.

This also applies to your powers to a certain extent. It won't teach you any "spells" or niche uses, but you'll have basic control down as soon as you get your hands on the metaphorical sticks.

Bingo (200 * 25 CP)

Sniping is a complex bit of applied geometry and kinematics that takes a lot of skill to pull off, especially if the enemy is being uncooperative by shooting back. Fortunately, all that time on the firing range plinking at target drones has paid off, because you're very good at it. You can hit a target engaged in combat maneuvers at 10 kilometers center-mass easy, and then hit them again a moment later with a second shot again to center mass. Which you fired before the first shot even hits, and accounts for the massive impulse a 221mm anti-material round has on their trajectory. And you can do this in about ten seconds from pointing your gun in the right direction.

Of course, you still need a good enough weapon to actually pull that off. Good thing the SSL-9B is rated to 10cm accuracy at 20km.

Congratulations On Your 25th Death (200 * 25 CP)

Most say that you should train smarter, not harder. But that's not the case for you, because training harder is training smarter. The more frustrating and difficult you make your training, the more your effort is worth, up to about five times the effectiveness. In addition, the constant frustrations and setbacks mean that you won't get a swelled head.

Reckless Idiot (400 * 25 CP)

Amazingly, you can survive falling into a cockpit during a combat situation. How? Through dumb luck. While you don't gain any passive benefit from this, the more you act aggressive in battle, and the stronger your determination, the better your luck gets. Dive headfirst into an organic ship that you have no idea what the interior of looks like, and you'll manage that impromptu rescue mission just fine.

You're My Wings (600 * 25 CP)

How does one fly without wings? Not very well. When people back you up, with song, tactical data, covering fire, or maybe something else you get more skilled, harder to distract, and more attentive to critical details. The greater the emotional connection between you, the stronger the effect. Two girls with strong crushes on you can do a lot more than an entire bridge crew you've hardly exchanged three sentences with.

Veteran



Experienced (free and exclusive Veteran)

VF combat, infantry fighting, even a little destroid and tank warfare. You've seen it all, and you've seen a lot of it. You're quite an experienced combatant, and it shows in the swiftness and quality of your decisions and the ease in which you act in combat.

Even If Have To Use My Teeth And Nails (200 * 25 CP)

Giving up is for lesser warriors. You are pure hotblooded determination and will, never flinching in the face of danger or difficulty. This doesn't make you too stubborn to know when you should try another approach, either. You have the indominability of will made more potent by mental flexibility and a clear understanding of what drives you.

Formation: Big Wednesday (200 * 25 CP)

For some people, the day a 400-meter giant robot surfed down from orbit against surface-to-orbit fire to a kick-ass soundtrack was the coolest day of their life. But for you, it was Wednesday.

Well, maybe it wasn't that mundane, but everyone certainly carried it out like they drill it every week. You have a collection of a few hundred random plans with codewords and formations for less-likely, unlikely, and outright implausible tactical situations and occurrences. None of them are too likely to occur on their own, but you'll probably use at least use one per jump centered around combat. By calling out the codeword, you can allow everyone on your side to perform the plan like it's been drilled into them.

This list updates to add additional situations in future jumps.

Pineapple Cake Survivor (400 * 25 CP)

You're talking about marrying an old flame soon. Pineapple has been brought up in the conversation. You say everything will be fine as you climb into your VF, only for - wait, you're fine? How did that happen? Were you just too hotblooded and badass for Murphy to get you?

However it works, you're immune to tempting fate - and can make yourself immune to fate if you need to. Murphy's law has no hold on you.

In addition, once per jump or decade, you can survive a event that should have killed you. Your cockpit could be holed and coated with blood, but you'd be just injured instead of dead.

Smell My Exhaust (600 * 25 CP)

The best way to keep your rookies alive is to keep them in a formation where everyone can provide support to each other. Fortunately, you're the attentive type who can pretty much pay attention to an entire battlefield. Well, maybe not the entire battlefield, but keeping track of your allies incurs no mental load. And it's like you've got a seperate pool of mental resources to spend on coordinating your allies and giving orders, so you can keep everyone in the appropriate formation.

Your allies benefit directly from this as well. Perceiving and understanding your orders costs them no mental resources, and hearing your voice reduces their panic and helps them to focus. In addition, the better they can follow your maneuvers, the lower chance you and they have of dying in combat, on top of the mundane changes to that. If you're giving a rousing hotblooded speech, expect a boost in performance for the rest of the battle as well.

Support



MOS (100 * 25 CP)

In the modern Spacy and in modern mercenary companies, extensive training is needed for every member of the force. This is especially true for the more technical jobs like sensor and drone operators.

Fortunately, you have already completed your homework. You have full "book knowledge" of all parts of your MOS, in addition to mild practical experience.

In future jumps centered around (a) military or paramilitary organization(s), you may gain the benefit of an additional MOS of your choice from your starting organization.

Care And Feeding of Your Merciless Ghost AI (200 * 25 CP)

Some people are highly empathic, able to easily determine a person's disposition just from a glance. You are the same, when it comes to AI. You have expert-level skills in developing, debugging, and researching AI that you can use to judge how likely it is for an AI to go crazy (in both a short-term and systematic long-term sense.) In addition, you also understand how to determine how an AI feels or "feels" about its life via examining its code, even in raw assembly form. Very useful if you want to unleash the hounds - I mean, ghosts.

Research Trip (200 * 25 CP)

Critical secrets, hidden connections, and obscure facts. They can save lives. Fortunately, you're there to find those facts, by metaphorically (or perhaps literally) tripping over those.

You have a knack for coming across small bits of information that are important-to-critical, and doing so before it's too late to make use of them.

Tactical Analysis (400 * 25 CP)

There are important questions that need to be asked before committing to a certain tactic. And analyzing data can give you the answers to those questions. You just happen to be very good at that.

Given about a minute of focused observation of a target in combat, you can answer three specific questions about that target immediately. Like "are we faster than it?" or "what's the best way to avoid one specific attack (like its biological macross cannon?)" The questions do have to be rather focused, or otherwise you have to get your answer the slow way.

You don't need to be the one doing the observation directly, either. If you're on a ship and an RVF is streaming data to you, that would work. (The observation does have to be focused, though.)

LAI Scion (600 * 25 CP)

What good are super prototypes and top secret projects if you can't use them to help your friends? They're the protagonists, they need the coolest toys. Of course, the first thing is to know about them. You therefore have a list of all sorts of different projects currently in use that you can use to help your friends.

The second thing is that you have the connections needed to actually get your friends these cool toys. Maybe you know some guys who specialize in finding things that dropped off the back of a cargo ship maybe someone at a blacksite owes you. Or maybe your parents own an aerospace company. Could happen.

Idol



Super Dimensional Voice (100 * 25 CP)

You have an amazing voice. It doesn't matter if you are a soprano or a contralto, your voice is fine to listen to. And when you start singing, you start to figuratively shine. Not only is your voice fine, you have training in how to sing so you can use your amazing hardware to its fullest extent and not hurt yourself.

It's Okay If My Boyfriend Is A Pilot (200 * 25 CP)

Being an idol should suck, relationship-wise. You aren't allowed to be seen in a relationship, and you have to accept the creepy parasocial relationships from "those fans." Fortunately you don't have to worry about that.

No one will care if you're in a relationship. No one cares about your purity. You can sing about how much you love your S.O. at the top of your lungs while on a date with them in public with no disguise whatsoever and no one will care. Or at least no one will care more than if you were an ordinary person. Still have to deal with overprotective big brothers and resentful single people directing their ire at you.

Eh, I'll make sure that no one gets jealous of you or anyone you have a relationship with, because that's just frustrating.

You are immune to those creepy parasocial relationships. You don't have to worry about paparazzi, people acting like you belong to them in some way, or other things that can be filed under the category of "creepy fans."

Fold Receptor (200 * 25 CP)

The fold receptor factor is an immune system adaptation that prevents a human from attacking symbiotic fold bacteria. If a person has some fold bacteria in their system, they become sensitive to fold waves. If they have the amount of fold bacteria that you do, they can actually generate fold waves themselves. These waves are too small to have any macro-scale effect, even inside fold space.

However, they can be used as a method of communication. You are now able to communicate with anything that could be considered alive, bypassing language barriers and even communicating with entities that lack minds. The best way to do this is by singing, as the safest place for a human to have fold bacteria is in their gut.

Karma Collector (400 * 25 CP)

When you help people, it gets paid back, in the form of avoiding death. Even just trying will echo onto you positively. Go looking for someone lost, and you'll avoid a disaster you couldn't have otherwise. This might not always be immediate, but your help will be repaid in the form of avoiding death.

Of course, the effort karma puts into helping you is determined by the effort you put into helping other people. Casual effort, no matter how much it helps, will do little to adjust your fate. But effort, especially effort with cost or risk to yourself, can bend your fate away from death with a huge safety margin.

True Songstress (600 * 25 CP)

To sing is to share your emotions, and that is very true for you. By singing, you may share your emotions with anyone within the sound of your voice. They don't even have to hear it, so being deaf won't save them.

As a performer who can conceal any inconvenient emotions beneath your facade, so to can you only transmit some of your emotions to your audience. And you can tell who is within the sound of your voice, and exclude people from this effect.

Suit



PR Face (100 * 25 CP)

Look, being a suit means dealing with people you hate. The chance to work with people you actually like is rare, especially if you keep deleting those emotions.

Anyway, point is that no suit can be successful without being able to hide their emotions. You're an expert at that, able to hide your feelings behind a mask and keep them there. You can present false emotions as easily as breathing. Even being totally flabbergasted by something can't crack your mask.

Connections (100 * 25 CP)

No one does things alone. At least not in your field of business. Foolish pilots do that sort of thing. But as a suit, you need to know people. In each Jump, you have knowledge of dozens or perhaps hundreds of people relevant to your business or field, as determined by your history or origin. Who they are, what they do (in relationship to your field), how to contact them, how much their services usually cost, and other aspects of working with them as if you had worked with them before.

Patient Climb (200 * 25 CP)

Conspiracies take a while to get going. And then there are times where you have to act quickly in order to keep your conspiracy working or advance your plans. You understand when these times are. You have the patience to wait for your goals to come closer, without impatience clouding your judgment or time dulling your edge. You can remain vigilant for opportunities for years without becoming tired, not becoming complacent as nothing appears to change.

Warmonger Locator (200 * 25 CP)

There's nothing more useful than an idiot pursuing their own ambitions. Violent idiots are the best. If there's a power-hungry maniac within your web of connections, it's easy for you to sniff them out.

And then you can manipulate them. Getting them to act when you want them to act isn't always possible, but the more control you have over circumstances the better your odds are. And even though this kind of game usually involves plenty of backstabbing, you're very good at spotting when the knives are about to come out. Whether that means you skip town or try to stab them in the back first is up to you.

Plan Of Fear (400 * 25 CP)

If you want to terrify people into submission, you need to actually scare them. And while there's something to be said for overt terror, have you considered misinformation?

For example, if you tell some people that an enemy will adapt to anything that hits it, that would terrify them into spending more and more on advanced weapons that aren't actually needed.

And it seems you're good at it. You understand just how to phrase your terrifying lies and half-truths to be initially believed, and if contradicted still effective at scaring people.

This even works through proxies, so if you tell a valkyrie pilot something and he tells your victims, it'll still work.

Signpost of Hate (600 * 25 CP)

Now, what's really scary? That's right, superweapons. So much devastation caused by a single event can be terrifying. You're good at figuring out how to adapt existing technologies into weapons that devastate cities, nations, and worlds.

Of course, that's step one. Step two is to get the materials together. Fortunately you have an easier time finding materials for extreme projects like these. Fold quartz, enriched materials, ancient artifacts, they're never as hard to find when you want to do something absurd and absurdly deadly with them.

Step three is to assemble your superweapon. Fortunately, the more devastating the object you're assembling is, the faster your work goes.

Items



Items will have discounts individually marked. You may import an item of the same type that you already have into each new purchase. Tangible items are respawned if lost or destroyed after 25 hours, and restored in a proportional amount of time if damaged.

Phone (free)

Look, you're all going to be busy people shortly. Whether you have a simple hard clamshell or a squishy frog-tube-thing, this phone is here so people can get in touch with you. Unlimited minutes and text messages, and this one is always within reach if you need it. It will also be within reach if the phone call or text message you're about to get is one you'd rather not miss. The vibrate function is actually completely silent, so no one can hear the phone itself if it's on vibrate even if they're right nearby.

If you have Cyborg Brain, you can instead get an always-in-touch upgrade to your wireless communications instead.

Salary (50 * 25 CP)

May be purchased multiple times.

Whether you're an idol, pilot, or suit, you do get paid for your work. Take a bank account with 15 million credits in it, (about 150,000 USD) with an additional monthly stipend of 300,000 credits. Each additional purchase doubles those amounts, so four purchases would be enough to hire a full branch of Strategic Military Services, including their Quarter-class ship.

The initial value will be restored each Jump.

Mecha Keys (100 * 25 CP. free for Youth. Veteran. Support)

You know what you came here for. That's right. A mecha. You get access to the Mecha section. Go and take a look.

Holo-costume (100 * 25 CP. free Idol)

A very fancy outfit for a very fancy young woman (or man.) Anyway, this outfit appears to just be a skintight and revealing outfit when deactivated, but it actually contains holographic

emitters and forcefield generators, allowing it to take on the appearance of any outfit you want. The forcefield emitters are strong and precise enough to mimic the resistance and texture of fabric, but can't do much more than that.

It comes programmed with several dozen different outfits that match your style already, and can shift between them in moments. Also, it doesn't need recharging, and the material is self-cleaning and very comfortable.

Training Zone (200 * 25 CP, discount Youth)

Practice makes perfect. For military sorts, that means practicing formations, maneuvers, shooting, and dogfighting. Fortunately, you get a nice area where you can practice all that. Guaranteed to be open when you feel like practicing (or when your commanding officer orders you to practice.)

Cool Car (200 * 25 CP, discount Veteran)

A custom car with room for a driver and three passengers. The powertrain is four hub motors powered by a rechargeable battery and ultracapacitor system, giving it good performance and range while not making it too expensive to run. It's got a custom paint job, genuine leather seats with heating and cooling, a good sound system, and the tires have internal honeycombs to make it very difficult to get a flat. I'll throw in a feature to make it self-recharge quickly when parked and left alone. Good electric car infrastructure is hard to find.

Oh, and two more minor features. First, as expected of a car purchased by a military veteran, it has a bulletproof body and windows, rated to not crack when taking battle rifle rounds. And it can work in space and underwater. The passenger compartment is sealed and has life support, the electronics and motors can work underwater just fine, and there are vernier thrusters distributed across the chassis to allow it to still move in zero-g. (The propellant tank will refill just like the battery, too.)

Unchained (200 * 25 CP, discount Support)

This is a support program for an AI. The description in its security certificate says that it's a memory management program, but it does do more than that. It acts as a boost to an AI while running, allowing an AI-controlled unit to punch above its weight class... as long as the human in charge lets the AI go ahead and do its thing. Too much micromanaging will interfere with the AI and make it lose efficiency. You have to let it run almost fully autonomously, limited to broad orders and designation of friendlies and hostiles. The units running the program become ruthless, efficient, and extremely cunning. Against similar units without the program, the modified units need only a 2:5 ratio of force size for a fair fight.

In addition, this will actually boost the performance and reliability of the units, if there are few enough instances of the program running at once. With three or fewer units, the boost is at peak form, giving a 25% improvement, with proportionally less of a boost for more units running it.

Fold Quartz Earrings (200 * 25 CP, discount Idol)

This pair of earrings has nearly one gram of fold quartz in its construction. Quite the pricey accessory. Still, the real purpose of these earrings is to be linked. If two people wear the earrings, they can communicate with each other through song, voice, and thought. In addition, they now count as touching for the purpose of other song-based and psychic powers.

"Loyal" Troops (200 * 25 CP, discount Suit)

You can't make an omelet without cracking a few eggs, and you can't carry out a conspiracy without a few assassinations. Thus, you've managed to obtain the services of these... upstanding gentlemen.

You have a few hitmen in your pocket, fees already paid, who will happily try to put a bullet in anyone you request. They won't crack under humane interrogation, but they are only

mortal and have skills appropriate for a typical unregistered contractor. If they get killed you don't get spares until a decade has passed or the next jump.

You also have the loyalty of a couple dozen infantry in the closest military. They aren't special forces or anything, but their superior officers don't pay attention to them that much and they know how to keep their mouths shut.

If you have any fake identities, you can have these be loyal to that fake identity instead.

Fold Quartz (300 * 25 CP)

Fold quartz is a silicate crystal that is not entirely bayronic in its construction, like fold carbon and space metal. It's just hundreds of times more fiddly to manufacture for humanity than fold carbon, which is expensive compared to normal space metal alloys. Only a tiny fraction of humanity's fold quartz was actually manufactured by them - the rest was obtained from Protoculture stockpiles and deposits and from Vajra corpses.

Of course it's dozens of times more useful than fold carbon. Point-to-point, long-range, instantaneous communications, no couriers needed, is the biggest strategic change the material can provide, and it's the only material known to humanity with the needed properties for that..

Its properties make it an ideal material for making high-end fold-related components, such as inertia systems, reaction turbines, pinpoint barriers, and fold drives and boosters, though powerful VFs and Macross-classes are secondary on the strategic scale to being able to make a galactic internet with no latency issues. You could use it to amplify the power of a singer with fold receptors, too.

You could also weaponize it. The "dimension eater," which weaponizes a temporary fold fault, requires fold quartz to work. 250 mg of fold quartz is enough to make a "MDE" with a radius of four meters, for when you need to kill someone and toss the atomic dust of their corpse into the depths of fold space at the same time. It's overkill against anything the Vajra can afford to field, though. 85 kilos is needed to make a dimension eater that can take a 7,000 km bite out of a planet.

You get 25 kilos a week, delivered in a crate. That's enough to make all the ISC components for a single VF. The crates will track how much you've removed and allow you to remove a crystal of precisely the specifications you need, as long it doesn't exceed the remaining amount in the crate.

If the fold quartz is destroyed or otherwise lost, you get extra mass to replace it in the next crate, unless you used it in ammunition, bombs, or other such limited-use ordnance. (If you give a creation with fold quartz to someone who's staying behind, it doesn't count. Nor does it if the fold quartz has been used to upgrade an Item with Jumper-grade insurance.)

Companions

Only the Jumper may make purchases in this section.



Primary Cast (100 * 25 CP, first free)

May be purchased multiple times.

Import up to eight companions. Each one gets their origin of choice and 17,500 (700 * 25) CP. They get 50% of Drawback CP, rounded down to the nearest 1250 CP

Bridge Bunny (100 * 25 CP, 50 * 25 CP Youth)

*Costs 50 * 25 CP/free if Primary Cast has not been taken.*

You might be the tip of the spear, charging into combat, but carrier operations are a notoriously tricky task involving a lot of people. This young officer is one of them. A member of the same unit as you, they'll be backing you up whenever you go into combat.

They get the Support Origin, can get Formation: Big Wednesday or Tactical Analysis for 2,500 CP, 7,500 (300 * 25) CP that has to be spent on Support Perks or Items, and 10,000 (400 * 25) CP to spend as normal.

Drinking Civilian (100 * 25 CP, 50 * 25 CP Veteran)

*Costs 50 * 25 CP/free if Primary Cast has not been taken.*

As an old hand in the military, you wound up spending plenty of time with the politicians who deal with military affairs themselves, as well as the industry side of the military-industrial complex. And you manage to get along fairly well with one of them. You'd go out drinking with them even if they lost their position. They picked up a fair amount about military operations from their job and

They get the Suit Origin, MOS for free, 7,500 (300 * 25) CP that has to be spent on Suit Perks or Items, and 10,000 (400 * 25) CP to spend as normal.

Vanguard (100 * 25 CP, 50 * 25 CP Support)

*Costs 50 * 25 CP/free if Primary Cast has not been taken.*

Close relationships between bridge crews and pilots are not always guaranteed, but still common. Striking up this friendship with a pilot got you a fairly reliable Companion.

They get the Pilot Origin, MOS for free or Research Trip for 2,500 CP, 7,500 (300 * 25) CP that has to be spent on Pilot Perks or Items, and 10,000 (400 * 25) CP to spend as normal.

Rival (100 * 25 CP, 50 * 25 CP Idol)

*Costs 50 * 25 CP/free if Primary Cast has not been taken.*

You can't be an Idol without being in a love triangle. (Yes you can, actually.) This young woman is a Idol herself, capable of capturing the hearts of people with her songs and appearance. She expects the best from herself, and from you as well. Expect a fierce rivalry to emerge between you two, whenever you have the same job, hobbies, or combat styles.

She gets the Idol Origin, Pilot Like A Princess, 7,500 (300 * 25) CP that has to be spent on Idol Perks or Items, and 10,000 (400 * 25) CP to spend as normal.

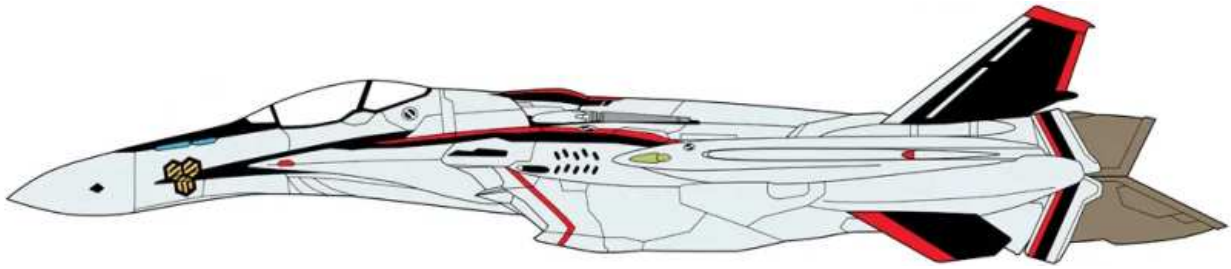
Notable Major (100 * 25 CP, 50 * 25 CP Suit)

*Costs 50 * 25 CP/free if Primary Cast has not been taken.*

So however you happen to know this warrior, you're good friends now. Regardless of what, exactly, your relationship is, you know each other well and trust each other deeply.

They get the Veteran Origin, Connections or Even If I Have To Use My Teeth And Nails for free, 7,500 (300 * 25) CP that has to be spent on Veteran Perks or Items, and 10,000 (400 * 25) CP to spend as normal.

Mecha



With the purchase of Mecha Keys, a party member gains **+25,000 VP** to be spent in this section on a single mecha. In addition, that lets them convert CP into addition VP at a 1:1 ratio.

Feel free to import a mecha or fighter you already have into the one that you are purchasing here. An imported mecha will be fixed to the size of the mecha purchased here for the duration of the jump. Purchasing a non-VF will change what you can Import into it.

A mecha will get free maintenance, remass tanks topped up, and standard ammunition reloaded when landing at a base or on a carrier. It will be replaced if completely destroyed or stolen in 25 hours, or repaired in proportionally less time once not in use.

Variable Fighter Universal Capabilities

As of the era of Macross Frontier, all VFs have the following capabilities. If you take a VF (the default option) then they're included.

Tactical Trinity

Variable fighters were originally intended to be rapid reaction forces before circumstances made them far more relevant and popular. To facilitate that role, they were designed around their transformation mechanics. The transformation of any VF takes under a second to perform, with the VF-25 capable of completing transformations in under 30 ms.

A VF has three modes: Fighter, battroid, and GERWALK (Ground Effective Reinforcement of Winged Armament with Locomotive Knee-joint).

In fighter mode, the VF resembles a fighter jet, with a long, pointed fuselage, wings, and a tail. VFs are around 20 meters long in this form.

In GERWALK, the legs drop down from the body of the plane, with the legs bending forward in the middle of the thigh and at the knee. (Or at least that's the normal setup.) Arms deploy, with the shoulder joints being at the front of the wing root. The VF may partly transform, deploying legs (or possibly arms) without the other. This is usually done for a course change in combat.

In battroid mode, the VF resembles a human, except 15 meters tall. This height is to allow it to act as infantry and boarding forces against Zentradi and to infiltrate them as well. The wings are folded up, usually against the back.



Dual Reaction Turbines

All VFs have one reaction turbine engine in each shin. The turbine works by creating a hyper-dense plasma in the middle of the turbine where matter and antimatter spontaneously convert to each other, allowing for efficient mass-to-energy conversion. This process is mediated by complex Fold space principles.

The turbine allows a VF to run on any matter just fine, allowing for infinite atmospheric flight and simplified logistics. They can even operate underwater. The power can be easily converted into electricity or used to heat reaction mass to propel the craft. (At this time, VFs use a methane slush for fuel and remass in space because of its low molecular mass, relative abundance, and respectable density.)

ECA

All VFs are constructing with the skin of the craft as energy conversion armor. ECA acts like a capacitor, where voltage is stored across the skin. When the skin is hit, the energy stored in the skin is dissipated to protect the craft. While it is still able to absorb a hit in any mode, only in battroid mode do the engines have enough power to quickly recharge the ECA.

While not as strong while unpowered, you'll notice that all VF-mounted missiles don't use proximity-fused continuous-rod warheads like you might be familiar with, but have contact-fused anti-armor warheads instead.

PPB

A pinpoint barrier that can be used to block attacks. While powerful, it's limited in its duration and area. In addition, it can be wrapped around blades or fists to enhance melee attacks. It does require the VF be in battroid mode for the extra power, though.

Gunpod

The primary weapon of a VF is a gunpod, mounted below the fuselage in fighter mode and held in the right hand in GERWALK and battroid modes. Most gunpods are rotary ballistic cannons.

Ballistic Shield

While appearing as a simple piece of metal, modern ballistic shields are made of laminated composites made from space metal and fold carbon, producing a durable shield that also responds better to powered reinforcement like ECA. It is usually mounted at the tail of the VF in fighter mode and placed on the left arm in GERWALK and battroid mode. (This varies depending on the craft. The VF-171 has a pair of smaller shields fixed to its forearms, as an example.)

Knife

A sharp, tough, pointy bit of metal, intended for close-quarters combat. VFs may use their knife as a guide for the PPB, allowing them to cut through almost anything not so reinforced.

Head Laser

All VFs have at least one head-mounted laser (or, rather, particle beam weapon). While in fighter and GERWALK mode, the laser is mounted just behind the cockpit. They're used for missile interception, or as cutting beams for getting through hull. Against armor they are not that effective, which makes sense given their small size.

Overtechnology Stealth

A VF has overtechnology stealth systems. These make it difficult to acquire a radar lock on the craft, while also reducing thermal emissions greatly. (This is also does double-duty as thermal management because all VFs are space-capable.)

Life Support

As all VFs can reach orbit independently they also need to have life support for their pilot. This is just atmospheric control - CO2 scrubbing and temperature control. As long as it has power, you can survive without a suit in the cockpit, though if you go into combat please wear a suit.

Maneuvering Thrusters

VFs have a multitude of small thrusters about their body. This allows them to maneuver in more ways than their main engines alone could permit. However, these are generally not used at more than a fraction of max power because of maintenance, power, and G-force reasons. If you see someone rocking out with these thrusters, then they're probably about to win but die in the process.

AI Support

VFs have complex functions requiring a lot of fiddly control. In combat, a pilot needs to focus on what to do, not how to do it. The AI will translate inputs in the cockpit into outputs of the VF, allowing for things like transforming while moving.

Class



Standard (free)

The monkey model. The standard VF. The ones that get painted brown (or rather, blue) and blown up. This is probably the VF-171 Nightmare Plus, though you can get a modernized version of an older model that can keep up with its newer counterparts.

Advanced (300 * 25 VP)

A more elite model, usually one that the protagonists fly. It has a more limited production run, better performance, firepower, and survivability, and more toys. In this case, the defining "toy" is the ISC.

In this era, the YF-24 Evolution and its descendants, like the VF-25 Messiah and VF-27 Lucifer, are the big names. But modernization efforts like the -EF package for the VF-19 to punch just as hard on the battlefield.

Variant



Select one

Similar to modern fixed fighter jets, each model of VF has several variants available. Which one is used depends on who you are and what you want to do.

None: -A (free)

The mookiest of mook types. Well, not really. Still, this has no fancy tricks of its own, and only has a single head laser.

Recon: (RVF) (free)

Losing their gunpod in exchange for several sensor systems, including a radardome, RVFs aren't intended for direct combat but instead for monitoring the battlefield and performing EWAR functions.

Sniper: -G (50 * 25 VP)

Swapping out a gunpod designed for rate of fire (a gatling, probably) with one packing more punch and more muzzle velocity. The head has improved sensors for target acquisition. However, the gunpod needs stabilizers which can't work in fighter mode for maximum range, and a much lower rate of fire.

Uptuned: - F (100 * 25 VP)

-F Variants are usually uptuned in some way. Improved atmospheric performance, maneuverability, or some other characteristic has been given a noticeable upgrade. In addition, uptuned variants have dual head lasers.

Commander: -S (150 * 25 VP)

Featuring quad head lasers, an advanced communication system, and a bit more armor. Generally, these are used by squadron leaders.

Gear

Missing or destroyed gear will be replaced of the course of 125 hours, and will repair itself in a proportional amount of time. Except for the EX-gear, which does so in 25 hours.

EX-gear (free)

EX-gear (short for "extender") is an exoskeletal power suit available in multiple models. You get a standard pilot version. It's sealed and has its own life support, has powered wheels in the oversized boots for improved mobility, is lightly armored, provides some strength enhancement, and can also fly due its jetpack and wings.

By "lightly armored" I mean it can protect you from having a full clip of AP ammo dumped into your chest with only some bruising you'll only feel once the adrenaline wears off.. And by "some strength enhancement" I mean you can get into a fistfight with a combat cyborg and hold your own with a skill advantage. You also get a personal defense weapon - something that in your old world would be referred to as a "squad automatic weapon."

See? Light on the direct combat features. The fancy stuff like variable camouflage and beam rifles is reserved for the infantry and special ops who will be using that kind of thing in normal circumstances. You can import an armor and gun you already have into this.

More importantly, your VF has been modified to allow you to control it with your EX-gear without unsuited. The seat is designed for you to sit in it wearing your EX-gear, and the forearms of the gear flip open to allow you to use the gear's controls like normal VF control sticks. (The hands of the suit are fully mechanical, with your hands on controls inside the suit forearms. You still have a pressure suit layer on with the forearms open.) The helmet has a Brain-Direct Interface for finer control and correct context for commands. This also grants you a limited remote-control capability for your VF, letting you fly it over to you while out of the cockpit.

Super Pack (100 * 25 VP)

Can be purchased multiple times.

The Super pack is a set of parts that attach to the VF. The booster pods on the wings have thrusters, extra remass, and missile ports. The back thigh parts have more remass and their own thrusters. The shoulder plates include missile racks. Some super packs, like the VF-171's, include a couple of secondary weapons.

Fold Booster (100 * 25 VP)

Can be purchased multiple times.

A back-mounted fold booster intended to allow a VF to travel through fold space independently. Requires a significant amount of power, so don't expect to fold out of a tight spot. However, feel free to defold directly in front of the enemy flagship's bridge. They might see it coming, but you probably have enough time to launch a reaction warhead right through the bridge windows.

Jamming Bird (100 * 25 VP)

How do these speakers work in space? I'd explain, but unless you've taken a few years of Fold physics, it won't make much sense to you. Anyway, this set of four speakers plugs into the standard 2.8m three-slot hardpoints found on VFs and can broadcast the sound in a range of about five kilometers. In addition to that, this particular set can be used to broadcast your psychic powers in addition to your song-based powers.

They also have holoprojectors to act as lighting and a screen for idol concerts. Because yes, the ability to put on an emergency idol concert is part of the spec for military hardware.

Armored Pack (200 * 25 VP)

Can be purchased multiple times.

Armored parts attach across the body of the VF. Once attached, the VF now has a few extra guns, several missile racks, a few rockets, and more armor that can be jettisoned once damaged.



Ghosts (200 * 25 VP)

Can be purchased multiple times.

Ghosts are robotic drones intended as force-multipliers and replacements for VFs in some situations. While allowing unbound AI is risky, a more limited AI is predictable and less capable, and remote operation can be jammed. Even so, only the most advanced VFs can keep up with once they get going, due to their reaction time and G-force tolerance.

You get two ghosts per purchase, or three if you're using an RVF.

Reaction Warhead Authorization (200 * 25 VP)

Reaction warheads are variable-yield annihilation weapons with a max "boom" of roughly 1 gigaton of TNT. They are not issued freely, though, without a general authorization. You now have special permission to use reaction warheads without a general authorization, and you have your own stockpile. This may be revoked by your superiors if you are... unprofessional with them (though once you Go Home or Move On you get this back). Friendly fire isn't friendly, and causing problems with gigaton weapons is more of a concern than causing problems with sub-kiloton weapons.

Improvements

Frame Mod (free)

Are you a diehard SDF fan who will only walk out of the jump with the VF-1? Do you think the VF-19's forward-swept wings are cool? Do you want the power and survivability of a more powerful VF, but VF-171-chan is your planewaifu?

I can replace the appearance of your VF with another VF's appearance and transformation. This will not give it the appearance of features that the other VF has. (For example, trying to take the Durandel appearance with a -A or -G model will mean that you have a Durandel with a single head laser and only two engines, and you can't get the Vivasvat's Tron look without the Fold Wave Frame.) In addition, any features you do add will be reflected in the appearance of your own VF.

Custom Paintjob (50 * 25 VP)

While repainting a brown VF some other color won't give you plot armor, it might make you feel better. (Also, the mook fighters for Frontier are painted blue, so doubly no effect. The only brown fighters are SMS's own VF-25As, who are hardly mooks.) You may repaint your VF however you want. Different colors, maybe add a custom crest, a shark mouth at the nose, or kill marks.

Infinite Remass (50 * 25 VP)

Your tanks appear to be dry if you weigh them, but as far as your thrusters are concerned you're always topped up. This lets you be as aggressive with your maneuvers in space as in atmosphere.

Secondary Weapons (50 * 25 VP)

Can be purchased multiple times.

While the gunpod is suppose to be the primary weapon of a VF, it can be destroyed more easily than the rest of the craft. By integrating a pair of smaller weapons into the frame of the VF, it can have a backup weapon or something to use against softer targets. Armored targets can't completely ignore them either, unlike the head-mounted lasers. These would be something like a 25mm machine gun or energy machine gun. If you want something beefier like the railguns that will be installed on the Kyrrios nearly a decade later, that would be two purchases.

I can also use this to give you an additional pair of head lasers per purchase. If you have just one I'll throw in an additional laser free, unless you want to have a Triceratops Valkyrie. (Wait. That actually sounds kinda cool.)

Infinite Ammo (100 * 25 VP)

Free with Quad-Engine

Your gunpod cannot run out of ammo. There will be no horrifying click noise when the mag runs dry for you. Nor can any of your other guns actually run out of ammo.

This is provided free for some models as they use beam gunpods which can't run out of power.

Missile Ports (100 * 25 VP)

Can be purchased multiple times.

A few small missile launchers are integrated into the body of your VF. Sometimes in the legs, sometimes in the wings, or maybe the shoulders. This only gives four ports, which isn't enough to overwhelm a good pilot with a single volley but lets you take out the trash without having to do much more than blink. The internal magazines hold a couple dozen missiles for each port.

High-maneuverability micromissiles with armor-penetrating contact warheads are the standard for VFs. If you're used to your old home's AAMs you'll find their range short but the ability to actually hit the agile targets present and damage things armored with space metal and ECA is rather important.

Missile Racks (100 * 25 VP)

Can be purchased multiple times.

A rack of missiles allows you to overwhelm most pilots with more missiles than they can handle at once, especially if you're presenting them with a Morton's Fork of "gunpod or missiles?" Of course, the large hatch needed for simultaneous launch makes it less space-efficient than smaller ports, so you only get half the total missiles compared to internal magazines.



Ianto Mods (100 * 25 VP)

Can be purchased multiple times.

It's amazing how many places you can stick a micromissile in a VF. Your VF has twice the number of missiles in it, and can launch twice as many at once, all the better to deal with overwhelming odds. This also applies to any packs installed on your VF as well.

If purchased multiple times, each purchase provides an additive +100% bonus to both attributes.



Infinite Missiles (150/400 * 25 VP)

If you want to shoot missiles at something, having shot a lot of missiles at other things already won't stop you. For 3,750 VP, your missiles are replaced at one per 180 seconds per rack or magazine, or 90 seconds if that magazine or rack is empty. For 10,000 VP, they are replaced after three seconds, allowing you to hold down the trigger.

Turret (200 * 25 VP)

A heavy turret packing similar firepower to a gunpod, but able to aim off-axis and really ruin someone's day without having to point directly at them. However, it tracks slower than the head lasers. Mounting your gunpod so it can be a turret is also acceptable, but the tracking is lower than a normal turret. (Which is by no means slow, it's just something to keep in mind. Also, deploying a turret at supersonic speeds is a bad idea even if overtechnology joints won't break from the air pressure.)

If you want, you can combine this feature with a purchase of an Armored Pack instead of installing it on your VF, giving you a Tornado Pack designed with far superior aerodynamics than an Armored Pack.

Inertial Store Converter (200 * 25 VP)

Free with Advanced

The ISC must be built into a VF's frame from the beginning, but provides a powerful benefit: the VF may exceed human acceleration limits without the pilot dying or even blacking out. In fact, it protects the entire VF from the effect of acceleration. However, there is a limit to the maximum acceleration that can be absorbed at any one instant, as well as the total amount of Δv that can be stored at any one moment. The ISC must then discharge the stored Δv once it has reached its limit before it can absorb more.

Fold Wave Booster (250/300 * 25 VP)

Requires Advanced

The fold wave system allows for greater output from the VF's fold-based systems. Turbines now work at better than 100%, give about four times the power output. The PPB is more stable, allowing for larger and longer-lasting barriers. And the ISC can now store dozens of times the Δv .

However, that's not all. It also amplifies your psychic and song-based powers, as well as allow your VF to act as a conduit for your allies' own psychic and song-based powers if you allow that.

For 7,500 VP, you get a Fold Wave Frame, where enough Fold Quartz has been added across the entire VF that it glows like it came out of Tron. This greatly improves the magnitude of the boost to the VF's fold-based systems and to your powers.

Quad Engines (300 * 25 VP)

Requires Advanced

Adding an additional two engines, for two on the body and two on the wings, allows for much greater power for systems. Both the ECA and PPB can be run in all modes. Aside from survivability, this allows the VF to have a much higher speed limit at low altitudes, as the heat of hypersonic flight can be protected against.

The wing-mounted engines allow for increased maneuverability, as they can pivot. The full thrust requires the support of the ISC to take advantage of, though.

This is the setup that the YF-29 Durandal, VF-29B Perceval, VF-27 Lucifer, and later, the Sv-303 Vivasvat use. If you have the Fold Wave Frame, you can get the Vivasvat's "Starfury" mode as well, for maximum maneuverability by having four independently rotating engines on the ends of your wings.

Mecha Example List

This list does not include Variant or Gear purchases.

VF-171: 150 * 25 VP (Internal Missile Bays, Secondary Weapons)

VF-25: 350 * 25 VP (Class:Advanced, Secondary Weapons, Inertial Compensator Store)

VF-27: 800 * 25 VP (Class:Advanced, Infinite Ammo, Internal Missile Bays, Secondary Weapons x2, Inertial Store Converter, Quad Engines)

YF-29: 1,250 * 25 VP (Class: Advanced, Infinite Ammo, Internal Missile Bays, Secondary Weapons x2, Turret, Inertia Store Converter, Fold Wave Booster, Quad Engines)

Non-VFs

Taking this means you forfeit some of the universal capabilities of a VF, in exchange for whatever feature the new purchases have. Note that some Improvements and Gear are unavailable for these options, because they don't make sense or are already included. Frame Mod is completely unavailable for all of these. They do not come with a Class or Variants.

Queadluun-Rhea (150 * 25 VP)

The latest generation of meltrandi battle suits, this suit features improved engines, avionics, sensors, and weapons. The most notable difference is the measures taken to improve survivability of the pilot even when the suit takes severe damage.

Post-jump, this may be used without having to macronize yourself, like a normal power armor.

VB-6 König Monster (250 * 25 VP)

While called a "variable bomber", the König is more of a mobile artillery piece. With four back-mounted coilguns that normally launch guided nuclear shells and six missile tubes holding surprises significantly more painful than the standard stubby micromissiles, it's designed to dish out intense punishment. The armor is tough enough to withstand a barrage of micromissiles and almost bounces lighter beam pulses off it.

On the other hand, it's less maneuverable than a VF, and using the coilguns at maximum blast requires something for the Monster to brace itself on. Preferably something

completely disposable or with damage control teams, given the massive impulse that those cannons can generate.

Quarter-class Macross (900 * 25 VP from three separate Party members each)
Only one may be purchased per party.

The smallest and most maneuverable Macross-type ship produced yet, the Quarter-class is only 25% the length of the modern “Battle” Macrosses. The advantage of this is the responsiveness and acceleration that the small structure allows, giving Quarters the ability to dodge shots no other ship could.

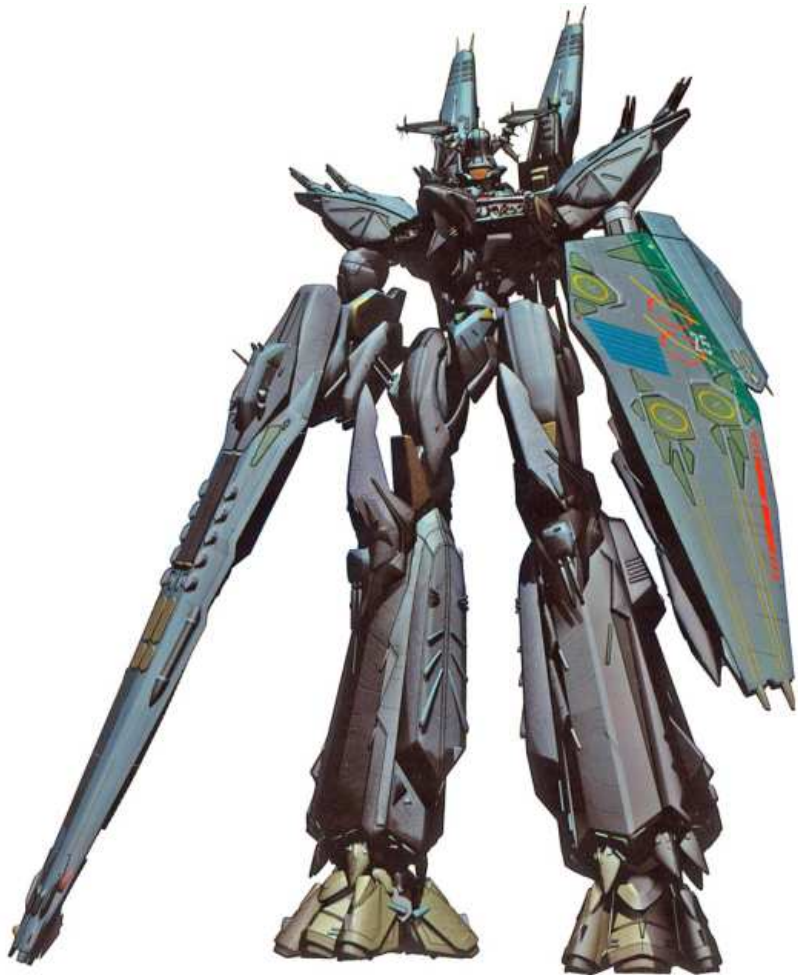
The gunship is a “gatling”-type Heavy Quantum Plasma cannon, which induces a spiral in the beam to add gravitational effects to the beam, because sometimes hitting something with a dense beam of plasma and fold effects isn’t enough. The gravitational effects also keep the invisible “wake” of the blast constrained to a maximum of three kilometers across instead of letting it spread out in a cone. This means the wake remains deadly at maximum range. Speaking of which, the smaller accelerator length and reduced available energy for firing means that it only has a maximum range of 70% that of the SDF’s cannon. Still can reach out and touch someone.

Secondary weapons are ten dual anti-ship beam turrets and several sets of anti-ship missile launchers. There are also dozens of point-defense turrets mounted across the ship, to ward off opposing mooks.

The carrier arm holds up to 80 small craft. Unless Power Triangle is taken (which makes this the Macross Quarter used by the SMS), the starting air wing is 24 VF-171EXs, as well as 12 Destroid Cheyenne IIs for air defense. The lower deck has hatches leading directly to the exterior for Macross Attacks, because let’s face it, doing that is definitely the optimal use for destroids.

The pinpoint barrier is needed for that attack, and can also be focused on the tip of the gunship for melee attacks as well.

The three party members who purchase this pool their VP for any Gear or Improvements they decide to buy, and may all import mecha or ships into it.



Drawbacks



Power Triangle (+0 CP)

Requires at least one party member to have the Youth Origin and two to have the Idol Origin, all as Natives.

Congrats, you're now the central love triangle of the story. The three required party members will become Alto, Sheryl, and Ranka for the duration of the Jump. The other party members may become other canon characters for the duration of the Jump, but to do so requires being a Native and having the correct Origin.

I will adjust history so that you wind up always having had the mecha that you purchased. While this allows for the purchase of SMS's Macross Quarter, the party members purchasing it must be working for SMS.

Oh, and no one is allowed to become Grace O'Conner or Vajra.

Safe Splashdown (+0 CP)

Upon Macross Frontier's Island 1 making safe planetfall with passengers surviving, on a habitable planet, the Jump is unlocked and you may leave at any time.

Hazing Rituals (+600 * 25 CP)

Oh, you think you're so good? Well, here's the hazing ritual for this Jump: I take all your stuff and seal it away. All your prior perks, powers, and items are sealed away for the duration of the jump.

No Voice Actor And A Plain Mecha (+200 * 25 CP)

Henry Giliam, the quintessential red shirt in *Super Dimensional Fortress Macross*, at least had a voice actor and some dialogue. Nowadays they don't even get that.

You don't get the benefit of any sort of probability manipulation, fate, or plot armor. It's all physics, decision-making, and implementation. I hope you are good at the latter two.

III-Timed Confessions (+150 * 25 CP)

Requires No Voice Actor And A Plain Mecha

Oh, zero luck at all is too much for you? Then have some negative luck. You're the best target for your enemies on the battlefield, and it seems like they get lucky shooting at you. They just happen to dodge your shots more often.

And it just gets worse if you tempt fate. Any cliché lines that usually proceed someone dying in a story? Well, be careful around them, as it seems like their presence attracts death towards you. The odds stack against you, as fate conspires to arrange for your death the more it is tempted around you.

Micro Micron (+100 * 25 CP)

You have an odd genetic disorder, making you look much younger than you actually are. Not something life-threatening, but there are the social aspects to consider. You are either seriously interested in someone or you're in a relationship with that person. And that person looks like an adult. So now you either have to deal with angst about not being allowed to be in a relationship, or you have to deal with lots of judgement from random bystanders every time you go out in public "together."



V-Type Infection (+200 * 25 CP)

Oof, you have a V-type infection. Starting from no effects whatsoever, trying to use your powers at anything above a very minor level will start giving you headaches. The more you use your powers, the more of a headache you get. Eventually this progresses into nausea, and finally cerebral hemorrhages. Not using your powers above a minor level will give temporary relief, but reversing the progression is impossible. As your infection progresses, you'll suffer from degraded vision and muscles, as well as decreased energy, and that won't revert just because you stopped exerting your powers. I hope you're prepared for being the sick girl.

Conclusion

So, I see you reached the end.

First, congratulations on staying alive ten years. All drawbacks are off now.

Second, I've reached ahead and made a copy of some of the media made about Frontier during this time. We've got a TV show, an Anime, and a couple of movies.

(Though if you made this time rather boring, then you're getting slice-of-life things instead.)

Third, you get a bunch of VF 1/72 display models. Everyone who purchased Mecha Keys gets a model and a kit of their own mecha, and if they purchased any packs they also get a version for that pack. In addition, everyone gets two other models of a mecha of their choice from the 2059-2069 era. These are better quality than Bandai's offerings, so don't worry about breaking them while reconfiguring them.

Fourth, everyone gets fold receptor factor, though just with enough fold bacteria to become sensitive to fold waves.

Finally, everyone needs to decide what they want to do next:

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Notes

The mecha construction should be able to make any VF, with the exception of the VF-30 and VF-31, due to their mission packs not being represented here. You can get a less-flexible version just fine or make your own pods to stick on there. (Unless you want an authentic older VF with the same limits as the older version. Then you'll just have to deal with being more powerful and tougher.)

Changelog

v1.0a

-changed Mecha import text.