



Sin & Punishment 2: Successor of the Skies (Wii)

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Jumpable Edition (v1.0)

Within this massive universe lies two places, dimensions called: Inner Space & Outer Space. For immeasurable centuries both sides have waged war against each other in an attempt to protect their own territory from complete destruction at the hands of their enemy. In the midst of this incomprehensible war, humans serve as the frontline defenders for Inner Space against the formless lifeforms of "Outer Space" that seek to tip the seemingly unending war in their favor by any means necessary.

After a major incident happens on one of the many Earths years ago, a special human named Isa Jo was recruited from the ruined world into the Inner Space's forces, however his "Outer Space" tainted heritage puts him at odds with others for several years, eventually culminating into a simple mission to test his loyalty: killing an "Outer Space" related anomaly located on Earth-4. A simple mission that turns into quite the surprise when the anomaly in question took the shape of a girl, unable to remember her identity let alone her actual mission. Unwilling to kill an innocent being, Isa decides to spare her life, much to the anger of the Creators who send an elite squad of Inner Space agents called the Nebulox to hunt them down. With no one else but themselves to trust, both Isa & the girl named Kachi decide to work together to escape from the planet into the uncertainty that is space... As for you traveler, what do you intend to do during these seemingly turbulent times; especially upon an important stronghold such as Earth-4? If you're not careful, you could get caught in the confusion of this strange war, however with these **1000 Choice Points** I'm sure you'll pull through the next 10 years.

Locations

Roll 1d6 for your Location, you will begin just as Isa & Kachi enter Fukuoka, Japan

1)Underground City - Fukuoka, Japan: *“Ok, then. Where are we?”* Just entering one of the few places where the remnants of civilization have stayed mostly intact throughout the years dear traveler! Although this place has been devoid of humanity just like the rest of the planet, Isa’s defection has caused the Nebulox’s troops to swarm the area with multiple lookouts & aircraft dedicated to shooting him & the mysterious alien down. What’s even more concerning is that their actions have also stirred up the Keepers, artificial lifeforms who are also beginning to defend their territory by attacking all within the ruined city. If you’re not careful, you could be caught in the crossfire, although with such still intact ruins it would be a shame to leave any leftover information within any active databases behind...

2)Underwater Tunnel, Japan: *“And you’re sure there are no enemies down here?”* Absolutely. Positively. Only the Nebulox would say otherwise, however a fool would try to assure you that everything is safe! Long ago this place used to be a series of service tunnels between Fukuoka & a volcanic ley line within the Setouchi Sea, now the local Keeper wildlife has infested the place, blocking access to some gates & dive bombing any intruders they come across. The Eel Keepers are a particularly vicious lot & are capable of ripping their targets apart should their “prey” get in their jaws. While the wanted duo haven’t arrived here yet, the Nebulox’s forces will quickly intercept them in due time using several speedboats & submarines. Don’t fret about difficulty traveling through this area, there will be a well armed speedboat & a futuristic swimming suit provided at the end of either side of the tunnel.

3)Sky Fortress - Setouchi Sea, Japan: *“Uh-oh I think we may have been a little too noisy...”* Noisy is the least of anyone’s problems should you begin here. While this huge decaying fortress is still operational, it’s defences have become bugged without any human intervention. Every single robot produced here has gone rogue & the fortress’ defense systems are relentless in defending the area they’re assigned to. If you manage to enter the deeper levels of this fortress, *tread very carefully*. There’s a horrifyingly dangerous Keeper kept in stasis & should it ever awaken, the fortress itself would collapse under its rampage. A warning that will come into reality once Isa, Kachi & another intervening Nebulox agent arrive here & engage in battle. On the brighter side, there are said to be a few space worthy ships also located here... I suggest finding an escape route quickly traveler...

4)Sandblasted Highway, Japan: *"You couldn't have teleported us somewhere a little cooler?"*

That's no way to treat your newest drop off point, especially since the entirety of Japan has changed completely in terms of geography! The long broken sections of highways that remain uncovered from the desert sands are your best option of travel if you want to leave this area or go to Mt. Fuji, however the numerous outposts occupied by the Nebulox soldiers might make it much harder for those who want to travel undetected. There's also the major concern of the extremely aggressive swarms of Keepers to watch out for, the Saber & Vulture Keeper being the most notorious for hunting down trespassers that enter their territory. You'll start near an empty Nebulox outpost, where there's a few weapons & food crates stored inside. If you want a quick ride, there's also an armed hoverbike nearby.

5)Volcanic Stronghold - Mt Fuji, Japan: *"You're in good form. I see how you got this far..."*

As you can tell from the acres of lava surrounding the volcano, countless machinery, & Nebulox activity at its peak, this active mountain has been converted into a massive energy hub by Nebulox's forces. Deko Gekisho, leader of the Nebulox, resides here for now, watching over the progress of his subordinates as they try to hunt down Isa & Kachi. This will soon change of course once the duo runs out of options to hide. As for the Keepers, they're still as dangerous & numerous as ever, having adapted to the lava & high intensity of heat. Some of them are already wreaking havoc within the inner complex of the volcanic fortress. I don't recommend staying here for long as getting caught will net you a barrage of fire from lava resistant ships, robots & an army of soldiers, so you'll start with a lava resistant speedboat to get to safety.

6)Ethereal Forest, UNKNOWN: *"Wait...Something's not right..."* Not right indeed, instead of beginning your journey in any of the above locations, you seemed to have slipped into the manifestation of another person's conflicting thoughts & dreams when traveling to this world. Could it possibly be yours, created from the bowels of your indecisiveness? I jest, but at least you're within a safe place in the middle of this moonlit forest with a large illuminated lake right in front of you. If you can focus on the reflection of the lake enough to picture a place on Earth-4 you want to start at, I can send you there for no charge. Or maybe somewhere new entirely... How about the human populated Earth-5 for a change? There are also other Earths out there, but there's not a lot of information to go around in regards to them. If you're still daring to go to one despite the setbacks, *I encourage you to read the very bottom of the note section regarding their current & speculated status.* Once you make your final choice though, ***you're on your own...***

Origins

If you want to become a pure Drop-In, I'm not stopping you

Wayward Defector: *"No more hiding. No more running. We forge ahead now..."* It's what you have always been doing ever since you arrived here. In fact it's more of a way of life, especially since you're now the equivalent of a rebellious speck of potential wandering through the vast contested void that is "Inner Space". Even if you had a history here among the humans that live on the front lines, one must wonder what exactly caused you to break away from your familiar life & obligated duty to protect "Inner Space"... Revenge? Curiosity? Freedom? We'll never truly know from the likes of you, however you are now an unknown factor in the grand scheme of this seemingly never ending war. *If you manage to alert your true presence or your intentions to the wrong people... **They will come looking for you. And they won't tolerate any attempts of resistance as well...***

Inner Defender: *"Running is nothing but an exercise... in futility..."* You have dedicated your life to fighting against the "Outer Space" invaders with no signs of stopping. After all, it was only natural for you to join the other numerous "Inner Space" defenders once you were exposed to the truth about the state of this universe, this convoluted war between those that have created humanity & those... *monsters...* It's not like you have a choice anymore. If you or humanity were to falter completely, your very home would be wiped out by their forces. The only option is to take up arms & eliminate those who will stand in your way. Right now there's a worrying update on a report of an operative that was sent to Earth-4: they have decided to betray the Creators & ally themselves with the "Outer Space" target that they were ordered to kill. *Should that menace be allowed to live, **it could spell the beginning of the end for all of us...***

General Perks

Treasured Records Vol.2 (Free): A new era into the uncertain future brings a new chance to express yourself as you explore the setting & what better way to express yourself than through music! As a gift for coming here, your journeys shall be blessed with songs & arrangements composed from Norio Hanzawa futuristic & action conveying touches intact. This can be toggled on/off or mixed with other soundtrack perks as you see fit.

Half Blooded Ruffian (400, Outer Blooded Kin Forbidden): *"Listen, if you're a monster, then half of me is a monster too."* It's quite surprising to see another tainted being like you wandering around here, let alone alive. Once a regular human, somehow your blood became mixed with the blood of those "Outer Space" lifeforms. While this has granted you some beneficial traits, I'm afraid you're now a potential target of interest in the eyes of those that defend Inner Space from within the several Earths that dot the boundaries of both "Inner" & "Outer Space". After all, the influence of alien blood within you has given your body the potential to become a dangerous weapon of mass destruction capable of destroying entire armies & cities alike. Your physical body is now able to compete with professional athletes in terms of strength & possesses a degree of slow regeneration that can recover from serious injuries provided that no vital organs

have been severely damaged. Psychic powers such as telekinesis, telepathy, & teleportation are now in your grasp although your initial usage of said powers will quickly exhaust your stamina due to your lack of skill. With time & practice however, you can reduce the stamina cost to nonexistent levels. If you continue to hone those skills, you could even replicate some techniques “Outer Space” agents have used in the past such as creating barriers, seismic shockwaves & firing plasma from the palm of your hand.

There’s also one more defining trait in becoming a “Half-Ruffian”: the ability to take upon a monstrous “Full-Ruffian” form that further magnifies the powers you display. You can freely choose your design as well as your size (between an average human to a skyscraper). Under the influence of the alien blood within you, no two “Half-Ruffians” tend to be the same upon revealing their powers. As a final bonus, taking this option prevents you from being subject to the unfortunate flaw of going berserk upon assuming your “Full-Ruffian” form due to lacking the willpower to retain one’s own humanity without a partner to serve as a mental “anchor” for your psyche. While the current situation hasn’t helped your reputation in the eyes of the Creators & their defenders, they would be glad to accept you into their forces. At the same time you will never be fully trusted by them due to your “tainted blood” & getting on their bad side will certainly have you marked down from “anomaly” to “shoot to kill”...

Outer Blooded Kin (600, Half Blooded Ruffian Forbidden): *“Letting that creature live could destroy our entire universe!”* Don’t even try to fool yourself with the human form you now possess, as a deeper look into your biology would easily reveal your true nature by those that seek to kill you. To put it bluntly, you’re now an “Outer Space” lifeform, a living being from another dimension with no “fixed” shape or form of any kind. If “Half-Ruffians” could be considered by others a weapon of mass destruction, then “Outer Space” beings such as yourself are a harbinger that can bring the downfall of an entire planet. Already most mundane methods of weaponry humanity will use against you will fail to kill you due to the lack of weak points such as a heart or brain. Even if you were to take noticeable damage, your regeneration allows you to recover from seriously fatal injuries within minutes. Tracking you down will also pose a significant challenge as well due to your biology granting you the ability to shapeshift into a myriad of forms. Living beings, rubble or even a mimic of a planet, nothing is restricted as long as you can maintain your current form properly.

You share the same psychic potential as your lesser “Half-Ruffian” kin as explained above, although you’re far more skilled in proficiency. By far the most damning thing about you in the eyes of “Inner Space” is your ability to heal others with your blood as long as the recipient is not dead. Towards those that are unaware this may seem like a blessing. But towards those that have fought against your kind in the past, your blood is known to act as a dangerous mutagen as soon as it’s infused into a non-“Outer Space” being. Lesser beasts grow into feral abominations under your blood’s influence & even humans that manage to gain similar powers to your nature are at constant risk of going berserk should they transform into a bestial state without enough willpower to retain their humanity. It’s not all doom & gloom considering that lesser lifeforms mutated with your blood tend to acknowledge you as their “progenitor” & give you a wide berth as they rampage. On the flip side, it’s more than enough for the Creators to label you as a prime target for elimination. You will find no sanctuary for as long as you continue to exist in “Inner Space”.

Origin Perks

All perks are discounted for their respective Origins, with 100cp perks being free

Wayward Defector

Shining Prodigy (100): Were you a recruit from the very same military a certain rebel defected from? Or maybe you're one of those savants that managed to pick up a thing or two from exploring around "Inner Space"? Either way, it's quite clear that you're a somewhat adaptable combatant when fighting other enemies. The act of parkouring around the landscape & parrying through various enemy fire without a scratch is like a natural reflex to you. You also don't seem to burn out your stamina as easily as regular humans. If you can truly put yourself to the test, I bet you can even end a 1-on-1 fight with a higher ranking "Inner-Space" commander on a draw. I wouldn't get too cocky with your current combat skills though; other enemies could still pose a threat with weapons & other hidden surprises in their repertoire.

Innocent Soul (100): The first interactions between two people are usually known to shine the brightest & make the deepest impressions, especially in a universe as divided as this one. The wrong movement or speech could have you labeled as a target of interest, if not an outright enemy. Not you though, if anything you give off more of an unaware traveler vibe with how sincere you can mince your words now. Even those that would boast about their accuracy in exposing spys would be thrown off by your honest to a fault impressions. It's a great way of keeping heat off of you if you desire to lay low or maybe even extort a few interesting droplets of information from others. A potential partnership of sorts would not be too far-fetched should you make an *exceptionally* good impression on the other person. There is one *small* flaw to this method though, the more familiar the person you interact with becomes with you, the more this perk's effectiveness tends to decrease. An open book holds no surprises, so make sure to strike your 1st impressions like it's hot!

Artificial Understander (200): There's a lot of old ruins & relics on planets such as Earth-4 that have been rendered useless or reduced to time capsules in the making, ready to be opened by those that are willing to rip out their secrets. For those such as yourself that lack the means to easily obtain information about "Inner Space", there's nothing wrong with tinkering around for a few scraps of knowledge. Even if you can't bring foreign technologies quite up to par like the predecessor civilisations that used to live around the place, you know a decent amount of mechanical knowledge from your travels within "Inner Space" to try & kickstart these abandoned relics to a somewhat working state. Maybe even rework them into new weapons or tools if you're resourceful enough. Strangely this understanding isn't just limited to machines or vehicles, the behavioral patterns of artificial lifeforms become much easier for you to understand as well. Controlling them to a loyal fault though? That's another matter entirely...

Scattered Scavenger (200): Scavenging is not just a method of survival, but a way of life if you're not affiliated with the inhabitants "Inner Space", let alone a potential enemy of one. If one cannot scavenge within the fruitful frontlines of the Earths the Creators have made, then how do you expect to thrive away from the turmoils of this confusing war? Your time spent searching around countless rubble has given you quite the speedy desire sensor for picking apart any tried & true trash from the actual treasures you're looking for. All it takes is for you to adopt a goal in your head such as "investigating the behaviors of humans" or "unlocking the door". From there, your mind will work overtime in trying to analyze anything that could be of use to your current goal. Just like a certain alien girl, it might even grow into a neat little obsession. You're free to expand/shrink the range of your current goals to whatever degree you please, but remember this: a goal that's too narrow could skip over "trash" that could save your life, while one that's too broad could prevent you from reaching the "treasure" you need the most.

Troublesome Kid! (400): You're a goddamn hassle to deal with when you try to strike it out on your own you know? Especially when your actions just happen to attract other aggressive factions that roam within this space. Any normal target would be "properly" disposed of should they land in hot water with them, but not you for some reason... Like a harsh parent to a child after a light scolding, you find that the aftermath of your hostile confrontations tend to be a little...lax... Others won't see the need to kill you in the end as long as you don't appear to be a legitimate threat to their operations. Even if you're their current target, they would rather lean towards keeping you alive than putting you 6ft under if you play along, no matter how brutal their methods tend to be. Their subordinates might even begin to treat you like an actual incompetent kid & underestimate you, leaving themselves slow to react & giving you easy chances to flee... or fight back! But make no mistake, once you start to make waves in undermining their plans, their blade will be ready to slit your throat for your transgressions.

Defiant Nonbeliever (400): There's no reason to have a lot of loyalty, let alone play a role in the grand schemes of this messy war. The Creators "helping" humanity when the slightest civilization shift towards peace is met with the eradication of your planet you call home? Others that claim to be your "allies" acting downright dogmatic in situations that are not entirely black & white, good & evil? You'll let none of their empty promises persuade you from now on! Should a person push you to tow to their line by any show of force, they shall inflict a domino effect of misery upon themselves from your "little" attempts of rebellion. Your rampages against these so-called enforcers now tend to leave a mess of additional collateral damage for them to deal with, often forcing them to divert ever increasing resources towards restructuring their armies if they ever want to completely stop you in their tracks. Those that are particularly relentless with making you submit shall be led to a slow downfall as their supplies dry & the ability to keep up the pressure with a dwindling force failing. This chicken game of endurance will not be easy, but your enemies' impending collapse can be assured if they refuse to give up.

Positively Human (600): What does it truly mean to be human in this universe, especially when human civilizations grow to repeatedly deviate from the Creators' intended path & are rewarded with genocide? To be forced into being an unquestioning soldier feels like anything but human. In fact it feels quite hollow considering that it shows that Creators seem to care little for humanity's existence outside of war. Maybe, the real meaning of being a human lies not within such superficial traits like blood or genes. Maybe it's that unrelenting desire to not only decide your own path, but inspire others to do the same. The very trait both the Creators & "Outer Space" agents seem to be baffled & angered by every time their plans hit a snag, you have now become the shining example of. All it takes is a common ground with another to bring out & grow that spark of curiosity among those interested in listening. From there it would be relatively simple to open their little worldview & turn it into something incompatible with the mindset & goals your enemies tend to adhere to. Directly acting against your foes with your new "ally" as a witness seems to only increase this effect upon them. Even if your overall beliefs still differ between each other, you can take solace in having a fellow rebel to stand with against your detestable opposition.

Star Successor (600): It's quite daunting to take such a seemingly hopeless stand against beings that you will never truly know, let alone comprehend their scope of power as they create, manipulate & destroy Earths to ensure victory against each other. Yet at the same time, why should such odds stop you anyway when you're set on forging your own path, away from the madness of this conflict? The terrifying unknown & uncertainty that comes from them no longer phases you. If anything, the ripples of their grand plans affecting you tend to wash over harmlessly, if not be diluted in effectiveness the less you are aware of the full capabilities of these obscure threats. You may be a lone pawn in this chess game between "Inner" & "Outer Space", but unless they confront you directly, they will have little chance of making a lasting impact upon you. Those that benefit from staying hidden or using proxies will eventually be forced to drag themselves into the spotlight repeatedly, exposing their own methods & tricks to you with each encounter. If you can take advantage of these encounters, you'll eventually be armed with enough knowledge necessary to truly defy them on equal grounds. With no strong ties to either side of "Space", your true home shall lie among the stars...



Inner Defender

Cutthroat Tongue (100): It's completely understandable to be freaked out by the reality of being a mundane soldier fighting against a seemingly overwhelming enemy force. However, it also shouldn't distract you or your men from our goal of protecting our Earths from their invasions. Even if you're still unsure in regards to how to tackle the burden you now share with us, you have at least gained a knack for relaying the severity of such situations towards others without destroying their morale. They'll try their best to take it in stride & refocus themselves for the greater good even if the upcoming journey looks to be a painful one. On the other hand, towards your enemies, this seems to have quite the opposite effect. Like a lingering poison, they'll quickly know just how badly they dug themselves into danger by attracting your ire.

Searching Hound (100): The longer the enemy lives, the higher the chances all of your efforts to repel them from our territory goes to waste. Monsters like them must never be allowed the mercy of rest & recuperation to plan out their next step. Unlike other rookies that tend to focus on general combat, you've done some training to hone your tracking & area assessment skills to a degree similar to the mid-ranking generals of the Nebulox. One could even say that the Creators themselves have blessed you considering that it takes only a several minutes for you to thoroughly search through even the most cluttered areas that would take hours for a regular squad of soldiers. Of course it's still possible for the enemy or an outside force to mess with your detection abilities, however you have seen enough during your missions that it's becoming quite uncommon for the same trick to work twice. Any squad that has you in their group would benefit greatly against the unpredictable dangers of the terrain that lie ahead of you.

Surprise Switchup (200): To track down the enemy is an easy task compared to the challenge that comes with suppressing them. This war has gone on so long that it's become common for both sides to incorporate different strategies & fighting styles if they ever want a chance to survive for more than a few minutes on the battlefield. It cannot be understated that if you're not on your toes in regards to the flow of battle, you have already lost. Whether it be through the use of your own efforts or through taking advantage of your foes' incoming attacks, you can quickly spot opportunities that could disrupt the opponent's fighting focus. These opportunities may require a degree of effort to pull off, but if done successfully you can change the flow of battle in your favor. Give yourself time to incorporate additional tricks into your current fighting style or even alter the landscape to further hinder your enemies. Your opponents will soon be floundering to adapt to your gimmicks while you continue to dance around them, waiting for the perfect opportunity to deal the final blow.

Psyke Out (200): It's a terrible situation to be on the receiving end of defeat, even more so if you're forced to rely on begging for mercy. At this point even the slightest sign of helplessness would earn you a quick death, but you know far better than to let others catch on to your vulnerability. Although it doesn't appear to be a strong skill at first, you at least mastered the body language of looking nonchalantly & unfazed to others despite taking serious damage. A lost arm or shattered waist will bring out humbling bows & frowns instead of full on screaming from you. Your opponent will be unnerved by your almost casual attitude towards being turned into a broken pulp. As if this wasn't your first time or even worse, the mere possibility that you were going easy on them all along... If you're a man like Ritter I wouldn't be surprised if you started throwing out compliments to your enemies if they were candy. That being said, there's a clear difference between appearing unharmed & feeling unharmed. This skill works best if you have the means to escape quickly or buy just enough time for your allies to step in. Anything else is simply delaying the inevitable I'm afraid.

Burning Mantra (400): It's a reasonable strategy within our forces to play it safe and retreat when things get too dire. But you're not like the rest of them, if anything you're quite similar to the enigmatic Nebulox commander Arianna. Retreating will do you no good when it has been stressed time & time again that your target needs to be taken out before the situation can get far worse. So you turned to harnessing your dedication to finishing the task into a focused state that makes you quite hard to put down. Your physical durability is unaffected by this state however, your mental endurance has risen to a point where it seems like the only thing capable of stopping you short of death is your body's ability to keep fighting past its limits. Pain tolerance is also less of a concern to you as your senses dulls the incoming agony into a mild throbbing feeling. Currently, your skill in managing this state is enough to endure taking twice the punishment of a regular human before collapsing. With time & practice you too can be a terrifying juggernaut like your superior Arianna. Try not to bite off more than you can chew, an injured body has more uses than a broken one.

Nebulous Wrench (400): While failure is not an option when it comes to the ongoing conflict at hand, it's ok to take a small loss as long as you can hinder your foes' progress in some form. As long as they haven't managed to place themselves in a position of guaranteed victory, there's still time for you to reassert yourself & strike again as they're trying to recover from their blunders. An act of your unceremonious defeat or forced retreat due to the actions of your target shall bring a bout of setbacks upon their plans. Depending on how much effort you put to stopping your targets in your tracks, you could end up throwing their entire plan off course. Retreating from little scuffles & skirmishes? Your target could be left with several unassuming injuries to exploit in a future rematch. Getting rescued after nearly fighting to the death with the enemy? The foundations of the area you just fought in have already begun to collapse, blocking off their escape or waking up an even bigger threat in the area for them to deal with. It's a dangerous strategy, trying to whittle down your targets while undergoing loss after loss if you're unlucky. With enough patience however, they'll become vulnerable enough to be taken out for good.

Rebellion Crusher (600): One might wonder why this conflict has gone on for so long. With neither side able to tip the scales in their favor, the big question lies before us: "What are we doing wrong?" The truth of the matter is that the problem does not lie within the obvious threat "Outer Space" poses, instead it lies within our own ranks if the recent incident in regards to a certain traitor is anything to go by. It's maddening how there's always a rebellious element present within our ultimate goal, ready to undermine everything we have worked to achieve so far. Confronting the ringleaders is a pain & when it becomes quite clear that they have no such intentions of surrendering, sometimes you must break them by force. By rendering your opposition's goals meaningless through destroying every possible option that could lead to their success, you can eventually break their will to stand against you. Doing it right in front of them only serves to hammer in the creeping influence of giving up to all but the most stubborn of men remaining. Leave them with nothing to fight for & the surviving fools will eventually come crawling back to you to fight for what's truly right for "Inner Space". Or die, it's a benefit to our Creators either way.

True Commander (600): There's a difference between those within our ranks fighting as rank & file soldiers & our commanders that lead the charge against "Outer Space". When the Nebulox learned about the existence of the Creators alongside the danger their world was in, they weren't content to simply rely on their existing weapons as their greatest trump card. Instead they sought to go further beyond & turn their own bodies into weapons *purely* dedicated to fending off these monsters that have been trespassing for far too long. From using robotic bodies to turning to hybridization, each Nebulox general has taken their own path to ensure victory & now you too have joined their ranks in modifying your own body. In your current state, your enhancements have given you the ability to teleport alongside a monstrous alt-form that works perfectly with your combat style/theme of your own choosing. While you lack the natural improvement potential "Half-Ruffians" possess due to your artificial means in obtaining such power, you still retain the knowledge behind your augments to further improve your body into a powerhouse that can give "Outer Space" agents second thoughts about engaging with you.



Items

All items are discounted for their respective Origins, with 100cp perks being free

Wayward Defector

Cannon Sword (100): A trusty weapon to have, can't leave without it! Or maybe you stole it, but who's caring? As a standard issue model weapon from the "Inner Space" military forces, this gun is a 2-for-1 weapon deal, possessing a laser sword switch that can be used for close combat as well as the ability to release a charged shot that can destroy larger debris within its range. Although it lacks a targeting system & the charged shot cooldown is a bit long, it will help you in the long run against the stranger variety of lifeforms that you can encounter here. Alternatively there's another gun you can choose to have if the Cannon Sword is not to your liking, a copy of a gun owned by an alien girl. While it lacks the sword attachment & the charge shot, it gains the ability to lock on up to 8 homing shots at your foes. The lock on cooldown also scales with the amount of lock on shots fired, allowing for a skilled user to repeatedly fire a barrage of strong homing plasma at those unlucky to cross their path. *You can buy the other gun you didn't choose for a flat 100 undiscounted.*

Hover Board/Backpack (100): The various terrains of "Inner Space" multiple Earths are not safe even if humanity claims them home. If one wishes to cross through the more untamed or abandoned lands, they must learn to adapt or possess the means to travel unimpeded. Thankfully the humans of "Inner Space" have managed to create a few methods of personal travel to make exploration much easier. A backpack hovering device used by "Inner Space" soldiers or a neat looking hoverboard, choose 1 for they are both functionally the same. These devices allow for smoother traveling by granting the ability to fly/hover from place to place without too much trouble. It's certainly faster than running, although it still pales in comparison to other vehicle speeds & it's not suited to space flight. *If you desire to have both, you can pay the other one for 100 undiscounted.*

Remnant Relics (200): It's quite sad to see what little traces of humanity have remained in the context of history. All these damaged trinkets, items & books are left with very little information to put into actual use. It would be nice to find a decent stash that could give you a wider knowhow, if not a crucial hint as to what to expect in new areas. And with this purchase, you'll at least have a better chance dealing with incoming surprises than the average scavenger. Small piles of trash shall randomly appear near you, always having an intriguing relic or 2 to catch your attention. Should you dig through the piles, you could find items that could make passing through the next area much easier or serve as a warning towards the hazards you might encounter. Finding key cards that can open inaccessible areas or a burned corpse with a "working" mini cannon are just one of the many possibilities that can alert you to dangers in the long run. In rare cases you could instead find one item of great importance, however considering it's age & decayed state, expect to get a few uses out of them before they completely break down for good.

Ethereal Pocket (200): Living on your own is not as easy on the mind as one might think, even if you manage to find a nice routine to live by. Sometimes the stress from doing everything by yourself just becomes too much to bear. What you need is a personal sanctuary, or at least a place where you can sort out all of the mental turmoil built up in you. A small pocket world made from your own thoughts, memories and emotions will serve as the perfect shelter for these turbulent times. With a simple thought, you'll be transported to your little world where time outside will stop when in use. From here you can relieve your most significant memories or manifest them in the form to fight, just in case you want to work out your troubles through more "physical" means. Surprisingly should you choose to do the latter & succeed, you will be granted with a major boost in positivity & confidence, strong enough to shunt such crippling thoughts into the back of your mind & away from the battlefield. Trust me when I say you'll need this, as there are some truths out there that are quite hard to take in & even fewer means to solve them.

Guardian Keeper (400): Woah, woah... what's this? Normally even the newborn Keepers tend to become aggressive towards wanderers like you but not this one. If anything, it seems that this fella has imprinted itself onto you as it's primary designation to protect instead of the planet it lives on. A good thing too considering its budding talents for memorizing areas it has visited & "exploiting" machinery by revealing weaknesses any mechanical obstacles present themselves with. Depending on what type of living Earth organism you choose to base it on, this Guardian Keeper will display a small plethora of abilities related to that organism to make your travels far easier across these hostile lands. A bird Keeper using its wings as fan blades or a stranger one based on an amoeba using its mimicry in order to combat other hostiles are some few creative methods of assistance it can bring to the table. In the rare cases that it can find another organism of its nature to cooperate with, they may be able to "fuse" together into a stronger form which lasts until they lack the energy needed to sustain their new form. Should this devoted Keeper be slain for good, another one should reappear within the next day to continue it's fallen predecessor's mission.

Checkpoint Haven (400): It must be tough running from place to place without some type of hideaway to catch a break. No matter what, there is always someone or something ready to interrupt what little peace you can scrounge around here. Should you buy this however, you'll find these guaranteed moments of serenity should come to you a little more frequently than what a normal person should encounter. This constantly updating map here reveals small hideaways that while they are somewhat difficult to access, also deter & confuse would be pursuers from cornering you once & for all. They're not entirely empty safe zones either, as there's just enough food, water & an alternative escape route for you to take in as you plan your next steps to safety. You'll be able to rest without interruption for a week or so, but please keep in mind that these hideaways were never meant for permanent stays. If you're the type to attract the wrong attention, sooner or later the defenses of your little haven will be penetrated & you'll be forced to go on the run again...

Fleeting Ship (600): So, you managed to actually steal one from the Nebulox at one point? Or did you manage to snag a still working spacecraft from bygone times? While this small hunk of flying metal may not be a top of the line spacecraft, it's more than worthy when it comes to escaping into the vast abyss that is space. There's more than enough living space to comfortably host half a dozen people for long flights & the ship itself never seems to run out of energy, making fuel concerns a thing of the past. In terms of combat capabilities it's no dedicated fighter, however its internal security measures more than make up for its shortcomings. All sections of the ship are armed with miniature laser drones & security doors that can make it difficult for hijackers to force their way inside while you're already moving into the escape pods within the hangar. Speaking of the hangar, there's also a massive security drone held down there that could be used to wreak havoc on your enemies should you decide to stand your ground against said unwelcome intruders.

Inner Defender

Malleable Weapon (100): Did you really think that we'll be sending you out there without some form of weapon to help you clear the way to our shared success? Preposterous! Every soldier here needs a proper weapon to fight. Without it, how do you expect to get the upper hand against the more unorthodox lifeforms that our kind has come across? While we still haven't found a way to consistently kill these alien beings, we do have the capability to make you a weapon that can damage them in some form. Most soldiers stick to simple beam swords with boomerang capabilities or an assault rifle with a bayonet or flamethrower attachment. However if that's not to your liking we can give you something more in line with our commanders' tastes. Hibaru is quite fond of attaching her armor with little arms that can turn into blades or scatter lasers in multiple directions. As for Deko, he's more fond of turning his coat into a dragon & directing it to attack others from afar. Neither option is more powerful than the other, but with the variety of weaponry we have I'm sure we can find a suitable fit for your fighting style.

Insulated Armor (100): As a soldier of "Inner Space" it's expected that you will be deployed to any place at any time, no matter how terrible or disadvantageous the terrain is. That being said, it would be considered a grave error to allow our dutiful fighters to suffer from excess heat, cold or moisture thanks to the quality of our suits. Thanks to the hard work of our own researchers, we managed to create a suit durable & adaptable enough for every terrain, barring the extremities of space, wading in lava & the depths of the deep sea. Against the harsh temperatures of an active volcano or a frozen tundra, the inner workings of your suit will do their best to keep you completely comfortable as you continue to fight against our enemy. It's no slouch when it comes to defending you from incoming fire as well, as it's sturdy enough to handle a few piercing shots before it becomes too much to bear.

Decoy Body (200): Did Commander Tsang give you the approval to receive such a useful tool, or is this another one of his tests? This robotic human body might look like a blank dummy in the eyes of the unaware, but to Tsang & now you? This robot can be used as a capable body double & an even better observer from afar. With the ability to fly & use little miniature circular drones to attack others or defend itself with a barrier, it's potential as a multi-tool is not to be underestimated. In the rare case that this robot faces destruction, you can call it back to your position or a safe location with a simple command. A small base will also be provided for you to make further modifications to its body. Alas, judging from its current specifications, it would take a lot of tinkering before this robot can match up to Orion's higher end decoys. Still, there's nothing stopping you from trying to achieve perfection. Maybe if you followed in his footsteps, the idea of turning your little decoy into a behemoth of a weapon isn't out of the question... Should your precious decoy be destroyed, another one will be provided within the same week.

Scouting Platoons (200): Although our "Outer Space" enemies are the type to work alone, it would be suicidal to engage in direct combat without some form of backup. While we lack the resilience & durability compared to our wretched foes, we at least have experts that know the territory of "Inner Space" well enough to stage a counterattack of some kind. A dozen of our men shall be put in your care, not as mere generic soldiers, but as our most promising search & destroyers. All you need is a decent lead to point them in the right direction & they will hunt down your chosen targets like loyal dogs. There's no need to worry about supplying them either as they always seem to bring the right tools suited for finding the target as a specialized soldier should. It should bear repeating that they're still human & should they face a disastrous encounter with bad luck, there will always be a few lingering survivors relaying the last bits of information back to you before biting the dust for good. Try not to grieve over the losses, we all have our parts to fulfill & they did theirs honorably. A complete wipe of your squad shall be replaced in a week's worth of time.

NC Flagship (400): The NC Iron Bat, Barracuda, & Molten Echo. Three of our top of the line flagships suited for 3 different terrains of transport & further support of our troops against our foes. As a must for any general that is in need of an ace in a hole, the higher ups saw fit to let you choose at least 1 vehicle from the 3 above that are currently in service. The NC Iron Bat excels in the sky, having the room to carry over a dozen troops, supplies & their wings are wide enough to allow for our soldiers to fire rockets from. The NC Barracuda is the devil of the deep, composed of 2 segments: The detachable front bow that serves as a railgun-like cannon + a platform for your men to stand on & the main submarine itself which possesses an additional set of rotating lasers to throw off those who expected the small explorer to be left defenseless once deprived of its main weapon. The NC Molten Echo is a heat resistant behemoth of a ship capable of staying submerged in lava. Crammed to the brim with turrets & gravity guns on all sides to hold their targets in place while the main cannon finishes them off, it would take a large assault to force this monstrous ship to break down.

Leyline Fortress (400): When a threat is detected, sometimes the best course of action is to build a base to organize your forces rather than pointlessly wasting resources by sending your scouts into the unknown. While we can give you a fortress to provide for your operations, I'm afraid you have to put some effort if you want it to rival the complexity of Commander Deko's own base. It's nothing out of the ordinary, having a large base the size of Mt. Fuji itself & a sizable defense force to go along with it. However, unlike normal bases, this property can be used to harness energy from natural phenomena such as a volcanic leyline or an ocean's currents. Primarily this energy is used to activate a unique device within the fortress that can send out electromagnetic waves in order to incapacitate those wretched aliens that dare to breach into your stronghold. In some cases these waves could expose their true form if left active for a long time. As a little gift from the Nebulox themselves, it seems that you already have the frequency needed to harm "Outer Space" lifeforms. While this could be expanded to other lifeforms as well, expect to do a lot of testing before you can get a proper result.

N5 Bow Cannon (600): This is not a toy, let alone a mere satellite in space. This weapon here is a last resort & our final keystone of operations. Sometimes we have "issues" where everything has taken a turn for the worst. Either due to our enemies or a rebellious influence, the problem can no longer be managed with an army or through occupational means. For situations like these, a *final solution* is needed. Enter the NC Bow Cannon, a sleek ship that contains a mass array of drones that can be used to bombard an entire planet's surface until nothing remains. While our enemies might try to directly engage this vessel believing that this ship is helpless without its drones, they will find themselves in a world of hurt once they realize the ship has personal defenses of their own. Armed with a devastating cannon in the front, several laser turrets on each side, & it's rear carrying an energy diffuser, aggressors would find it difficult to launch a proper attack against the Bow Cannon while also managing the swarm of drones picking them off like flies. As a final trick up its sleeve, the ship itself is capable of teleporting great distances using the 2 rings that circle the vessel itself.

Companions

Canon Companion (100): There aren't a lot of notable people around here, but sometimes it's best to stick to those that know their way around this strange universe. For a small fee of 100 CP you can convince someone from here to come along on your journey, for better or for worse.

New/Individual Companion Option (100): Similar to the previous option, a small fee of 100cp is all you need to bring one of your companions with you or create a new one entirely. Each companion will receive 600cp to spend on perks & items & a free Origin. Companions can take up to 800 CP in drawbacks, although they cannot take "**Kachi is just...**" as a drawback unless the Jumper themselves have taken it.

Group Companion Option (200): It's never a bad idea to have a group accompanying you towards worlds with little options for recruiting allies. For the low price of 200 CP you can import up to 8 companions, each receiving 600 CP & a free Origin. Companions can take up to 800 CP in drawbacks, although they cannot take "**Kachi is just...**" as a drawback unless Jumper themselves have taken it.

Drawbacks

No Drawback Limit

FILE 0 - Saki (+0): *July 15th, 2007.* The beginning of the end for one of the many planets of "Inner Space" & the creation of a new type of lifeform that would become the catalyst for a new, more troubling incident for the Creators... Although a small handful of its inhabitants were able to drive away the "Outer Space" threat that infected the Earth with an outbreak of bio weapons, the following years that have passed have proven to be a challenge in terms of verifying any loose ends, let alone guessing what could possibly happen next. So much history left to rot in obscurity... unless you happen to be a participant from that era! Should you come from the Sin & Punishment 1 jump, you may choose to carry over your history here for no charge.

Cock... Keeper? (+100): How embarrassing... it seems as if the localizers of this setting have completely overlooked you when you came here. Normally that would be a good thing, but in your case, your current name or title is rather off putting (if not downright laughable). Expect others to mock you if they find out, which they will eventually. And if you're more of a loner? Then you'll be stuck with constant self loathing over it. You can't change your name by the way, such is the way with localization...

XYZ-Flunky (+100): I understand the stress & risk that comes with trying to fight back while surrounded by all sides, but this type of incompetence you now display is ridiculous! When confronted with attacks that tend to come from more than two general directions, your mind & your reflexes tend to stutter, struggling to handle the stimuli that comes from the multiple angles of receiving fire. Methods such as staying afar from your enemies & picking them off one by one might help with your decreased fighting capabilities, however, if enemies are able to catch on to your incurable flaw, expect to be dragged right back into the hellish fray.

Keeper Bait (+100/200): It doesn't matter where you come from or what you intend to do, the Keepers have already seen you for who you truly are: a threat to the very Earth they protect! You will be harassed by swarms of lesser Keepers looking to remove you from their home the longer you tend to stay around an area. While the majority of these annoying pests can be defeated with ease, sometimes larger, more stubborn ones will step in to impede your path. Not even going to other Earths will save you as there will always be an artificial lifeform equivalent looking to end you for being a potential threat. For 100 more points, it seems as though the artificial lifeforms were a *bit more evolved* than my reports were led to believe. Now the majority of these Keepers will also display the ability to understand machinery & fuse together with another Keeper for a power boost no matter how abnormal the result might be for them.

Jumbled Translation (+200): It seems as if those insufferable localizers have made their regular rounds around this setting yet again & unfortunately this time you weren't as lucky to escape their changes. Under their influences, these horribly sensitive beings have now altered your perception of this world to that of a certain family friendly company back in the 90's. The speech you hear from others & the readable information that you come across will now feel as if it was cut and pasted haphazardly, with specific topics & subjects being noticeably sidelined all together. As if you're a kid, trying to understand information that treads even loosely upon the topics of drugs, alcohol, death, or god will see you quickly locked out of the loop. Pray for someone to "properly retranslate" everything for you as your second pair of ears & eyes.

Sidewinding Traveling (+200): Poor traveler, you always seem to be in the wrong place at the wrong time. Despite the fact that Earth-4 has been devoid of human activity, you always seem to come across an ongoing incident or a surprise event that will force you more often than not to take the longer way to your destination. One might simply chalk this up to unluckiness due to the recent occupation of the Nebulox, however you'll soon realize that the more you desire to reach a specific destination, the more intentionally inconvenient these detours tend to impede your path. Should you find a more instantaneous method of travel, then even that method could place you in an even worse position due to how frequently the process gets interrupted or sabotaged by an unknown outside force...

Fighting Roulette (+300): The war between "Inner Space" & "Outer Space" has gone on for so long that the basics of combat have become rather convoluted. Gone are the days of straight forward fighting, now the art of combat has evolved towards an unorthodox dance of shifting between several gimmicks & tricks dedicated to throwing off their enemies before dealing the final blow. Unfortunately for you, these bizarre changes will come rather abruptly & they will never be simple enough for you to adapt to on the first try. Even should you be, your foes would be two steps ahead of you upon the first sign of you getting complacent to their patterns, finding some way to make their already obnoxious tricks even more intolerable. Don't be surprised when random soldiers suddenly shift from fighting in close quarters to a 1v5 rocket tennis match with bombs & lasers, this is the world you now signed up for.

Faded Memories (+300): Not all transitions into a new world are as smooth dear traveler & just like a certain alien agent, it seems that too you have lost your memories as well. Outside of remembering just a fragment of your name & a vague urge to “*explore*”, you are essentially a blank slate, a vulnerable one at that. Not even your skill & knowledge of powers from other worlds you have visited has been retained, leaving you back at square one in a universe filled with uncaring hidden dangers. Maybe if you follow those little urges, you can come across something that can jog pieces of your memory back. The journey definitely won’t be easy, but it’ll help out in the long run... provided you don’t die in the process.

False Refuge (+400): “Inner Space” may be vast, but do not let its seemingly empty existence fool you. Due to the numerous assaults from “Outer Space” forces, the creators had to make several improvements on the frontlines to ensure the threats can be found and exterminated properly. As a result, the Earths have become little more than glorified security alarms for detecting “Outer Space” anomalies. For those who do get caught, the aftermath is often lethal... Somehow due to your Jumper nature, you are way more prone to setting off their detection methods, bringing in dozens of “Inner Space” agents to your location in a matter of days, if not hours. While they or the Creators won’t exactly know that you are setting off the alarms, they will be extremely vigilant in exterminating any that are suspect. Even if you’re not related to “Outer Space” scum, expect to be captured, brutally shaken down & wringed out for any info they can get from you should you be found. Try not to become a repeat offender, then they’ll be eventually convinced that you **ARE** a menace & hunt you down till this decade is over.

Jumper & Company Mode (+400): “Teamwork makes the dreamwork!” Is a nice way to describe your new situation here, for both you and a companion’s lives are now linked together. Should one of you die, the other will die too & your chain will end. Of course while this may initially sound like a walk in the park, you’re already been cursed with a poor handicap to deal with for this decade. Maybe it’s because your new partner is the complete opposite of you in terms of personality/morals & is unwilling to compromise. Or it could be the increasingly infuriating situations that **WILL** require both of you to perfectly work together. Either way it’s expected that you’ll do your best to survive these setbacks, otherwise I won’t be surprised if one of you becomes spiteful enough to end the other’s life.

Treasured Hunters (+600): “**You will be punished, enemy from beyond.**” That’s what the Creators have declared to you should you take this. That warning was loud & clear, but you still desired **more...** Humanity might have become the best frontline soldiers now, but rest assured it has taken several tries to refine a species that could be used to fight the “Outer Space” menace without overplaying their hand to the enemy... and now that you taken this, you have declared yourself “*too good for regular fodder*” in the eyes of the Creators. In response, they looked back at their strongest past attempts, calling upon soldiers who now serve as their top defenders that lie deeper within “Inner Space” to eradicate you. Your objective now is to simply **survive:**

- *A trio of siblings codenamed after primary colors possessing a golden weapon containing enough firepower to raze an Earth with some preparation.*
- *A cybernetic mercenary also miraculously enchanted by “Outer Space” blood, allowing him to transform between his human-like self & a monstrous cyborg bird-like form.*

- *A heroic robot girl with supreme strength & her trio of robotic beasts that can fuse together into a myriad of weapons & vehicles to assist her.*
- *A destructive artificial “Messenger of Justice” with the ability to weaponize illusions & shadows against her targets, born from an old Earth devastated long ago.*
- *A psychic duo that uses their powers to pilot two bird-like ships with the ability to harness the elements of both light & dark, their bodies withered but their minds unshaken.*

These defenders will come to you one at a time as you progress throughout the decade in their attempts to fulfill the mission given, naturally adapting to your strategies with each encounter. Killing them before the 10th year will prove quite the challenge as they tend to teleport to safety just before you can deal the final blow, passing their duties to the next one in rotation until they can recover. Upon the 10th year, they will all assault you at once, assured that their combined teamwork will surely put an end to you. I will be praying for your success.

Kachi is just... (+600): Kachi, right? The honest to a fault “Outer Space” agent that despite losing her memories, looks to have turned a new leaf entirely thanks to her close bond with Isa? There’s no possible way that the events that have transpired were all just an act, a sick joke to turn one of “Inner Space” prized soldiers into a weapon to shift the tides of this war into the enemy’s favor... **yet it happened anyway.** That’s because they’re not just any old “Outer Space” agent, their real identity just happens to be an agent called **chi**. A monster that managed to bring an old Earth to its knees in pursuit of creating a “War God” strong enough to annihilate the Creators’ forces. Now that her memories have been fully recovered, she has managed to completely “convince” Isa into siding with her like bees to honey. The duo have already managed to carve out a devastating warpath by the time you come here, allowing for her allies to take over & are about to dive deeper into “Inner Space” territory. You will be forced to live in a universe where the stalemate of this war has now been broken & the frontline Earths have been reduced to a playground for the rest of the wretched “Outer Space” forces. As for humanity? Mercy onto them & to you surviving this new era of strife.



Ending

Sweet Anokoroe: It's time to go back to kinder days, your journey is over traveler.

Lonesome Hakai: So you choose to stay here? In a world of unending desolation?

Swan Song Soldier: You did your time, now where to go from here...

Notes

More like Wiki 2: Electric Boogaloo, as long as this series info remains mostly hard to find/explain, I'll put it down here so that others won't have to suffer looking for it.

Perk/Item/Drawback Notes

Troublesome Kid! - This doesn't mean that your confrontations/fights will become easier, but the aftermaths of your clashes tend to be more merciful, giving you the chance to catch a breath or rest thanks to the enemies letting you off easy.

True Commander - If you can't think of a suitable combat style/theme of your own choosing to base your new form, the Nebulox are more than happy to let you copy one of their own.

Jumper & Company Mode - Taking this with no companions/imports? Don't worry, fate will find a way to drop an unruly partner near your location just for you!

The Plot/Setting Notes

This section is divided between background info that happens before the plot, characters & their involvement throughout the canon story, and the notable groups you should be aware of. For those interested in exploring places outside of Earth-4, please check the **Status/Current Forecast of Inner Space's "Earths"** part at the bottom of this section for further info. Transcript of the uncensored prologue from the formerly existing European site of the game can be found [here](#).

Before the main plot/Background Info

The setting as a whole revolves around two dimensions known as "Inner Space" & "Outer Space" & the eternal war between them that has been ongoing for an immeasurable amount of time. Somewhere along the line, the Creators that lived in "Inner Space" had an idea to create a series of bulwarks among the area where the gap between "Inner" & "Outer Space" was at its thinnest & "Outer Space" agents could easily invade, leading to the creation of many Earths to come. The Earths would then be populated with life that would be raised into frontline soldiers to combat their "Outer Space" neighbors. While the plan was relatively successful in hampering most attempts of invasion, it was not without its flaws. The current batch of lifeforms known as humanity had a tendency to ignore or overcome their desires to destroy other alien lifeforms, instead preferring to live in peace. This "flaw" was simply too unacceptable to the Creators to ignore. As a result, **any human civilization that failed to live up to their expectations were destroyed & their Earth wiped to start the process anew once again.** There was also the recent incident of a certain "Outer Space" agent that managed to sneak into one of the Earths in the process, infecting & weaponizing the mutating lifeforms with their blood before being driven off. Although the estimated losses from that Earth were severe, the acquisition of a child tainted with the blood of the invader has been seen as a chance for the Creators to raise an exceptionally powerful soldier for their forces.

As the child named Isa grew in age & experience within the military he was assigned to, many began to question his loyalty considering his blood has been tainted by the actions of their mortal enemy. Eventually the constant discontent within the "Inner Space" agents culminated into a simple mission for him to settle their claims: *"Go to Earth-4 & eliminate the unnatural presence that's been detected there."* Upon arriving to kill the target, Isa found himself unable to eliminate the anomaly that had taken the shape of a girl. The alien girl was genuinely amnesiac & was honest to a fault about what little she could remember, so he opted instead to merely "observe" her until further notice. Unfortunately this immediately earned the ire of Orion Tsang, who was watching from afar as a representative for the equally pissed off Creators. During the same night, Orion confronts Isa & urges him to complete his mission already, however his poor choice of words pisses Isa off enough to destroy Tsang's robot body. Acknowledging how his actions have now made him a traitor, he spills the truth about his mission to the girl & promises her to find a place far away from the reach of the Creators. With nothing but the clothes on their back & a weapon in hand, both Isa & the girl now named Kachi look to head towards space, pursued by his former comrades known as the Nebulox...

Notable Characters



Isa Jo: The 1st protagonist of this game, the son of Saki Amamiya & Arian Jo from *Sin & Punishment 1*. His name used to be Isa Amamiya, however due to the traumatic events following the aftermath of S&P1, he has since taken his mother's last name. The incident of his father losing control over his alien blood, turning into a beast & laying waste to New York has given him a strong denial against the Creators that rule over "Inner Space". A denial that has slowly evolved into hatred considering he knows the truth behind humanity's purpose to be used as frontline soldiers for a seemingly endless war. As an "Inner Space" soldier, his military progress has been described as second to none, with notable achievements being his ability to sense impending danger & being able to duel one of his sector's rising soldiers, Deko Gekiso, to a draw. Having inherited "Outer Space" blood from his father has given him capabilities of becoming a mighty destroyer, however he refuses to deliberately use his powers, internally fearing that he could lose his grip on his humanity. His heritage has also caused him to be viewed with high expectations & suspicion from other members. He eventually defects from the "Inner Space" forces with Kachi in tow at the start of the jump.

The duo had initially managed to steal a ship capable of space flight, however Tsang intercepted them with squads of soldiers and aircraft, crashing it and forcing them to run throughout Fukuoka until they fought him near the underground exit. Proving themselves to be victorious in the aftermath, they make their way towards obtaining another space fairing ship

within the Sky Fortress using info gained from an old database. A journey that will be constantly hampered by the now extremely active Keepers, with two more Nebulox agents in pursuit. Although Isa manages to pull a fast one on Armon within the tunnels, the hunter corners them above the Setouchi Sea. After a sound defeat, Armon gives them “mercy” by offering Isa to surrender Kachi at Mt.Fuji, but the latter remains undeterred & continues onward. Isa is not as lucky with stopping Hibiru from ruining their plans to escape upon coming to the Sky Fortress since their battle with her awakens a dangerous Keeper who proceeds to destroy the area. The continued rampage of the Keeper causes the Fortress to fall apart, forcing Kachi to teleport the both of them to safety before either could be killed. At this point, Isa declares the current mission a bust, deciding to head straight to Mt.Fuji and take on the Nebulox before doing anything else. Right at that moment, something intercepts them during the teleportation process stranding them inside a dark forest with monsters. As they make their way to a clearing, another Nebulox member, Ariana, blocks their way. She explains that this world is merely a manifestation of Isa’s troubled past & attacks, but the duo manages to gain the upper hand & teleports again to a highway desert leading right to Mt.Fuji.

Upon arriving at Mt.Fuji and fighting Deko’s soldiers, it turns out to be a trap to render Kachi helpless as the device within the base incapacitates her. Isa fist fights Deko & nearly escapes with Kachi in tow until the volcano erupts, endangering his life when a chunk of rock strikes his hovering device. From this point onward, the Nebulox will begin to destroy Earth-4 itself to kill the two targets. With Isa & Kachi facing certain death falling into the lava, both agree to place full trust with one another & fuse, allowing for Isa to access his “Full-Ruffian” form and lay waste to both the N5 Bow Cannon & the Nebulox commanders for a final time. With the Nebulox finally eliminated & Earth-4’s destruction prevented, Isa plans to simply forge ahead with Kachi while continuing to defy the Creators at every step. Where they go from here is unknown...



Kachi: The 2nd protagonist of this game, despite being an “Outer Space” agent assigned to investigate the human populated Earth-5, complications occurred & she arrived instead to the empty Earth-4. Said complications have also caused her to lose nearly all of her memories, the only thing she managed to retain was parts of her original mission & her name "...chi..." Upon arriving at E4, she tries to follow what's left of her mission to the best of her abilities, however this quickly developed into a genuine interest for humans in general. Isa encountered her trying to mimic human expressions from a book & from there hit it off swimmingly much to the displeasure of the Nebulox watching from afar. Despite her memory issues & rather innocent demeanor, Kachi is still a very capable individual when it comes to fighting. If her homing gun can't make its mark on some enemies, then her volley of hard kicks will have to do. Should she be captured, she still retains just enough grasp over her powers to teleport to a safer position (although she's quite hesitant on using teleportation & will usually save it as a last resort). She partners alongside Isa by the time the game starts; determined to not only find a way to regain her memories, but to also find out what it truly means to be a human.

Her journey is the same as Isa's. Wherever he leads, she follows and assists without question. In the small moments of peace they manage to earn after fighting random Keepers & the occasional Nebulox, she makes small talk with Isa on what humans are like & why she isn't really considered one despite sharing the same looks and mannerisms as a naive one. While Isa isn't able to give a proper answer, their travels together certainly bring their relationship with

each other close together. As the duo finally arrives at Mt.Fuji, Deko proceeds to activate the Anti-"Outer Space" weapon within the base, knocking her out & forcing Isa to engage in a fight with Deko alone. Although Isa manages to win & escape with her, an unlikely strike from a falling volcanic rock destroys his only method of escape. With the duo hurling towards the sea of lava, Kachi wakes up just in time to fuse with him, allowing Isa to turn into a "Full-Ruffian" & lay waste to the Nebulox's N5 Bow Cannon. In the aftermath of the Nebulox's defeat, Kachi manages to remember a very important piece of her memory to the surprise of Isa.

*You see... When Kachi regained that piece of her past, she remembered that her true name wasn't known as Kachi. Long ago she was called... **Achi.***

The very same person **directly** responsible for the events of *Sin & Punishment 1*.

The very same person **directly** responsible for Isa losing his parents & possessing the blood that could turn him into a feral beast like his father.

The very same person that after their initial failure on Earth in S&P1, **just got what they wanted all along: A "War God" to use against the Creators of "Inner Space".**

Now please do keep in mind past this revelation. this is where things become rather... complicated. The game essentially ends at this cliffhanger & due to the VA delivery of both the English & Japanese versions, it's up in the air whether "Kachi" was deliberately playing Isa like a fiddle or not. While the website prologue of *Sin & Punishment 2* did indicate that the memory loss "Kachi" suffered was *genuine*, it also introduces another worrying situation to keep in mind: Isa isn't aware that "Kachi" was the "Holy Woman" his mother Airan was warning him about in the past (nor was Airan aware that "Kachi" was still alive since they pretty much watched her go boom as an Earth Mimicry in S&P1). We also don't know just how much of "Kachi's" memories came back & considering that Treasure as a company has ceased in game development since 2014, we will never get a proper answer...

Now what does this all mean for you as Jumper? Honestly, it's up to you. If you want to portray Kachi as still evil all along, that's fine. Turning over to a new leaf & sticking together with Isa despite the consequences? That's ok too. Her becoming internally conflicted over the actions she caused in the past or something else entirely? I won't stop you, this is your story after all. **The only exception to this is towards those who CHOSE to take the "Kachi is Just..." Drawback. You knew what you were getting into, you get stuck with the "evil all along" "Kachi" that already has a head start & is going to try to destroy "Inner Space".**

What if I killed/befriended Achi for good in S&P1 though? First of all, congratulations for committing such a feat! In all honesty you could easily fanwank that a new agent came to take her place using her old identity to an extent. Considering "Outer Space" beings can shiftshape into a myriad of forms, having another agent take her place in order to continue their mission would not be a farfetched explanation to justify in the long run.



Nebulox: A group of 5 combat specialists from Earth-5, they have been currently assigned to kill both Kachi & Isa in exchange for expanded rights & privileges for the planet they call home. Ariana Shami, Orion Tsang, Armon Ritter, Hibiru Yaju are subordinates to Commander Deko Gekiso, leader of the Nebulox. At some point in the past they have recognized the existence of the Creators & as a result now seek to earn their approval through any means necessary. They have also augmented their bodies and obtained skills that surpassed human limits, although in a hypocritical way they have essentially abandoned their own humanity in order to fight alien beings that seek to destroy “Inner-Space” in the middle of this war. With a planet destroyer, dozens of soldiers, ships, & weaponry under their command, ***they are an elite force that should not be taken lightly under any circumstances.***

Orion Tsang no longer has a human body, he is merely a brain & robotic head in a tube that pilots his robotic body from a far away bunker to carry out his task. As a very snide, cold & analytical man, he is the first to “check up” on Isa after he failed to immediately eliminate the target, however due to his poor choice of words & slight obsession with the potential Isa’s tainted blood could bring, he ends up angering Isa enough to destroy his first body. This does not phase him as he quickly reappears to shoot down the ship the wanted duo were fleeing in by the time the jump starts. Within Fukuoka he eventually corners them near an entrance to a tunnel, attacking them & defending himself with his miniature drones. Alas he is still no match in

the end as a swift kick from Kachi punts him far away, forcing him to bring it back for a serious upgrade while leaving the MCs to deal with the Turtle Keeper within the tunnel. It isn't until the final act till he is seen again, this time significantly upgrading his body into something of an impenetrable "mechanical turtle battleship". The now "Full-Ruffian" Isa has to bait out his hidden "true" body while dodging waves of countless fire from his "arms", eventually killing him with little fanfare.

Armon Ritter is weird... he appears to be made of a blob like mass that can reshape himself into a myriad of forms & is very resistant to regular fire, most regular shots will go right through him. After Orion's failure in the underground city, Armon appears to the wanted duo at the end of the service tunnel where he mocks Isa for getting friendly with the "demon" before urging him to surrender. Naturally Isa refuses & distracts him by destroying the machine behind him, giving them time to escape. Ritter catches up to them easily & engages in combat, transforming into various sea life as the fight progresses. Although the fight is daunting, Isa takes advantage of his mass by damaging him enough to destabilize his current form into non-responsive mini blobs, then destroying those he struggles to bring himself together. After his defeat, Armon takes it in stride & tells the duo that if they want to end this pointless chase they must give up Kachi to Mt. Fuji, where Deko is located, then teleports away. When Isa has proven himself to be an unsalvageable traitor till the very end, Armon no longer holds back. He transforms into a blobby cloud-like mass with several giant maws & eyes to attack Isa, however his core within one of the maws is still vulnerable, leading to his demise as Isa proceeds to destroy it.

Hibaru Yaju is a feisty gal that is an expert when it comes to fighting within closed/tight areas & general close combat. While she might not look that different from a regular human at first, her waist/armor actually hides several smaller limbs/blades that can fire many beams of light at her targets. She can also manifest a boundary around her & her foes, forcing them to fight her directly if they want to pass through. Fighting her is a feat easier said than done considering how relentless she is. To her, putting constant pressure on the enemy with attacks is the best defense. She confronts the duo within the Sky Fortress, flirts with Isa into giving up Kachi, & then engages in a heated battle with him when he refuses. Although she loses, Isa refuses to kill Hibaru. Instead he demands her to explain just how they seem to appear just about everywhere, only for the Horror Keeper to wake up & attack Isa & Kachi, giving Hibaru the chance to escape. Later on during the Nebulox's assault on E4, she throws away her human form completely, transforming into two asymmetrical monsters with swords in order to stop Isa from ruining their mission. Despite her increased ferocity & numbers, Isa still manages to get the upper hand & kills her.

Ariana Shami has taken a more "natural" approach with her augments, looking as if she had fused with a bird considering her talon feet & bird skull covered head. She's still just as inhuman when it comes to her cryptic speeches & fighting ability, especially with her ability to conjure explosive lotus petals/flowers & fiery birds that when hit, can either speed up or slow down time/reflexes in the surrounding area. She manages to intercept Kachi's teleportation attempt as the duo was trying to directly travel to Mt. Fuji, potentially causing Isa's mental flashback where he witnessed his father's rampaging in NY & the creation of the dreamlike forest that both MCs

had to fight & travel through for a way out. After Isa inflicts enough damage during the first encounter she hulks out, gaining huge arms & the ability to rip open holes in the fabric of space to throw boulders at the duo. Isa & Kachi persevere & defeat her, knocking Ariana unconscious & allowing them to teleport elsewhere. She reappears during the final act with the rest of the Nebulox as a last stand to Isa, transforming even further into a bony/muscular bird monstrosity. Even with her renewed strength, she's still slain by Isa who is determined to fight till the end.

Deko Gekiso is the leader of the Nebulox & a man with a special history with Isa. In the past (as said by Hibaru), both of them used to train together within the same military forces until they went their separate ways. He's not too happy with Isa's defection, sending the rest of the Nebulox to try & knock some sense into him, while he observes from Mt.Fuji. His position as commander is not just for show considering his ability to duel Isa to a draw in the past along with his experience with dealing with "Outer Space" beings.

He greets Isa at Mt.Fuji, with the latter being completely unaware that both him & Kachi had fallen right into Deko's trap. Deko proceeds to throw waves of soldiers, mechs & the occasional cheap shot at the duo while he stalls for time in order to activate the hidden Anti-"Outer Space" device within Mt.Fuji. Once the device is activated & Kachi falls unconscious due to its waves, he mocks her still body, urging her to reveal her true form & shackles Isa as well in order to prevent the traitor from escaping. Isa becomes enraged, breaking free from Deko's restraints after a fist fight, winning & escaping once again with Kachi. Seeing no other options left & Isa entering his "Full-Ruffian" form, Deko gives up on "convincing" Isa & shifts to destroying E4 instead. Using the N5 Bow Cannon, he launches a shower of orbital bombardments upon the planet with his allies. Yet once again, Isa steps in to sabotage their plans, forcing a final violent confrontation between him & the Nebulox. One by one his subordinates fall, eventually forcing him to transform & eliminate the duo before it's too late. As the battle between the two waged on, it was clear to Deko he would not last long under Isa's assault. He fires a beam of light at Isa as a last resort, shunting out Kachi's soul & leaving her vulnerable to his attacks destroying her (which would cause Isa to quickly become feral without her support). Isa refuses to submit despite his dwindling endurance & manages to deal enough damage to kill Deko once and for all. Deko warns Isa with his dying words that Kachi will eventually help destroy the entirety of "Inner Space", but his words go ignored as Isa watches him disappear into nothingness...

Notable Groups



Pictured: Armed Nebulox soldiers & deploying drones

The Creators/Inner Space: The faction that is responsible for not only the creation of humanity, but also the several Earths they use as a frontline defender against the “Outer Space” menace. The Creators have been at war with “Outer Space” for thousands of years & it’s unlikely to end anytime soon. As of now they have been stuck in a stalemate within the frontline/boundaries separating the 2 “Spaces”. Although there’s still little information about what lies beyond “Inner Space” frontlines & the Creators themselves, they still highly value human civilizations that grow to become warlike & distrust alien life. ***Towards civilizations that fail to meet these requirements, they are promptly wiped out & the cultivation process is started anew. If any rebellious individuals/influences have been found within “Inner Space” they will be hunted down & destroyed.***

While the hierarchy of “Inner Space” is still unknown (outside of the Creators serving as the “leader”), multiple “Outer Space” hunting groups such as the Nebulox & the military Isa once served exist within “Inner Space” itself, ready to carry out the Creators’ orders. It is not known just where exactly these groups are located, how capable each one is in terms of technology, or size. However with the showcase of the Nebulox, one could easily assume that many of these groups would be patrolling or settled onto nearby Earths, highly advanced, & large enough to lay siege to a region as large as Japan, if not larger. Another important thing to take note is that both the Nebulox & the military Isa once served have proven themselves to be capable of combating “Outer Space” agents (although it’s still left ambiguous with just how successful they are overall). The Nebulox even possesses the technology dedicated to revealing/damaging an

“Outer Space” lifeform’s true form & ***are not above destroying the planet they’re supposed to protect if the target is proving to be too much to handle! With this in mind, one should be careful if you plan to use the Nebulox as an overall baseline for any other hunters that you could encounter in this setting.***

The events of S&P 1 have only made the Creators & their subordinates more active & dogmatic when it comes to eliminating any “Outer Space” targets, ***even those with partial alien blood will be generally distrusted just like Isa.*** Further hostilities & activity towards “Outer Space” ***will*** increase should the canon story be unchanged due to the death of the Nebulox at the hands of the traitor Isa & the “Outer Space” agent Kachi.

Outer Space: The faction that Kachi technically still serves under, these enigmatic beings have been warring with "Inner Space" for several millennia, sabotaging & destabilizing any attempts of their defenses in order to gain the upper hand. Their opposition towards "Inner Space" can be tied directly to the constant expansion of their enemies' dimension. Should "Inner Space" continue to expand, their own home will be put at a serious risk of collapsing. As for what the dimension of "Outer Space" contains, no info has been given unfortunately. There's still also a stunning lack of information on their leaders & their hierarchy of operations. What is known is that compared to the inhabitants of "Inner Space", "Outer Space" beings lack a "fixed" form. As a result, they possess an incredible degree of shapeshifting skills, morphing/imitating into any creature or rubble they wish to assume, including a mimicry of an entire planet. ***Killing "Outer Space" beings will be quite the significant challenge as trying to use conventional weapons will just lead them to shrug it off with their unnatural regeneration skills & lack of an actual weak point such as a heart or brain. One agent in the past has even managed to recover from being blown apart as a mimic of the Earth & Kachi herself could easily recover from being impaled by an iron pole after falling from the sky.***

Their agents have been reported to be similar in cunning & intelligence, to the point where the actions of one agent is enough to destroy an entire Earth’s defenses. Their blood is also unusual, mutating "Inner Space" lifeforms into monsters. Humans in particular gain similar psychic powers & strength as their body tries its best to mimic their biology (with very unpredictable results). Strangely enough, lesser beasts that were mutated by the blood tend to treat the “Outer Space” lifeform they inherited the blood from as their “Creator/Progenitor” & therefore not go out of their way to intentionally hurt or kill them. Others aren’t so lucky, especially humans that have also inherited the blood from that same “Outer Space” lifeform. Despite the overwhelming threat "Outer Space" beings pose, they are not completely invincible. “Inner Space” soldiers have not only found a degree of success driving them away from the Earths that serve as the barrier between the two dimensions, but were also able to find ways of damaging/revealing a Outer Space being's true form (although it’s never been fully shown to succeed due to Isa escaping with Kachi from Mt. Fuji...) Following the failure of Achi’s plan in *Sin & Punishment 1* & the creation of Half Ruffians, "Inner Space" hostilities & activities against them have increased significantly.

Half-Ruffians: Humans who at one point received blood from an “Outer Space” lifeform like Achi or someone tainted with their blood, regardless if the inheritance was through blood transfusions or through parental heritage like Isa. The presence of “Outer Space” blood within

the body can mutate the human's body into developing odd qualities such as enhanced strength, slow regeneration & more notably, psychic-like traits that can grow in effectiveness with enough training. Telekinesis, telepathy, & teleportation are some of the defining traits Half-Ruffians can develop, although other powers "Outer Space" lifeforms display can also be replicated to a lesser extent given enough training. They also gain the ability to take on a monstrous "Full-Ruffian" form that not only boosts any powers they have so far, but can also grow strong enough to take on other "Outer Space" agents in a fight. However such great benefits from being a Half-Ruffian doesn't come without its drawbacks. Due to the body's struggling attempts to mimic "Outer Space" biology & powers, those who have inherited the blood of these invaders fall risk to becoming completely feral beasts that only rely on their instincts. While it can be manageable to suppress these instincts as an untransformed "Half-Ruffian", extremely stressful/life threatening situations can forcefully make them enter a survival state where they will mutate into a monstrous "Full-Ruffian" as a last ditch attempt to save their own lives. Said "Full-Ruffian" form requires significant willpower to not fall into a completely berserk state, however letting a companion into your "heart" (A.K.A: fusing together) to bear with the mental stress & serve as a link to your humanity can prevent this from happening as long as they are inside of you. The one transforming often feels as if the experience is overwhelming "right down to one's soul". People with a close bond to the Half-Ruffian will achieve the best success when it comes to serving as an "anchor of humanity" for a fully transformed Half-Ruffian.

Their existence as of *Sin & Punishment 2* is no longer truly unknown as the "Inner Space" soldier known as Isa has received such notoriety for his blood by his peers within the Space Military he is enlisted to. While he is held with high expectations due to the potential he carries as a WMD, he is similarly distrusted due to his "tainted" nature. Such animosity will prove to be completely justified in the eyes of "Inner Space" forces by the time you enter this jump, seeing as how Isa abandons his mission to protect the "enemy", earning him the designation of **traitor**. If you decide to side/enlist within "Inner Space" forces, keep in mind that **they will probably keep a tight leash on you in order to ensure that the same mistake doesn't repeat itself again.** A leash that could tighten further should canon events continue unchanged due to the death of the Nebulox at the hands of the traitor...



Pictured: Tadpole Keepers, “mostly” harmless despite their numbers

Keepers: Artificial lifeforms likely made by the former inhabitants of E4, based on the animals of Earth. Despite similarities to S&P1’s Ruffians, they’re not related to each other except for similar origins of being created for a purpose (Ruffians were originally for food, Keepers for the preservation & guardians of E4). As guardians of E4, they do not tolerate outsiders that pose a threat to the planet & will generally fight back by swarming the area, their biological powers, strength, or a mix of the 3. Even lifeforms native to “Inner Space” will attract their aggression should they disrupt the planet’s stability as the Nebulox learned the hard way during their occupation on Earth-4. The biology of a Keeper is incredibly mysterious, not only are they capable of fusing with another Keeper for a significant power boost, their offspring are also capable of engaging in combat as soon as they’re born. Some of them can even launch attacks that can reach spacecraft that lie within E4’s orbit. Their intelligence is nothing to slouch at either considering the Hatchling Keeper’s ability to manipulate machinery & the coordinated ambushes Eel Keepers are known to pull off within the underwater tunnels. Keepers have also shown themselves to understand human speech, however expect to muster a good display of strength against them before you could convince one to listen to your pleas for peace. Actions speak louder than words after all. Overall their varied biology & potential makes them dangerous organisms to underestimate, truly fitting of the title of Earth-4’s Guardians.

Status/Current Forecast of Inner Space's "Earths"



Pictured: A decaying sandblasted highway in Japan

Earth-4

Humanity's Status: **EXTINCT, REMAKING PROCESS PENDING**

Planet's Status: **STABLE, MOSTLY DEFENSELESS**

A planet that was once occupied by a civilization of humans, however they eventually perished from their self inflicted decisions. Unlike the Earth in S&P 1, the decline of this civilization seems to lie within their excessive environmental pollution instead of overpopulation & food shortages. Whether said extinction also involved the Creators (as implied by Isa in the prologue) or "Outer Space" forces is still left up in the air. Either way the point still stands: Humanity is gone & the only trace of their existence are the city structures & databases that were left to rot. The landscape of Earth-4 has also changed significantly, with parts of Japan flooded, covered in deserts (pic above), & an active Mt.Fuji in a volcanic wasteland. Despite these events, E4 is not completely devoid of life. The artificial life forms known as Keepers have thrived in the absence of humans, protecting what little ruins are left & attacking outsiders that could pose a threat to E4. Inhabitants/defenders of "Inner Space" should also know that they too are not exempt from their aggression; the Nebulox themselves were constantly on the receiving end of this due to their invasive methods in hunting down Isa & Kachi. If you were to find some way to properly communicate with them, then the threat that comes from these Keepers would be greatly minimized.

By the time you enter the jump, this planet will be under the current occupation of the Nebulox, who seek to kill Isa for harboring refuge to the enemy. Originally E4 was currently in the process of being remade by the Creators, but this current predicament has halted all advancements until this "problem" could be resolved. Should the plot be left unchanged, the planet will face a short period of orbital bombing from the Nebulox as they try (& fail) to destroy their targets once & for all, further damaging Earth-4's surface. Isa & Kachi will eventually leave the planet in search of safer grounds, leaving E4 back in the hands of the Creators. It is more

than likely the remaking process will be continued. Yet with Isa's defection, who knows what plans could change for E4, especially if you're still on it...



Pictured: A factory for the Nebulox?

Earth-5

Humanity's Status: ALIVE

Planet's Status: STABLE

The home planet where the Nebulox/G5 resides, there's very little information about its current status outside of the game's prologue. It's currently populated with humans & was the Earth that Kachi was originally assigned to observe for any weaknesses. The G5 name (JP only) associated with the Nebulox stands for "Group of 5 Countries" & can be assumed that this Earth operates under a world government/organization led by 5 ruling powers. Its other official name is known as the "Earth Administration Coalition Organization". Considering that the Nebulox/G5 originated here & possesses several futuristic weapons, soldiers, machines & ships to hunt down Isa & Kachi, one can easily assume that Earth-5 is in an space-fairing/futuristic state of civilization. It should be kept in mind from the little information we have available that **this Earth is far from a haven for any "Outer Space"/"Half-Ruffian" beings or rebels that decide to take residence here.** The Creators & the Nebulox/G5 are currently in an agreement to expand the latter people's rights of E5 & as such there could be allies of the Nebulox still active on that Earth. Given the canonical events of Nebulox dying at the hands of their targets, their failure could lead to potential unrest back at E5 that could expose your cover to those loyal to the Creators. The worst case scenario could even lead to the mobilization of an escalating planet-wide manhunt for you traveler...



Pictured: Potential status of other Earths?

Other Earths

Humanity's Status: VARIES

Planet's Status: ???

While the European site was not exactly wrong when it said that they're were several Earths that served as frontline barriers towards the invading "Outer Space" agents, the truth (As told from the JP Guidebook) is that there are currently 7 Earths that the Creators have dotted between the boundaries that separate the 2 dimensions. A general pattern between each Earth is that they all seem to be similar in land shape considering S&P 1 & 2 Earth's both have Japan & likely other landmass shapes nearly indistinguishable from one another. As for how each Earth's humanity has progressed well... It can be assumed it is certainly different on each one considering the Creators don't seem to care about how they evolve as long as that humanity is capable of fighting the "Outer Space" menace. There's also the chance of coming across other Earths in the process of being genocided by the Creators, invaded by "Outer Space" forces or being rebuilt from the ground up. Ultimately I'll leave it up to you how other Earths are if you decide to explore beyond E4, E5, and...

[DATABASE ERROR]: CURRENT DATA INCONCLUSIVE

[CLASSIFIED] Earth ■

Humanity's Status: ■ ■ ■ ■ ■ ■ ■ ■

Planet's Status: ■ ■ ■ ■ ■ ■ ■ ■

...the very Earth where former "Inner Space" soldier Isa originated from. Its designation number is officially known as **Earth-2**. Compared to other Earths, E2 has a lower level of combat proficiency which led to its downfall following its invasion by a certain "Outer Space" agent taking advantage of the overpopulated & food deficient planet. While it's been over a decade since those series of incidents crippled the defenses of E2, the events that have immediately

followed since then have been shrouded in mystery. **As a result, the current status of Earth-2 remains unknown.** If you were a witness or participant from that era, then the events since May 12, 2017 should be much easier to plot out. Just a reminder, if humanity fails to live up to the Creators' standards thanks to your involvement, **the Creators could kill off humanity during this period.** If not, then here's the current speculation as follows, none of it is looking hopeful.

Due to the events following May 12, 2017 in *Sin & Punishment 1*, the bad future Airan experienced due to Achi's illusions came true in the end. Saki, Isa's father, eventually lost control of his "Outer Space" tainted blood, turning into a completely feral Ruffian & laid waste to New York. While Isa's mother, Airan was present with him during that incident, **the ultimate fate of both S&P 1's MCs has been left unknown. There's a real possibility that both could be dead by the time this jump starts.** It is also very likely that the humans of E2 are still suffering from the Ruffian outbreak considering their ability to breed at an alarming pace & adapt to any terrain they can invade. Combined with the loss of the "kill switch" virus that was made before the crisis to stop situations like this from ever getting out of hand, the only way to deal with the Ruffians now is to kill them all before they can overpower humanity through sheer numbers. The worst thing about this is that despite everything that's happened, Earth-2's humans could still be unaware of this whole war (along with the unfortunate consequences they have potentially exposed themselves to...) Regardless of humanity's overall success/failure towards this disaster, the Creators are definitely aware of Achi's actions of contaminating E2's life with her blood & will most likely have sent several agents to deal with the problem. Should that also fail, it's possible that **Earth-2 could be wiped clean by the impatient Creators, killing off the current civilization of humanity & reseeded with a new one to turn into soldiers.** Who knows what this cycle of Earth-2 will grow up to be should you encounter that planet during this jump?

Changelog

Treasure is dead! Long live Treasure!

Jumpable Edition (v1.0): It's all finished, anything can be tweaked (or added to the Notes section) Further formatting could be needed. My only regret is that I couldn't get S&P1 updated in time...

Christmas Cliffhanger (v0.9) WIP: Posted onto /jc/, only 2 Inner Defender perks are left (I want to rewrite, +2 general perks due to forgetful idiocy). Anything can change (or at least be added to the Perk/Item notes) Need formatting, but it's postponed until everything else is complete. Merry Christmas /jc/!