Space Battleship Yamato Jump

V1.1 Super Robot Yamato Edition



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Adopted from: High-Commander

Thanks to DeveroSphere for his permission to include his General Drawbacks from his Out of Context Supplement Archetype 😀

Introduction

It is the year 2199, for years the fearsome Gamilas Empire has been striking Earth with radioactive “Planet Bombs”, destroying its surface, vaporizing its oceans for good and driving humanity to near extinction below the surface. All started when a United Nations Cosmo Force Cruiser fired on one of their ships years ago.

The last hope of humanity lies with another distant planet, Iscandar who have sent a messenger with an important piece of technology to Earth, offering salvation in the form of the Cosmo Reverse, but as they couldn’t send the device directly, Earth has to send a ship of their own, equipped with the Wave-Motion Engine derived from the technology given to them, to retrieve it.

Now, as Earth’s few remaining space forces face off against the Gamilan forces over Mars, the last hope of Humanity lies with on the now dried sea bed, disguised as the wreckage of Battleship IJN Yamato, Earth’s last hope rises as Space Battleship Yamato, 333 meters of “Gun with Engines”, and takes to the stars armed with a weapon derived from Wave-Motion Technology, the Wave-Motion Gun.

In the coming years, this war will only be the first and only Yamato’s Maiden Voyage. You arrive the day before Yamato leaves to travel to Iscandar, take these 1000 Blaze Points (BP).

Let's hope for humanity, you’re friend and not foe.

Age & Gender 2
Location 2
Race 3
Origin 3
Drawbacks 4
Generic Drawbacks 8
Perks 11
General 11
Navy 11
Pilot 13
Scientist 15
Politics 17
Items 18
The Shipyard 19
Nation Builder 21
Companions 23
Scenarios 1
Gauntlet Mode 1
Super Robot Wars J (Requires “Super Robot Yamato” Toggle + “Jumper of Yamato”, may be taken multiple times) (+500 BP) 1
Changelog: 1
Notes: 1

Age & Gender

Your Gender and Age are entirely up to you, though I recommend being at least 19 years old if you’re part of a ship’s crew. Gender in this context refers both to your Sex and Gender Identity, just so you know so you can determine those each if you want.

Location

Earth
You’re on Earth, this can mean anywhere in the various underground shelters or on the Yamato, working with her crew. At least if you’re human you are. Gamilas citizens can’t go here, sorry. You’d be shot anyway.

Mars
You’re in orbit of Mars on one of the various ships there. Humans on human ships and Gamilans on their ships etc. Hope you got some help here.

Iscandar
The end of Yamato’s journey, Iscandar. If you don’t have a vessel of your own you can’t get out of here until Yamato arrives and there aren’t many people here either.

Ark of Destruction
The home of the Gatlantis Empire. This is very ill-advised if you’re not a Gatlantean yourself, as they are highly Xenophobic and hate all humans and human-like species which is… well pretty much everyone in the damn universe so that’s a thing.

Other
Any unlisted place of significance which would make some sense and isn’t a “I Win” button here.

Race

Human (Free)
A bog standard human or Teron if a Gamilan refers to your species.

Gamilan (Free)
A bog standard Gamilan, surprisingly similar to humans except with blue skin.

Iscandarian (100)
A race of humanoids who don't look that different to humans with normal 2 arm and 2 legs with enough genetic similarity to produce an offspring with a normal human, plus some psychic powers.

Jirelian (100)
Yep you guessed it, an alien race that's almost the spitting image of humans except with grey skin and grey hair with purple eyes and pointed ears. Except they have psychic powers.

Import (Free)
You may choose this option to import another Alt-Form of yours as your Race. You may choose to be an alien, either allied with Earth and Yamato or the Garmilan Empire, or to have the world of your imported race take the place of Earth. If you took the Supplement Toggle, you may use this in conjunction with the Supplemented Jump to alter both settings to fit together with the race you choose in the other jump taking the place of Mankind and Earth as a whole. Doesn't affect other races.

Origin

Navy (Free)
You're part of the Navy, the bulk of the characters are Navy obviously, so this isn't surprising to be here.

Pilot (Free)
You're one of the pilots, flying one of the various starfighters. Your job isn't as glorious as the Navy, but often, the smallest point can deal the most damage. Just look at World War 2 to see where this holds true the most.

Scientist (Free)
The Miracle Workers, it is your job to try and make sense of the tech around here, not to mention developing all the new designs that will come out. Aka, this is the Origin if you want all the tech on a discount.

Politics (Free)
This isn't very focused on, but Politics plays a role too as diplomacy did break down as soon as contact was made. Not a very smart idea to fire on first sight of a first contact with an alien race but what can you do?

Drawbacks

This Section is early, yes, but let's get this out of the way. There is no Drawback Limit.

Supplement Toggle (0/+500 BP)
You may combine this Jump with another Jump. Either fusing the two worlds or causing them to be connected in some manner such as a Wormhole or other dimensional breach. Keep Points Separate between the two Jumps. If you combine two settings, you may replace the Yamato Earth with whatever setting is supplemented by this document with a history that leads to the events of this Setting. Adjust years as necessary. This Toggle may be used to add up to two other Jumps to this Jump.
For 500 BP this Toggle will work a bit differently. This alternate mode requires one of the supplemented Jumps to be non-Spacefaring or not yet at the FTL stage. What does this mean? Simple, really, Every purchase you make for this jump in any of the component documents will come in stages. With the least advanced setting starting out and growing from there. This also means you won't get any Perks or Items from another Document that is more advanced than this setting before the year 2210 and you will be ensured to stay here until 2220. If the second supplemented jump is only on par with rather than superior to this Setting, it will start after this Setting's canon events.

Continuity Toggle (0 BP)
By default you enter the Space Battleship Yamato 2199 continuity but with this you may selectively swap around details from others such as the original Series or the heavily modified setting created by the Dub. Hell, you can also choose to swap stuff around from the Live-Action Movie if you want.

Fanfic Toggle (0 BP)
Want to use a Fanfic as your basis instead of a Canon Continuity? Sure. You may choose any Fanfic you want to include in this and, if you took the Supplement Toggle, may also take fitting Crossovers.

Super Robot Yamato (0 BP)
With this Toggle you may choose any number of franchises seen in the Super Robot Wars Franchise, not just the only one which features Yamato, to make happen in this world. By default they will predate the Garmillas War but if taken with the Supplement Toggle on the 500 BP Level they will happen between the events of the Jump you selected to happen before this Jump and the events of Space Battleship Yamato, or the equivalent in this world.

Extended Stay (+100 BP)
Ten years seems like quite a short time, especially with the sheer bulk of events here. Well, why not extend it? For every purchase of this Drawback, which you can take up to 20 times, add 5 years to your stay here. Just be sure you can survive this long, if you die of old age or in Service, you fail this Jump, obviously.

Early Start (+100 or +600/1800 BP)
You start this jump in the year 2180, with the countdown starting in 2198. This gives you an additional 18 years to prepare here. If you took the Supplement Toggle and added a setting which doesn't start out with a Space Force or even cosmic capabilities, you get 600 BP instead as you will start in the time of that setting's events, which will take place at least 80 years before the events of Space Battleship Yamato. This Setting will be guaranteed to, in this time period, develop all the technologies of the Pre-Wave-Motion UNCF. If the setting starts out in the equivalent of your home reality's modern era, double the BP. If it is earlier, no later than a Steampunk-equivalent, you get 1800 BP instead. Why? Because in those cases you will start 200 years before the Garmilas Empire appears and must survive this long. Yes, that is quite an ask.
This date assumes the end of the Supplemented Jump's events, just for the record.

Scaling Technologies (+100 BP)
This isn't a "Scaling Enemy" Drawback as much as a "Scaling Technology" Drawback, meaning that any Technology you bring in will have a match of some kind in your opposition, so shields as an example will be provided or armor will be made to match. This only affects races which don't benefit from your support.

Stock Footage (+100 BP)
Well, this is… uncomfortable. You will now find yourself wondering why everything always looks like they repeat exactly the same as before. Everything you see, every action scene, will look like it was recycled over and over again.

Hold the Line (+100/+600 BP) (Cannot be Taken with "Plot Anchor", "Stranded" or "Jumper of Yamato")
You're not going on the Yamato's Journy now, your ship will now be forced to hold the line. What do I mean? Simply put, your ship will be forced to stay at Earth to prevent the complete decimation of Humanity. For an additional 500 BP you cannot take any ships from outside of this Jump to aid you and there won't be any other ships of comparable strength to Yamato until she returns.

Jumper of Yamato (+100/+600/+1000 BP) (Cannot be taken with "Stranded" or "Hold the Line")
Farewell, oh Mother Earth. You are now departing Jumper, commanding the Space Battleship Yamato, the final hope of Mankind. You take the place of Admiral Juzo Okita as commanding officer of the [Yamato]. On the bright side, this gives you a Yamato-class Space Battleship for free. Also, for an additional 500 BP, you won't get all the other ships you have purchased or brought in from outside this jump until 2202. And if you think you can take it, for a final 400 BP, for a total of 1000, this restriction against outside ships will extend until the end of the war against Gatlantis is resolved. If Yamato is decommissioned during this time period you will continue serving as the commanding officer of another Battleship except an Andromeda-class but will resume command of Yamato any time she is in active service.
For the record, if you take this Drawback in the higher level tiers, no additional ships will be constructed or available to join you even if you arranged for it through "Early Start". This also affects all ships gained from other settings. Also, "Time Faulted" and similar Perks or Items won't take effect until 2202.

Incompetent Superiors (+200 BP)
We all know and love them. The superiors that are so set in their ways or so dense that a black hole will blush. Your superiors or managers will all be highly incompetent and will probably win a battle if they did absolutely nothing. Luckily, the crew of the Yamato herself is the best and won't be incompetent, just very hostile and will haze you if you are onboard. Hazing is very extreme, like exposing you to vacuum for a few seconds to "toughen" you up, but you won't die or have your combat ability impaired.

Capable Enemies (+200 BP)
Before, the Garmilas Navy would be crewed by relatively capable officers but not smart enough ones to realize that facing Yamato is asking for death, and it would be better to instead focus on Earth. Now, you're facing the equivalent of Grand Admiral Thrawn at his best, in every battle. The Garmilas Navy will have the best of the best fighting you and their tactics will be not only sound, but brilliant. Their ships, likewise, will gain a significant boost in their design effectiveness.

Did someone Break a Planet? (+200 BP)
We all know them, some hate them, you… going to run into them. Asteroid Fields, and not the normal, heavily dispersed ones. I'm talking about the ones where they crash into one another all the time and sometimes fly so close it'll take a starfighter to thread that needle. There will be a lot of flying through them too, no time to take the long way around for you.

Jump of the Homeward Bound (+200 BP)
This is a… weird situation. You will now be assuming the form of your flagship, taking the form of a young woman of the dominant race who built your ship, of a height equivalent to your ship's length and with handheld weapons for a replacement of your armaments with your clothes working as hangars. Welcome to Fleet of the Homeward Bound, only instead of it being an interesting crossover, this is your life in this setting and all ships will share this. You can however communicate with your very awake crew, as this is just a brute fact of reality.

Ate-Up (+200 BP)
You are overly concerned about following regulations by the book while missing situational context. If you are a Squaddie you have no sense of the regulations whatsoever, expect to be infracted many times.

Fussy (+200 BP)
When under pressure you tend to procrastinate and get stuck focusing on helpful if low priority tasks, such as stockpiling ammunition when you should be moving your troops to a better position. It'll go away once the fighting stops or if someone shakes you out of it.

Ganked (+200 BP)
Your personal supplies are regularly lost or stolen in transit. They won't take your weapon but expect to have to keep a close eye on everything else.

How Hasn't That Become A Planet Yet? (+200 BP)
Asteroid fields like in the movies, rocks of all sizes constantly crashing into each other, grinding against each other and breaking apart into even more rocks - and they are everywhere. Take care to carefully circumnavigate those death traps or risk potential damage to your ship.

AI Drama (+200 BP)
This makes things… interesting. Much like Star Trek - Paint and Powder, this setting had a long standing tradition of using AI on their ships, from Wet Navy to Air Force to Cosmo Navy. These AI have been passed down from ship to ship on decommissioning and many are centuries old. Now, your ships and Yamato as well, are equipped with these AI, they are fully Sapient and will be great advisers to you. However, they control some of the systems and will be inclined to try and prioritize safety over what is "Right" in your eyes. Your own ship's AI is on the younger side in that regard while Yamato's (if they're not the same) will be battle hardened and somewhat traumatized. Expect arguments with your ship.
A lot of Arguments.
And possible sexual tensions.

Sexual Tensions (+200/+400 BP)
Oh, this is… awkward. Your ship will now be host to a minor Soap Opera's worth of relationship drama and there will be sexual tensions between entire groups of people, even yourself will find someone to be attracted to but with military regulations, that won't be possible thanks to someone being your subordinate. If taken with "AI Drama" you will receive another 200 BP for this, why? Because your infatuation will be with your ship's AI avatar, and she will be attracted to you in turn, regardless of your sex. Yes, you want to be inside your ship in a very different way.

Always a Bigger Fish (+400 BP)
No matter what you do, there will always be a Bigger Fish. When the Garmilan War is over, the Gatlantis Conflict Comes. Beat Gatlantis, the SUS Empire gets involved. SUS is done for, well, you get the pattern. And in-between there won't be a calm either, every year, some conflict that will challenge the Earth Federation's Cosmo Navy will arise and you will be at the forefront of fending them off. Good luck soldier, and God Speed.

Blue Falcon (+400 BP)
There's a guy on the team who will either deliberately get you in trouble, betray the unit, or abandon them. Watch out for that guy.

AWOL (+400 BP)
Is what you will be doing. You are now guaranteed to disagree with your government on a fundamental level and find yourself hounded, at least for a while, by Military Police or an equivalent, going on an unauthorized mission at best, deserting at worst to the enemy, taking your ship along. They will be going for Capture but will interfere with your goals in a major way as long as this goes on, though if you can either convince someone high enough up of the merit of your mission or defeat enough of them, they will stop hunting you.

Starbucks (+400 BP)
Huh? Coffee Adiction? The hell you talking about? No, this isn't related to that. You now have two foreign fighter pilots on your ship who have come from different universes but are, arguably, two versions of the same person. Starbuck of the Battlestar Galactica and Kara "Starbuck" Trace of the Battlestar Galactica. Two Ace Pilots, two absolute Block Heads. They have a serious issue with discipline, drink like they're Russian and will start fights with higher ranking officers. And they will stick aroudn with you, no way to get rid of them. On the plus side, both of them are the greatest fighter pilots in the universe and their Viper-class Interceptors have been upgraded with your faction's technology, which they will fly to help you.

Space Elves? (+400 BP)
Well, this is odd. Your ship will now be much like the USS Enterprise, you will run into random, fantastical and quite off-theme events and adventures and never be able to turn down going into them personally. Meaning, you'll be on a lot of Away Missions. Even if you're an Admiral and should stay on your flagship's Bridge.

Not the Face! (+400 BP)
It is weird how rarely enemy combatants go for the huge Bridge Tower on the Yamato, but now they will. Everyone, and I mean everyone, will aim for your ship's bridge and it will take maneuvering like crazy to try and avoid getting hit, well, in the face. Hope you're strapped in well.

On your Own (+400 BP)
By some unfortunate circumstance or fate, you will always be strapped for resources, needing to scavenge around your ship, whether from asteroids or wreckage, only rarely finding supplies or managing to find a port. Exceptions are, obviously, when you find your way back to a friendly planet but that won't be very often.

Nemesis (+600 BP)
Oh this is troubling, it appears there is now an enemy commander able to challenge you and your flagship and you're literally incapable of killing them until after the Gatlantis War. They will hound your every step buddy so be prepared for tough fights, often facing more than one front as they will have their own fleet of around 10 ships along with a flagship on par with a Garmilas Gaiderol-class Astro Battleship. If you took "Sexual Tensions" then there will be a distinct sexual tone to their obsession and they will be your preferred gender as well so… yeah. If you also took "Space Elves?" then there is a 99.99999999999999999% chance that you two end up stranded on a planet for something like a year and one of you two will get pregnant from the other. Why? Sexual Tensions. Also, if this happens (no sooner than after the Yamato's first mission) they won't hunt you to kill you.
They'll hunt you for Custody of your kid(s).

Journey to Iscandar (+600 BP)
Remember all those shiny toys you get here? Well, forget about them. Your flagship will be restricted to a Yamato at best and everything else will only come into your possession when built by your nation or by you finding it such as the Cosmo Reverse on Iscandar. Likewise, if you imported technologies into this Jump they will have to be developed over time, but theories to start with will be available to the scientific teams of your faction. If you took this with another Jump by some manner of Supplement Toggle, this applies to the other, supplemented jumps.

The Empire Strikes… Back? (+600 BP)
Oh this is trouble, this Drawback can be taken up to five times. For every time you take it, choose one major, galactic, superpower from any Sci-Fi franchise of your choice. They will be coming for your faction. No Precursors or Forerunners, no Lanteans or godlike beings such as Asgard. Think Galactic Empire, Thurian Hierarchy, Goa'uld or Magog.

Sail the Star Seas (+600 BP)
Oh this is… a bit awkward. This means that all the spaceships now have a distinctive "Treasure Planet" feel to them. That means Solar Sails, old fashioned Broadsides, and yes, even the Yamato will be looking like a Ship of the Battle Line, not a Battleship. Why does this cost so much?
Have you seen how exposed you would be on those sailing ships like spaceships? The crew must be on the Deck to sail the ship and the Drive System is literally sitting on top of it, in plain view, easily targeted and with no way to protect it outside the Wave-Motion Shield. Yes, Wave-Motion technology will still be present, but it will take a more appropriate form such as powering the sails without the need of Photons and far greater energy output or something. Post-Jump you can toggle this appearance and functionality on all ships between normal appearances and the effects of this Drawback at the start of each Jump but won't gain any points in future Jumps for basically activating this Drawback.

Generic Drawbacks

Wanted (+100 BP)
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated (+100 BP)
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble (+100 BP)
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget (+100 BP)
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days (+100 BP)
At least 10 random thugs will randomly show up every day and target you.

Silent World (+100 BP)
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker (+100 BP)
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions (+100 BP)
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings (+100 BP)
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood (+100 BP)
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo (+100 BP)
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up (+100 BP)
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout (+100 BP)
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuity’s.

Stranded (+100 BP)
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor (+100 BP)
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook (+100 BP)
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred (+100 BP)
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind (+100 BP)
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable (+100 BP)
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare (+100 BP)
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients (+100 BP)
Small issues will constantly occur causing minor discomforts for you.

Friends From Beyond Your Dimension (+200 BP)
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb (+200 BP)
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive (+200 BP)
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People (+200 BP)
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People (+200 BP)
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World (+200 BP)
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions (+200 BP)
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded (+200 BP)
You have lost your eyesight and will not regain it this jump.

Pet Food (+200 BP)
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity (+200 BP)
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill (+200 BP)
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia (+200 BP)
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia (+200 BP)
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia (+300 BP)
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times (+300 BP)
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies (+300 BP)
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child (+300 BP)
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale (+300 BP/+600 BP)
For +300 BP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 BP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education (+400 BP)
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek (+400 BP)
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys (+400 BP)
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems (+400 BP)
All companions, followers, and pets are barred from this jump.

Mortal (+400 BP)
All of your perks are all disabled for the duration of this jump.

Boss Rush (+600 BP)
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Perks

All Perks are discounted to their respective Origins at a 50% cost cut while Perks whose price would fall under 100 if discounted are Free. Yes, this is me acknowledging certain Outside Effects that cause stacking Discounts. Don't crucify me.

General

Luck of Survival (Free)
Mankind is a lucky bunch, aren't they? Sure, they were driven to near extinction but if you think about it, they still survived until the Yamato made the journey all the way to Iscandar in another galaxy and back, without the aid of Yamato and with very limited remaining space forces. Like them you have a great deal of luck in avoiding your death, and for circumstances to keep a window of opportunity for you to turn the fortunes of what is dear to you around. This isn't a guarantee, but it is at least a 20% increase in the chance that you will have the time to make it.

Navy

Commission (-100 BP, Free Navy)
This is quite simple, you have a military Commission, meaning you have an official place in the ranks of the United Nations Cosmo Navy as an officer. This is the lowest level of Commissioned Officer for now. By buying this a second time (not Free but discounted) you become a Captain instead and a third purchase (same as the second) makes you a Rear Admiral.

Command and Combat (-100 BP, Free Navy)
You would make a poor Officer if you couldn't command your subordinates now would you? This Perk grants you great skill in leadership and in combat roles relating to commanding vessels even if, at the start, you may not be in charge.

Capital Maneuvers (-200 BP, Discounted Navy)
Many Capitalships in this setting are quite agile, able to spin and dash with the starfighters they often carry to cover for their lack of ventral weaponry. You can now benefit from this as any capitalship up to 500 meters in length will be moving as agile under your command as the Yamato. Which is to say, good luck to anyone aiming at you.

Effective Weapon's Range: Yes (-200 BP, Discounted Navy)
Most Space Operas fight at visual range, basically the equivalent of Boarding Range to be honest, exchanging broadsides so close to one another that you could probably jump from one ship to the next. Around here, capital ships start throwing ordinance at light second ranges, so far apart that their weapons fire is barely a blip on the horizon. You may carry this incredible range into future worlds with this Perk, this will make it such that all ship weapons can reach, and stay effective, at more than a thousand times their normal weapons range for other universes and continue to be at least 2 Light Seconds worth of effective range for this universe.

Aimbot (-400 BP, Discounted Navy)
How often does Yamato miss her shots? I don't think often. Maybe her gunners and/or officers have this Perk. Basically, if you pull the trigger on a weapon, it will immediately hit. Basically your cannons are now the Nasuverse version of the Gae Bolg, only they still need to penetrate to be effective, this just ensures you won't miss any shots. Post-Jump this applies to all ranged weapons. Including bows.

Make it Count (-400 BP, Discounted Navy)
In the desperate struggle of Earth against Garmilas, every shot would count. And while the "High-Pressure Beam Cannons" of Earth were ineffective against the Garmilan warships, they were still able to, on occasion, destroy or cripple individual ships when enough firepower was poured in. Like Earth, you and your command now have a tremendous capability of pushing your hardware to its limit and make every single shot, every ounce of power, truly count where it is needed. This means in effect that all weapons and systems will operate, under your command, at least twice as effectively as they could at maximum output while remaining stable and, ignoring safeties, could be pushed even further beyond.



One-Ship Armada (-600 BP)

"Hold the line! As long as you can keep fighting we will send reinforcements! Hold out a day and we can send a hundred ships! Two days and we can double that! Three and even more! As long as we have the Time Fault Earth's Cosmo Force will never falter!"

Earth is one planet, or one system depending on your point of view, against at times empires spanning galaxies. Every ship of the Cosmo Navy therefore has to hold out against ten to twenty times its number and, most of the time, will outperform these numerically superior foes fairly consistently with the Yamato most notably taking on thousands to millions of enemy capitalships on her own, Sinking them in droves while continuing her journey. With this Perk, all ships under your command will gain a passive boost where their combat effectiveness will grow by 1% for every enemy ship they face as long as they're outnumbered. Yes, 100:50 still means all your ships become twice as powerful.

Hold the line, Officer Jumper, and you won't falter.



Commander in Chief (-600 BP)

You know how you could only become a Rear Admiral above? Well, this makes you the Commander-in-Chief, the higher ranking member of the United Nations Cosmo Navy and later its Earth Federation Equivalent. You now hold command over all of Earth's Naval Assets. What this means for Perks is that any Perks that benefit you, your ship or your subordinates will apply to all Earth Forces. Moreover, any Perks which deal with your ability to use ranged weapons or handle ships will likewise be applied to all officers and enlisted under your authority.

Pilot

Piloting (-100 BP, Free Pilot)
You would be a pretty bad pilot if you couldn't fly a starfighter. This renders you into a fully trained fighter pilot skilled and trained in the flying of any model of starfighter you come across. Yes, not just your race's or this universe's classes of starfighters. Any and all. Mind you, this is "Fully Trained" as in "Flight School Graduate", you're not an ace yet.

Scoundrel (-100 BP, Free Pilot)
Starfighters are pretty flimsy due to their size, so it is best if you can at least try avoiding detection. You now possess the skill needed to avoid detection until you're right on top of your opponent to launch your ordinance or sneak up on enemy fighters. This comes with great skill at using the environment (read: Asteroid Belts) to your advantage as cover as well as how to detect enemy blindspots like landing on the bridge tower of some big triangle battleship.

Jumper Squadron (-200 BP, Discounted Pilot)
You're a natural leader on a… smaller scale, admittedly. You can easily translate your own flying skills into the skill of an entire squadron of fighters flying alongside you. Any Perks that would benefit yourself when piloting a ship will obviously also benefit anyone under your command due to this Perk.

How are there so Many? (-200 BP, Discounted Pilot)
This Perk is a bit different as it affects Carrier Vessels you're stationed at. Namely, thanks to this Perk any ship you're stationed on as a pilot will automatically have twice the normal number of strikecraft (Interceptors, Bombers, Fighter-Bombers etc) as normal and all be able to fit snugly in its hangars. Consequently there will be additional pilots onboard as well.
If you have "Commander in Chief" above, this only applies to the number of pilots normally carried on your ship. Meaning it doesn't translate to the additional pilots that will come along by this Perk only. Also, all pilots from this effect are Followers only.

Acquisition Expert (-400 BP, Discounted Pilot)
As a pilot you don't always fly starfighters, sometimes you must carry out the scavenging hunts of your fleet and to this end, you're an expert at using what tools are available in space, whether in raw form in asteroids or from the remains of capitalships and how to transport it all safely back to your mothership for processing, always knowing where the juiciest of loot can be found.

Excessive Damage (-400 BP, Discounted Pilot)
Is what people will say about your results. You can deal absurd levels of damage with a strikecraft like the Tiger II Space Superiority Fighter, able to down entire capitalships with small volleys of carried missiles and deal heavy damage to parts of the ship using its guns through controlled bursts. With this Perk you always deal double the normal damage with any on-board weaponry you control and fire while also knowing where to land your shots for maximum effect and damage.



Ace Pilot (-600 BP, Discounted Pilot)
Before, you were only skilled to the level of a graduate of the pilot school of the UNCF, top of the class, yes, but still only a graduate level. Now? Now you're an ace among aces. You're the King of the Sky, a named pilot. The Red Baron of the Cosmo Force able to take on entire squadrons of enemy strikecraft on your own and win. In fact, this is nothing. You can fly a Yamato-class Space Battleship through the flak wall laid down by five Jupiter-class Battlestars from New BSG without getting hit once. I am talking fully armed, fully prepped Battlestars. And that is flying a Capitalship, you can outperform Viper Strikecraft from BSG in Maneuverability using a CAPITALSHIP, so imagine what you can do with an actual starfighter. Yes, I am serious about this.



Wave-Motion Resonance (-600 BP, Discount Pilot)
This doesn't give you the Cosmo Reverse, however with this, all traits of whichever ship you're stationed on will be shared by your fighter. Meaning if your mothership is FTL capable, so is your fighter. If your mothership has shields, so does your fighter. Cloaking Device? Yup. This doesn't include any super devices such as the Wave-Motion Gun or Cosmo Reverse, but it would allow you to switch between regular rounds and scaled down, much weaker, Shock Cannons for your fighter's nose weaponry. Armor durability will however also be shared, so yes. You're flying in a mini Yamato now if you're stationed on a Yamato.

Scientist

Education (-100 BP, Free Scientist)
You have a comprehensive scientific education in general, and in one field in particular. You have in other words, graduated from the best, most efficient university and college the United Nations have on offer with various Doctorates in every field with especially advanced degrees in the field you chose.

Design Ace (-100 BP, Free Scientist)
You're an expert at designing new devices, weapons and ships, easily able to blend technologies and aesthetics into one. Moreover, you gain complete mastery over any form of Program for the creation of 3D models as well as a comprehensive skill in all visual arts. Yes, this means you can make sick battleships to kill people as well as making beautiful pieces of art. How beautiful? Let's start at Leonardo Da Vinci and go from there, he was also an inventor after all.

Technological Adaptation (-200 BP, Discounted Scientist)
No this doesn't make you a Cyborg. You have an intrinsic skill at integrating foreign or new technologies into your own designs or modify a design to accommodate them as well as the necessary skill to extrapolate other new technologies from any you may be given. As an example, it took Humanity less than a year to build a Wave-Motion Engine, figure out how to make it into a gun, then build both into a hull built to resemble a WW2 Battleship as camouflage and make it work no less! So yeah, you're a wizard at this.

Crafting Acceleration (-200 BP, Discounted Scientist)
Construction can be so tedious, so why not expedite the whole thing? With this Perk any construction projects or crafting work you're involved in will be accelerated, going twice as fast. This stacks with other crafting speed boosters multiplicatively and this also applies if more than one person has this Perk when working on this. This Perk can be bought multiple times but only costs 100 BP after the first purchase.

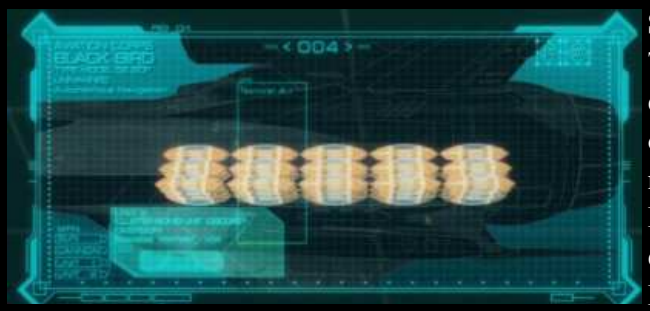
Reverse-Engineering (-400 BP, Discounted Scientist)
You have an amazing ability to derive fully new sciences and technologies from studying pieces of technology foreign to you. If you had one piece of technology you could study it for a month and produce a rough equivalent, although less advanced, by hand from regular materials and technologies. In short, you have the talent and skill needed to build a Stargate out of household materials including a microwave after a month of studying one, it won't work more than once and can't be dialed into, but it'll open a wormhole to whichever address you dial in. Same with a ZPM and even an Ancient Drone Weapon or HALO ring. I wouldn't recommend trying the latter, that is a Ring World so you won't have the materials and it isn't a great piece of technology aside from being a Ringworld anyway. Lastly you can easily improve on technologies you have reverse engineered by hybridizing them with other technologies, able to blend technologies into a greater whole.

Retrofit King (-400 DP, Discounted Scientist)
Isn't it just annoying when an existing class becomes obsolete? When you have numerous ships of a certain class, but a better, more up-to-date version has been rolled out, with the same hull but way more advanced systems? Well, the UNCF faced that, back when they developed Shock Cannons and had to figure out how to fit those energy gobbling monsters onto their pre-existing ships. Their solution? Co-Axial Beam Cannon. Yeah, instead of strapping some new guns on their ships they just hollowed out part of the hull and put in the gun, which started a trend of… Okay not relevant here. Aside from the fact they did this in the middle of a losing war. Like them, you have the uncanny ability to retrofit a capital ship such as a Kongo-class Battleship in a very short period of time, maybe two months. If you have the facilities, you could entirely revamp a ship. Even in the middle of space, if you have the resources and a ship-mounted manufacturing machine, you can retrofit into place improvements on your ship or adjacent, and best of all? You can do it on your own if need be.



United Federation of "Hold my Beer, I got this" (-600 BP, Discounted Scientist)

You know, humans weren't the first to figure out how to turn a Wave-Motion Engine into a Wave-Motion Gun. They weren't even the first to mass-produce ships with WMGs, the Iscandarians did it way before that which is why the queen didn't want Earth to do it. Well, shit hit the fan as they say, so Earth found itself needing to do it. What may be unique is how the second generation of the Wave-Motion Gun was developed. After all, how in the hell do you make a Particle-Beam split into millions of beams dozens of light seconds ahead of you, after the beam has already shot through a moon? How did they make a two-barrel gun when it is the engine? Frankly, humans are scary Mother-Fers, the Garmilans were lucky peace was achieved before the Time Fault was made and discovered or else, well, ask the Gatlanteans how that went for them. Anyway, point is, you now have the ability to make the impossible possible just by applying some elbow grease and a lack of knowing any hard "limits" on a technology, meaning those limits other races think there are? They're fictional to you. This applies to all other "Hard" systems too, by the way. So yeah, go break some magical laws of the universe while you're at it too.



Successor of Edison (-600 BP, Discounted Scientist)

Thomas Edison is often credited with the invention/discovery of electricity, or the lightbulb. In truth he was simply a master of taking other people's discoveries and inventions and making them into marketable commodities. In effect, he was the King of Industry, of Mass Production. It was his work which led to the widespread adoption of electricity and the Lightbulb. Like him you're a master of Industrial Production, how? Simple, for every day you work on a product the result will be multiplied tenfold but not just in quantity, you may at will choose whether the day's work will give your creation ten times the quantity or ten times the quality, the latter applying to all products you are producing retro-actively at this point in time. You can work on a Space Battleship for 10 days and have thousands of them with thousands of times the quality and thus capabilities of the normal product. You're the King of Production my friend, and your beneficiaries are humanity itself.

Politics

[Add Later if Wanted]

Items

You gain 400 BP for Items only

Uniform (Free)
A uniform of your respective faction/Service, simple, fits your rank or position obviously.

Tools (Free)
The basic tools of your position, which for Navy and Pilot means a Flight Suit and Helmet as well as a sidearm.

Time Faulted (-200 BP, Discounted Navy)
Ships are expensive, aren't they? Well, worry no more! Any ship you purchase here, with this Item, will give you 100 ships of its class. For every additional purchase (only 100 BP) add another 100 ships on top of that.

Integration (-200 BP, Discounted Pilot)
Isn't it really annoying when a perfectly fine ship you bought some Jumps ago doesn't get all the new gadgets? When you have to retrofit all your ships manually because you only got a Database? Well, fret no more! This will upgrade every ship you purchase with CP and which you have purchased with CP in the past, with all the best tech you have available to you. Yes, if you have an Ancient Database, you're gonna get Drone Weapons and ZPM if it is an improvement. Not necessarily a given in the latter case as Wave-Motion Engines are kinda Zero-Point so with a dash of Star Wars Force so… yeah. Look it up.

Tech Base (-400 BP, Discounted Scientist)
This is a full, comprehensive database of technologies and blueprints for all that can be found in this jump. It can be plugged into any shipyard or production line to produce whatever you want from within it. Integrates with and absorbs any database you purchase or have purchased elsewhere into it with an advanced search engine and comprehensive UI.



Time Fault (-100/200/300/400/500/600 BP)
Ah, the Time Fault. This Cosmic Accident was a miracle created when the Cosmo Reverse restored Earth to its former glory. A Pocket of Anti-Gravity taking the form of an Airbubble underwater, the Earth Federation would build a shipyard here where time passes ten times faster than on the outside. You gain your own Time Fault with 100 slipways where ships up to 500 meters in length can be built automatically. No material deterioration will occur inside and people are safe from rapid aging. How fast time passes here depends on how much you pay.

For 100 BP it is the standard x10 speed.
For 200 it is 100 times. For 300 you get 1000 times. For 400 it is 10.000 times. For 500 you get a x100.000 multiplier on the passage of time inside. And for a full 600 BP it is a 1 million times multiplier. You may purchase this multiple times for an additional 100 Slipways each. Outside of the 100 BP option, all further purchases are discounted but you can only purchase on the price tier of your first purchase.



Your Home (-400 BP)
With this Item you gain one of two options. The first is to take this Item as and obtain ownership of the Sol System and Earth Federation or its equivalent at the end of the Jump, taking it along as a Warehouse Attachment you can import into future settings or open portals to it. Alternatively you can gain 1000 Star Points (SP) to use in the Nation Builder below. You may exchange any remaining BP you have for SP at a 1:2 ratio. You may also take only 500 SP to use the Nation Builder to instead expand and modify the Sol System or expand the territory gained with it.

The Shipyard

You gain a 400 BP Stipend for this Section only.You may purchase each Item listed here multiple times and select whichever class of ship in your chosen race's arsenal you want each time. Jurelians may choose from classes of the UNCF while Iscandarians may choose from classes of the Garmilas Empire. You may alternatively design a vehicle of the purchase type within the bounds of your chosen race as you wish though Iscandarians can't take anything more advanced than what the Garmilan Empire uses. You get Blueprints of any purchased vehicle for further production.



Starfighter (25 BP, 1 Free Pilot)
You may choose one Starfighter model of your faction, these generally small, nimble craft though bombers also fall under this category. The first ship of this category you purchase will be your personal starfighter. Due to their size vessels of this type do not have FTL Drives.



Support Vehicle (25 BP)
This is any one support and non-combat vehicle of your choosing. It has some manner of function obviously, such as being an unarmed shuttle, a boat to traverse water apart from any mothership, or a Utility Craft such as a mining vehicle. For an additional 25 BP you may also choose a larger vehicle though it cannot be armed on its own, but a large Freighter is allowed, in which case it will have the option of a Wave-Motion Drive but without a Wave-Motion Gun.



Escort Ship (-50 BP, Free Navy)
This is any sort of smaller escort ship below cruiser-size. They are generally used to help fill out the fleet and cover more ground than a fleet of larger capitalships as well as filling in gaps in the formation to provide extra cover fire against missiles and auxiliary craft. As a metric, an Isokaze-class Assault Destroyer (Depicted on the left) is 80 meters long.



Cruiser (-100 BP, Free w/ Commission)
A cruiser is the smallest vessel type to be a proper capitalship and is generally designed to operate independent of a fleet if need be. This same principle may be applicable here. For size, the Murasame-class (depicted left) is 152 meters long.



Retrofit Battleship (-200 BP, Discounted w/ Commission)
Ah, the first ship of the line eh? This is quite simple, the simplest, least advanced form of Battleship of your race. They may not be the worst mind you, but these classes have seen their glory days pass them by even with retrofits to make them more relevant. An example would be the Kongo-class (depicted left) at 205 meters long.



Experimental Battleship (-400 BP, Free w/ Jumper of Yamato, Discounted Navy)
Ah, the stars of the show, Experimental Battleships. Basically Space Battleship Yamato. This type of ship is a testing bed for new technologies so it has all the latest doohikeys but they're not quite refined. They're, in fact, quite crude in this itteration. But given how the Wave-Motion Technology was given to Earth as a science only a year before Yamato's Launch, that is quite something. Take Yamato's 333 meter length from the 2199 series as a meassuring stick here.



Auxiliary Capitalship (-400 BP, Discounted with Experimental Battleship or later)
This is… quite something. Not an autonomous ship, this vessel is an AI controlled warship designed to support you without needing to be crewed, taking orders from your flagship. It is pretty much a Battleship in its own right and has firepower more or less on par with the Experimental Battleship, but its combat strategies are fairly simplistic. The best feature of this type of ship is its ability to dock with another Battleship to function as a Rocket Booster, though purchasing this here also means that when doing so it will extend its Wave-Motion Shield to the Mothership such that there is no worry about damage while charging.



Super Battleship (-600 BP, Discounted w/ Commander-in-Chief)
Ah, the Super Battleship. This is the category where you get your biggest Bullshit for your BP as this is where you get things like the Andromeda-class with its two-Barrel Wave-Motion Gun, or the Garmilan Deusura II, a "Special 1st-Class Astro Combat Ship". This thing has all the latest toys, the best weapons and is basically several years of R&D ahead of all other ships listed here. As an example, the Andromeda shot through a moon, shattering it, and then took out an armada of Gatlantis capitalships in the same shot. This is the kind of nonsense we're dealing with here. This includes the equivalent Carrier-variants. Top-Size is 500 meters for this though outside of specific ships.



Carrier Vessel (-600 BP, Discounted Pilot)
Ah, the Carrier. The ship type which displaced Battleships as the center of fleets in our world. Kinda hilarious how rare they are as a dedicated type of warship. You get one Carrier which you're either the captain of or the leader of the Airwing. For simplicity's sake, this carrier will carry around 200 Starfighters of your faction and is a dedicated ship. If you want this can also be a ship such as a Asuka-class Supply Carrier or, if purchased with "Auxliary Capitalship", a Hyuuga-class Battleship Carrier as she was made from a Dreadnought-class hull. Naturally, the idea of the Shinano depicted to the left is also an option, a Yamato-class Carrier variant.



Dimensional Submarine (-200 BP)
A rare, but very powerful type of vessel. A Dimensional Submarine is a vessel which can "Dive" into a lower dimensional layer, making them impossible to detect from normal space by most means though they need to raise a sensor device, a "Periscope" to see into normal space, though they have specialized torpedoes to attack enemy vessels. Very few weapons can hit them while "Submerged" and the ship you gain, which is only 30 meters long, can bring larger vessels along in its submersion if 3 Submarines work together.



Mobile Base (-1000 BP)
Ah, the superweapon, someone did ask for this. This ancient construct which, in terms of size, dwarfs most planets, may be taken along. The humans of Earth and Garmilans do not have any, so a few options instead. First is the White Comet, whether the original series version or its Ark of Destruction counterpart in the 2202 Anime. The second is Shambleau, the World of Tranquility. A massive artificial planet and Ark pair which, in the distant past seeded the genetics of its creators, the Archelian Species, across the Cosmos to give birth to the human races of today. Both options keep their abilities as depicted in the Series, the Ark of Destruction being a planet-sized Death Star++++++ and the Ark Shambleau being a giant flying habitat and able to seed life.

Mobile Suit Supply (-200 BP, Discounted w/ Super Robot Yamato)
This is a variety of manned robots ranging in size from 20 to 30 meters tall with a variety of designs. You get 30 classes of these with designs and equipment being up to you but limited to what is viable with what technology you have on hand. If taken with "Super Robot Yamato" you may also choose to just copy SRW based designs but this is limited to that size range, no Super Robots such as Getter Robots, Mazingers or so on.
Yes, a Positron Cannon is a viable armament, but must be balanced out and requires an absurd amount of energy, you may only have one class of such suits with such a weapon, a Super-Heavy Artillery Mobile Suit. They may also be capable of transforming into faster starfighter forms.

Super Robots (-400 BP, Discounted w/ Super Robot Yamato)
Ah, the silly side of Giant Meccha. No, not joking, look at some of the attacks. Anyway, this is the Giant in Giant Robot, Super Robots are generally significantly taller than their Mobile Unit counterparts, much more durable but also slower. You may design up to 8 different robots, they may be capable of assuming a more mobile capitalship form or may have some weird space distortion tech to fit into ships whose hangars shouldn't be able to hold them. Before producing more of these, your designers will have to input their armaments directly, as no two Super Robots should be exactly the same.
You may also choose to make them two sets of four that combine into even larger, more powerful Super-Duper Robots similar to the Brave Express Super Robots. They may also combine with one or more Escort-sized starships if you so wish.

Import (Free)
Taking this allows you to import every ship you have in your possession and give it an Aesthetic makeover to match your faction. Moreover it will upgrade them with technology available to your faction and make them affected by Time Faulted. Additionally, this will grant all ships you build Fiat Backing from now onward. This includes Mechanized Armors which can be classified as a vehicle more so than a suit of armor (Solatorobo Mini-Meccha, Mobile Suits (Gundams), Giant Robots (Piloted))

Nation Builder

You gain 1000 Star Points (SP) and can exchange BP to SP at a 1:2 ratio.

Import (Free)
You may import any and all properties, up to previous Jump Territories, into this Nation. You can also import space installations such as Space Stations or Shipyards, with terrestrial or planet-side ones being installed once per habitable planet if you so wish. Yes, this is an upgrade for those. Defense Installations likewise can be shared around all planets and Star Systems for free.

Star (1 Free, 200 SP)
Starting out we have your Nation's home star. This celestial body is a literal Fusion Reactor and belongs to the same class of star as Sol (Your original world's sun). Additional purchases of this option can either be placed in the same system as a Binary Star System, be made into a Binary pair of Systems which orbit a common point in space between them and remain close, or as a second, independent System further out. All planets, Asteroid Belts and moons are within this Gravity Well.



Planet (Free/-50/-100/-150/-200 SP)
Ah, planets. The main source of real estate in a Star System, aren't they? You get five of these for free though at the free level they're only Dwarf Planets such as Pluto or a larger, proper planet which is impossible to terraform, such as Venus. At 50 you get a Gas Giant which comes with a free ring of asteroids. At 100 you get a Mars-level rocky planet, possibly capable of being Terraformed as it happened when an Alien Battleship crashed on the planet and automatically terraformed it. For 150 BP you get a planet on the level of Earth in terms of habitability ideal for your race. You get one purchase of this option for free. Finally at 200 BP you receive a "Super Earth" planet, another word would be a "Gaia World", an idealized habitat which is beyond perfect for your race and poses no challenge to inhabit. You may trade one of your Free planets for a higher tier and receive a discount on the price.

Asteroid Belt (1 Free, -50 SP)
An Asteroid Belt which houses the bulk of easily acquired resources in your Star System. You get one Asteroid Belt for free, additional purchases are 50 SP each. You may pay an additional 50 SP each to make it such that rare materials from every setting you've been to or go to will be found in the asteroid belt and replenished once a month with new Asteroids appearing. A last 50 SP payment each will also net you a fully operational Zero-G Mining Operation across the Asteroid Belt.

Stellar Islands (-100 SP)
This concept is an advanced form of the "Floating Continents" used by the Garmilas Empire for Terraforming. This is a belt of land masses suspended in an orbit around a star which have their own forms of gravity and a Day-Night Cycle formed by the islands rotating on an axis to turn away from their local star. In effect this can be considered something akin to a Ring World, although it is a lot smaller in mass and more spread out. They also maintain their own atmospheric bubbles if you haven't taken something akin to it below.

Stellar Fantasies (-200 SP)
This is… more unconventional. Rather than a celestial body, this creates one almost supernatural seeming but entirely artificial aspect of the Star System. An example, as mentioned above, is an Atmosphere. What kind am I talking about? An Atmospheric Bubble which encapsulates most of the planets in the system, making open-air Space Travel possible.
Stellar Defenses (-200 SP)
This is a full block of defensive Space Stations and a fully fledged Defensive Navy comprising 1000 ships of which includes Escorts, Cruisers and Retrofitted Battleships with either Battleships modified for carrier duty or carrier-carried starfighters that can launch from Orbital Hangars. They cannot stop a dedicated war effort from penetrating, but every planet will have enough forces and defenses to be a speed bump while you prepare your actual fleet to relieve them. They replenish any losses within two months and you can add to their number ships constructed by you or imported into this jum

Companions

Import (Free)
You may import up to 8 Companions for free, they gain 1200 BP to spend here and all Stipends and an Origin. Their race must match your own.

With the Crew (-100 BP)
Same as the first option, but it lifts the limit on how many you can import into this world. Additionally you can pay additional BP to give your companions a greater Stipend on a 1:2 ratio.



Canon Companions (200 BP)
This is a mass companion, namely, the crew of the Yamato. All of them. Every single person who has served aboard the Yamato or its equivalent in your time here. They all share one Companion Slot for future reference and will share all Perks and Items between them if you import them.



Yamato-chan (-400 BP, Humans or human-alligned/equivalent Import Only)
Oh this is interesting. This is Yamato, as in, Space Battleship Yamato, from the actual 2199 Anime, reborn in this human form. She is a Shipgirl, yes, with all her armaments, all her capabilities and yes, even her space flight and ability to survive in space. Only now she is a lot harder to hit given her greatly reduced size. If you're wondering from which game she is, a mix. Her starfighters are fairy manned but like an Azur Lane Shipgirl she can dismiss her Rigging to summon her hull in full, which she can control at will.
She is very confused how she landed here, but she is more than willing to help you and join your faction if in service to Earth, no matter what form it takes.



Cheerful Rookie (-500 BP, Free w/ Super Robot Yamato)
What you have here is a pair of pilots that would join the Yamato in the game Super Robot Wars V, the first Mech to join the crew is theirs, the VangRay. You won't get one piloting it and one as a reserve pilot, rather they both will be equipped with the VangRay and the machines will be as well refined as if they had 5 upgrades in every stat of the game. For more concise data, a shot from their Positron Cannon will put a quick end to a Garmillan medium Battleship and even their least powerful weapons can take out scores of fighters. Obviously, unlike the game, they can engage more than one foe and also aren't restricted to pre-determined maneuvers.
Their names are up to you to decide and if there is a change in demographics in this setting from Supplemented Jumps, how they change is up to you. You will also gain blueprints to produce more VangRay-class Mobile Suits with any manufacturing capabilities you may have being able to produce more of them. They will also be easily customizable for any pilots who want a touch of individuality. Yes, System Nine-Nine may come already with the cute Gynoid body with the two versions being disstinct from one another.
Yes, you may date either one of them, both, the Nines, any combination of them, or all four of them at the same time if you swing that way and can convince them to share. Otherwise, if you choose for example Chitose as your Waifu, the Nines will start dating Murakumo Soji. How it works if you choose Soji is up to you, but if you pick one of the nines, well, Soji won't complain.

Scenarios

Gauntlet Mode

Requires: “Jumper of Yamato” Drawback, “Capable Enemies” Drawback, 500 BP form of Supplement Toggle (Required only if Supplement Toggle is taken)
Description:
You enter this Jump as a Gauntlet, but more than that, your Bodymod will be stripped from you until the end of the Great Garmilas War. Your task? Complete Yamato's mission and end the war. Obviously you will have far greater challenges ahead of you than Yamato did and Garmilas will do everything in their power to stop you, sending twice the number of ships they would normally send after you.

Reward:
Yamato Forever
As a reward all purchases made in this Jump are added to your Bodymod which means all the ships, your nation, everything will be available to you for use in any Gauntlets you would enter and under any future Powerloss or Lockout Drawbacks. This includes anything bought with the Supplement Toggle as you didn’t have anything more advanced available to you than what you got here from it.

Super Robot Wars J (Requires “Super Robot Yamato” Toggle + “Jumper of Yamato”, may be taken multiple times) (+500 BP)

Ah, Super Robot Wars, one of the weirdest Crossovers in gaming, and Super Robot Wars V was the first to feature a spaceship not native to a Mecha Anime among them. That being the Yamato. If you take this Scenario you must go through one of the various games, the first selection having to be Super Robot Wars V, which will occur Concurrently with your journey to Iscandar. If you take this more than once you must select additional entries in the series and conclude those as well. Events and time tables will be adjusted such that you have time for all of them, though do not take longer than 1 year for the last or this Scenario as a whole will be seen as failed.
The “Jumper of Yamato” Drawback’s higher levels, which would restrict you from having additional ships, will not affect any ships or Mecha you pick up along the way.

Rewards:
Friends in Strange Places
As a reward for completing this Scenario you may take any and every character who aided you here along for the ride with their personal vehicles. They share a singular Companion Slot and benefit from “Integration” if you take it. Additionall, their vehicles will be affected as a last hurrah by “Time Faulted”, producing as many variants of them as you would have gotten from the Shipyard Section, though they will all be elite customized versions, ready to be piloted. If you took “Cheerful Rookie” the VangRays will also be affected this way, though you get twice as many as you start with two.

Changelog:

V0.9 Jumpable
V1.0 Completed Nation Builder 1.0 version and included Scenario 1 as well as some adjustments for other content.
V1.1 Added Super Robot Wars V based content and new scenario, please note that this doesn't mean you wouldn't gain more from supplementing International Era Super Robot Wars to this Jump.

Notes:

UNCF Link
Garmilas Fleet Link

On Supplements in regards to the Import Option and Time Faulted: Yes, any vehicle that fits the criterias but was purchased in a Supplemented Jump will also be affected by the Import option and Time Faulted. Tech Bases you purchased in supplemented Jumps will likewise be affected by Integration.