

In this version of Earth, humanity had greatly advanced its understanding of artificial intelligence for robots, and then with artificial life in the form of bioroids. Corporations became incredibly powerful because of how easily they could produce both, in many cases more than most nations, both in artificially-fabricated military might and economic influence.

After a series of wars and tragedies, the very last war humans would ever conduct between themselves was interrupted by the appearance of strange aliens called Metal Parasites, who indiscriminately killed anything they encountered. Although humans, along with their creations the AGS robots and the many bioroids they mass-produced, united together to push back the menace, the outlook was grim, and they were losing ground and territory. The final nail in the coffin was the sudden outbreak of the mysterious Hypnos Disease. Between the terrible timing of that outbreak and the to-this-day unchecked killing frenzy of the Metal Parasites, humanity was extinct, leaving only their creations to fight a hopeless battle with no leader.

However, a hundred years later, we learn that humans aren't entirely gone just yet.

Take your **1000cp** and save, take advantage of, or destroy the beings of this world as you please.

Origins

Every last origin can be taken as a Drop-In.

Human: Between the years of conflict and the sudden appearance of both the Metal Parasites and the Hypnos Disease, there was little reason to doubt the complete eradication of the human race until recent revelations. Many bioroids were created for the convenience of humans as a whole, because of the wide-reaching effects of the Emerson Act and Kirishima's Law. But, don't get too confused into thinking that you have the absolute privilege to do whatever you want to every single bioroid you see with no consequences.

Age and gender is free choice. A Drop-In will wake up in the middle of nowhere with all jumpchain memories intact. Your past will largely remain a mystery unless you arrived before the end (look for Toggles at the end of the document), but your chosen perks may affect which memories of the past you have.

Bioroid: Bioroids are female synthetic organisms designed to fulfill specific roles and purposes, whether for incinerating the trash, staffing an abandoned lighthouse, reforestation, expendable boots on the ground, commanders of the same, or as teachers, advisors, gladiators, and spies. There is a tendency for bioroids to be much more powerful and agile than a human has any shot at being, often because of reinforced skeletal and muscular structure as well as highly specialized equipment that may or may not be part of their body. Most known bioroid models aren't unique, but you might be. Bioroids were treated as mass-produced objects (of scorn, in the case of those who had their jobs replaced by them). Many bioroids were given “safety features” in their modules that discouraged or even prevented them from knowingly harming humans, but that didn't mean their minds were those of unthinking slaves without their own thoughts and desires.

After many infamous tragedies caused by a certain model of bioroid, there were never any attempts at producing and distributing male bioroids after several infamous cases surrounding the T-1 Goblin. They were somewhat... unstable. Because of that, you'll need to take the **T-1 Goblin** drawback in order to become or manufacture one of them.

A bioroid will be freshly manufactured in an otherwise-defunct facility by someone else, or else freed from a long-buried lab or other shelter.

AGS Robot (+100cp): After everything you just read, these really don't need a lot of explaining. Like bioroids, these robots were created for the safety and convenience of the human race as a whole... well, there's obviously a little more to it than that. The overwhelming majority of them are military and private military inventions. They tend to have excellent intelligence, if sometimes overly precise and insistent on exact terms and accuracy. They also tend to vary greatly in terms of size, armament, and intended purpose.

One thing to note about being a robot, though, is that you are a robot and not any other kind of lifeform. You usually can't do lewd things as a robot, and you can't experience emotion or logic in the same way others might. Also, because you are a robot, and robots are made of metal and have many complicated circuits, you are vulnerable to becoming infected and transformed into a Metal Parasite if a larva reaches you. You can consider being transformed into a Metal Parasite as being killed; if you have any kind of 1-up, that infected body of yours still remains at large and it will possess a surprising number of your tricks and defenses, which makes for a terrible enemy to deal with.

Age and gender are irrelevant because you're a robot. You might be surprised which and how many AGS robots have cute female system voices.

Metal Parasite (100cp): Limited to characters who also chose the **AGS Robot** origin. The Extinction War against the Metal Parasites ended the lives of all known humans on Earth, and yet they still aren't satisfied until they've eradicated everything else. These silicon-metal organisms, from most peoples' point of view, appeared out of nowhere and started killing everyone. For their point of view... well, the main story isn't quite finished yet, so that's too hard to talk about. What matters, to you, is that your kind missed a few spots, and the beings on Earth find your presence deeply unwelcome.

Functionally speaking, you cannot take non-Metal Parasite allies with you, and all of them would refuse you even if you asked. In exchange, you can purchase **Metal Parasite** perks and items that cost more than 100cp, which no other origin is allowed to do.

Perks

General

Damage Art Free

A common problem while fighting is that your armor and clothes tend to take damage. If you want to turn this issue into a law of reality, you can have this at no cost, and then apply it to anyone you want that you can lay eyes on. A male combatant can expect things like having his shirt ripped up, but typically only in a way that seems cool or appealing - the kind of thing that makes his wounds or physique more apparent and look cool on a manga panel or photograph. It's obvious what would happen to the girls, especially over the course of an intense spar or other battles. The damage tends to be as conveniently appealing as possible.

Artistry Given Life 100cp / Free

Free for this jump, and permanently available to you for a mere 100cp, the aesthetics of reality are painted over as if drawn by the various artists that have supported Last Origin, whether now, in the future, or the past (if the game service ended by the time you found this document). Who was drawn by who is a choice you're free to make. After this jump, you get a bit more leeway with this, being able to pick any styles that you're familiar enough with. The lows of attractiveness are also significantly lifted up, and the most appealing points for any body are usually as exaggerated as they are shapely. If you wish it, the physics of a body in motion also become more interesting.

Now we just need a... 100cp

You might encounter several situations where you really, really need a certain type of person in order to advance the plot- I mean, your own goals. If you and your rag-tag (for now) group of AGS and bioroids are in need of a skilled spy, you might not have to wait long to find or produce a bioroid from an abandoned facility that can get you started. Consider this a guarantee that all the pieces will fall into place more often than not, at least when it comes to personnel.

Type Designation Free

Limited to: Any non-**Human**.

This perk doesn't do much by itself - all it does is give you a slight edge in some abilities based on your choices - but it will decide the theming and effect of a few later perks and items, one of which you'll be seeing immediately after. Select one Type marked with an A, then one Type marked with a B.

Light (A) - A Light unit typically lacks strong armor, but they're either speedy and maneuverable, or well-balanced for anti-personnel work.

Heavy (A) - Inversely, these units are typically well-protected, but may often be unsubtle, bulky, or weighed down due to their heavy or large number of gear and arms.

Flying (A) - Equipped with some method of flight, they possess incredible freedom in the air, if undetected by capable anti-air ordnance, but they usually can't carry more than is absolutely necessary to carry out their intended role.

Attacker (B) - Just as it implies, an Attacker is equipped with incredible weapons with which they can open holes in foes and formations.

Defender (B) - Designed to interfere with enemy lines of fire, move allies to safer and stronger positions, or ensure the safety of specific targets.

Supporter (B) - Repairing AGS on the field, trivially locking down positions with automatic fire, acting as a mobile command tower for forces on the ground, enhancing the natural recovery ability of other bioroids, directly shifting the terrain with tools, and countless other possible tasks.

Million-to-None Difference 400cp

Limited to: Any non-**Human**.

Consider this a generic but powerful guarantee of your combat strength and competence, which is specific to your Type Designation and the purpose of your design. Going through a few simple examples would be easier to understand: A Light Attacker unit might be fast enough to pass a melee weapon through any number of targets, and in some cases the speed and reactive ability to dodge a pistol shot at point-blank (if already aware of the attacker, their target, and their weapon). A Heavy Defender could easily absorb the full impact of a tank shell, with not a bit of the shock passing through it or harming the protection target, and press through. A Flying Supporter easily maneuvers through the worst battlefields to flawlessly conduct anything from reconnaissance-in-force to urgent medical work or theft.

Human

Thoughtful Leader 100cp

The emotional and physical states of any comrades who are subordinate to you are always at least vaguely apparent to you. You will never fail to notice if someone is discouraged, sick, tired, trying to hide their sadness or excitement, drank eight shots of espresso before meeting with you, or looks like they're planning to do something unthinkable. What you will want certain people to be doing can change based on how they're feeling or what kind of things they want personally, so you have an excellent eye for noticing these things among your people.

True Magnetism 100cp

A fairly typical charisma booster that you might need; you're an excellent orator, at least in terms of not fumbling your phrasings or saying stupid things you didn't intend to say. The best way to communicate your thoughts always come to you immediately, the camera always gets your face just right, and you never screw up a first impression if your aims are peaceful. Even your voice isn't so bad to listen to.

Additionally, there's just "something about you" that guarantees that most people will gravitate toward you or hear you out - although an enemy may not consider a single word you're actually saying, you'll at least have the chance to talk before the shooting and stabbing starts.

Destruction Order 200cp

If you plan to be the acting master of a fighting force, it poses a significant problem if they couldn't fight effectively on your behalf. This generous tactical perk has several features of great value to you. First, in addition to receiving a simple understanding of tactics biased towards the destruction of rogue robots and Metal Parasites, it takes very little time to acquaint yourself with any given ally's or enemy's basic makeup. Their soldiers and organization, their strategic doctrines and typical tactics, core characteristics of their robots and weaponry, and other immediately crucial information can be learned or inferred by you with great accuracy. You also have an easy time communicating your tactical intentions to others with very few words or hand signals. Your forces aren't exactly reading your mind, but for some reason your signals always convey as much as you need them to, even if unrehearsed.

Enhanced Human 200cp

Although you're probably not some super-soldier or fighting expert, you are a human whose body has been enhanced through a procedure involving Origin Dust. You have increased resistance toward aging and can block (but not receive unprepared) a few hits from even a combat-specialized bioroid, without being knocked out or turned into a bloody smear on the pavement. You are above average compared to an "all-natural" human and can still improve upon those enhanced abilities through training or exercise, but this perk alone won't let you contend with bioroids specialized for combat. You have enough lifting strength to pick up two people or bioroids, one in each arm.

Harmless Space Radiation 400cp

The Hypnos Syndrome had the potential to annihilate the entire human race by itself - if it wasn't for some of the finest analytical minds out there, 100% of humanity would be dead instead of 99.9999%. Three out of the four origins in the jump document are naturally immune to Hypnos Syndrome just by virtue of what they are; humans are the only ones that are not. If you entered the post-Extinction War era without any defense against it, then dying from Hypnos Syndrome is pretty much guaranteed... unless you have this. You and any of your offspring are immune to Hypnos Syndrome; this also extends to the harmful effects of any *passively* pervasive energy or radiation that would render an otherwise habitable land impossible for a living being to survive in, but you must be exposed to it in small doses for at least an hour first.

Human of Many Talents 400cp

It's not as if you suddenly have a knack for every trade known to mankind, but there are times when you could be forced to organize or even participate in things outside of your wheelhouse. You might somehow end up having to become part of or manage a highly impromptu idol group for some reason, sharpen up your deductive analysis and solve mysteries like a detective, ~~become Frigga's baby~~, help open a cafe, and other nonsense that isn't related to what you're normally supposed to be doing. This competence-booster perk is your guarantee that you'll be able to do at least the bare minimum of any given task without being useless, even if you don't have any background or training in things like business or criminal science. You won't be a master at any random thing you set yourself to, but you'll never be unable to take that first step when push comes to shove either, and you'll never be without good help.

The Sciences of Production 400cp

You have considerable experience, remembered or not, in the creation of your choice of either AGS robots or bioroids, as well as the manufacturing and programming needed. You have a certain degree of knowledge when it comes to programming at an advanced level no matter what, but your knowledge for everything else is biased towards either robots or bioroids; choose one per purchase of this perk. If you choose bioroids, you have a great edge when it comes to things such as chemistry, a few branches of biology, and nutrition, specialized towards creating an artificial lifeform (or an inert body, at least).

If you choose AGS robots, you're highly well-versed in robotics, with strong understanding of artificial intelligence and most of the internal systems that guide the logic and accuracy of what every robot and its included hard- and software must and must not do.

You still need the materials, a proper workspace, and the tools and staff, but your knowledge and personal ability is great. You will likely run into problems when trying to innovate or customize with only this perk, but as long as you and any assistants have a blueprint or know what they're supposed to do, your creation will be up to the intended standards, every time.

The B.I.G. Corn 600cp

Part of the statistically most likely reason why you planned to select the Human origin. A rather strange rumor about you may or may not crop up because of this perk. From this point on, you are preternaturally unmatched as a partner. We can't go into the exact details of what your encounters might entail, but with your inexhaustible stamina and endurance (once you get going), your nearly magical touch (for caressing ears, tails, and various other places), and an ever-replenishing supply of only the highest quality of humanity's all-natural genetic seed (if applicable to your current biology at the time), any night battle will likely end with your opponent exhausted and probably quite satisfied. For matters like these, your body is always able to go for as long as your ironclad will and determination can hold out. No matter how many opponents you face, no matter how strong their drive, you'll never falter and won't need breaks.

Don't be surprised if you hear rumors about a “secret network” and seeing your bioroids suddenly clam up when you walk in on them talking about hidden cameras.

Their Only Commander 600cp

If you are the acknowledged commander or master of any particular bioroid or thinking robot (or hell, even someone who's magically contracted or mind-controlled by you), those under you are completely immune to any direct attempt to forcefully change who they must take orders from. You don't need to worry about having your people pulled out from under you for stupid reasons, either, as even in an organization, you can find ways to resist any attempt at undermining your authority. The leader is you, or whoever you designate - nobody else.

Neo-Cultural Dolls 600cp

You've picked up considerable mastery when it comes to custom designs, not unlike with the private manufacturing companies of the pre-Extinction War era. Your blueprints will always make sense, and your creations will always appear exactly the way you want them to, without a single sacrifice in practicality, even if you want to add something superfluous - or transparently stupid, depending on who you ask. Since your creations are made in the image you want them in, it only makes perfect sense that any artificial being of your make should have its logic, limitations, and even aspects of its personality built on the rules and mental framework you personally choose for it. You can't stop an intelligent being from thinking for itself, even if its thoughts are built around the unbending rules you gave to it.
Think carefully before you decide to enter that realm. Bioroids, especially, were essentially the suffering slaves of the past humanity, even before someone with your level of genius decided to choose what kind of "settings" their actions had attached to them.

Bioroid

Made to Order 100cp

Bioroids aren't the kind of being that you raise from childhood to adulthood. Their skeletal structure is a sort of titanium construction, and all of the surrounding organic material is developed around it in a lab. Naturally, the manufacturer has excellent control over what the resulting bioroid looks like - and, of course, nobody would purposefully go out of their way to make an ugly product that can't be marketed to consumers.

You're blessed with a top-notch appearance, which can be adjusted at the beginning of every jump. Even if you wanted to appear as an exact or visually similar duplicate of a character from movies or games, it's possible - and also not particularly odd, given that some bioroids have been created just to star in (or promote, or both) movies, plays, or a certain popular and concerningly violent magical girl series. Those who took this and actually have the **Bioroid** origin may have their personality and even fears adjusted to match a certain theme. You may decide that this new personality can be recognized and toggled on or off at will.

Skillful Management 100cp

A single commander managing a large number of bioroids is difficult, but he's just the guy at the top of the totem pole. This perk is more useful at the lower level; when your job is to take care of the things at and below your part, while carrying out assignments given to you or yours, you'll have to somehow manage even the most unreliable people reliably. "The foreman carpenter allots his men work according to their ability"; you have no trouble figuring out the best way to divide roles, your own included.

Intended Skills 200cp

Bioroids were products, and products are made for a specific purpose; it's about time to choose yours. Pick up to three skills, even if they're a little broad, such as acting, teaching, espionage, cooking, strategy, swordplay, logistics, massage therapy, and other such things. The less skills you choose with this perk, the greater your expertise at it. Can be purchased multiple times and stacked, even though stacking is a complete waste of your CP.

Living Computer 200cp

Your capacity to analyze your surroundings, and to learn, remember, and review information, is greatly sped up. You still have to research things you aren't sure of or don't know about. However, once you've read a book, article, or ledger, you've effectively downloaded it into your brain and can mentally reference it again at any future point in time, in perfect clarity. This also greatly speeds up your ability to physically react to sudden movement; your average time before you can react to something is cut down by about 70%.

You don't suddenly become able to notice, explain, or deduce things that you'd never have thought of in your entire life; with only this perk, you don't “become super smarter" and learn how to make deductions that are impossible for normal people. But, you can efficiently and easily use the information you already have. You always arrive at the best conclusions, at least within your mental ability and current understanding, faster than before.

Loophole Warning 400cp

You should have already noted that bioroids are usually banned from inflicting real harm on humans (on their own accord, anyway), and are often required to listen to anyone that's designated as a person they are required to consider as authority. You still aren't required to heed the command of every random person who tells you what to do, and also... what exactly constitutes "harm" or "inflicting" in the first place? This perk grants you two interesting boons; firstly, for any contract you sign, you will easily find and become aware of loopholes, especially ones that work in your favor. Second, if you are ever under some kind of programmed or magical contract, you know a mental trick to switch a few words to another definition, as long as the word doesn't change.

Special Features 400cp

Many bioroids have something that's a part of them, which humans could never have - for example, a huge lightning tail, toxic blood, somehow being able to use her own body as a computer, a hypnotic voice, or a body specifically made to easily withstand wearing a suit of armor that uses blood and bodily fluids for power without any strain or stress. Choose two or these for yourself, or one if you want the chosen feature to be significantly more powerful. Can be purchased multiple times.

Unalienable Rights 600cp

In the days before humanity's downfall, bioroids were treated poorly since they were considered as artificial things and not people - things to be used up, then scrapped en masse and replaced when not acting according to what they were made for. The Emerson Act required that bioroids obey humanity as a whole, and the Rights of Bioroids Act (popularly known as the "Kirishima Law") stripped them clean of any and all rights, basically treating them as objects under the eye of the law.

With that in mind, this perk confers some useful benefits; if something attempts to take complete control of your mind and actions, you may continue to behave as you did before while being aware of what you're supposed to act like under its effect, as long as it's not caused by something significantly more advanced or powerful than you, any relevant protective gear, and your mind are. Furthermore, something in the letter of the law will always somehow manage to protect at least some of your most basic rights as an individual, even if you'd typically have none.

AGS Robot

Perfect Memory 100cp

Anytime your mind is exposed to information of any kind, it remains within you at full clarity and can be reviewed at any time. This also applies to memories and knowledge you once had before; if you ever read an encyclopedia to completion but couldn't remember a single thing on the pages, or listened to the lyrics of a song but can't for the life of you repeat it anymore, taking this perk allows you to recall all of that, and other things, in full. It makes learning new things a lot easier when the slightest glance at a page is fundamentally no different from staring at it for days. This isn't always a good thing, of course - you've probably seen lots of things that you'd rather not remember in such detail. If they cause you that much distress, you may purge some of those details from your mind as a special mercy.

Advanced Targeting System 100cp

One of the deadliest things about AGS Robots is that they, more often than not, aren't going to miss. That deadly accuracy is now yours; you can easily lead your shots against a moving target within your effective range, striking exactly where you wish to strike. Even if your target is much faster than a mere bullet, you can easily control their movements if you have a high enough rate of fire to do so. Being able to outspeed a 30mm autocannon shell doesn't mean shit if you're still being forced into a killzone.

Multi-Layer Rapid Cooling 200cp

Basically, no technological device or implant you possess will ever overheat or otherwise "need a break" while you are using it. Go all-out with those gluttonous energy weapons, if you want.

One Action, One Result 200cp

You wouldn't be much use as a robot without robotic precision, so consider this perk a guarantee that any action you commit to will always be performed with exactly the amount of force and accuracy you'll need to make it work out the exact same way. If you're making something, you will make the exact same thing every single time you do it, with no defects or differences. You will never cut the wrong place, and you'll never bump against something that you have no intention of making contact with while making repairs. Nothing other than outside interference with your work will prevent you from doing it right... as long as you already knew how to do it right.

Design Feature 400cp / Major Design Feature 600cp

You're a robot, so it's only natural that you need all kinds of hardware in order to do what you're made to do. Select up to three types of devices, whether they're weapons, communications devices, or multi-purpose scanners; these are not items, but instead a natural part of you.

You can change the base cost of this perk to 600cp; if you do, you may incorporate one or two particularly powerful devices into your own body. You're probably planning to be a large and heavy machine or Metal Parasite, whether it's as a mobile platform that repairs and sends out AI-controlled combat drones or an enormous Tyrant-class behemoth that holds the biggest flamethrower the world has ever seen in its mouth. Can be bought multiple times.

High-Performance Simulator 400cp

Your internal systems - or brain - operate at incredible efficiency when it comes to predicting outcomes... but this is exclusively tailored towards your own planned courses of action. Instead of thinking about such things yourself, you can use a simulator that's built into you. Whether it's an AI implanted into your mind that makes tactical predictions or a program that projects graphs and possibilities, you'll get accurate predictions about the consequences of your actions. It's quite quick, so it's practical to use in the middle of combat if you need to for some reason.

Extra-Universal Plug-and-Play Support 600cp

You, basically, are compatible with just about anything that someone can attach to you. If a specialized port is needed to attach a device directly to you, you will either already have it or your chassis can somehow fabricate it - if that doesn't make sense, you can just play the nanomachines card. There is no implant or device that can't somehow be made to work on some part of your frame, within a certain limitation of logic. As long as you don't come up with something that's obviously both stupid and unwelcome, the sky is the limit for upgrading you from here on. Install anything you want to yourself and it's guaranteed to work like a charm.

Metal Parasite

The few Perks in this section are exclusive to Metal Parasites, except for the first.

Encrypted Speech 100cp

The speech of a Metal Parasite is utterly incomprehensible to those who are not one of them. The bottleneck isn't something like a language barrier, either. Many of the strange noises they're heard making when they “talk” is the result of a type of sound encryption, which only the minds of others of their kind can naturally decrypt and understand.

When you speak, you may choose to encrypt your spoken words with a strange and screeching, but not overly ear-grating, noise. Anyone you designate can hear these sounds as your intended words, as if you were speaking through a radio of middling but completely coherent quality. Everyone else only hears bizarre, metallic, alien noises. During this jump, if you're a **Metal Parasite**, anyone with an origin different from yours hears all of your speech as if it was being encrypted by this perk, except for those shown to have the ability to understand it.

Solar-Powered 200cp

As long as the sun is touching you, you can freely receive sustenance and stamina from its holy light. Be done with useless things like needing to charge, eat, or sleep. If you have the **Extra-Universal Plug-and-Play Support** perk for some reason, you can use yourself as a mobile charging station for any device, if you want.

Do As The Heretic Hates 400cp

Simply speaking, you have a sixth sense for recognizing the exact worst possible place your victims would want you or your allies to be. Almost like precognition when you learn of something in the strategic or tactical realm, you can easily connect the following pieces together: What your enemy (or target) wants, what you want, and where to place your forces to make one thing happen and not the other. Use your imagination; this applies to a lot more than a simple ambush.

Supreme Connector 600cp

They're not the mindless monsters that they appear to be. One thing that makes the Metal Parasites exceedingly dangerous is how trivially they can co-ordinate with each other. As a Connector, you have the ability to directly link your mind to any willing organism that is subordinate to you and sufficiently similar to yourself species-wise. You are aware of their precise location and may issue commands to them at the speed of thought. The range of this ability can only be counted in tens of kilometers, unless you possess a means to extend your signal, and you don't share their senses or have the ability to hear any responses to you with only this perk, but still, see how simple it is to outmaneuver the heretic forces of Earth when you all move as one so easily.

Items

All origins get a +300cp stipend for items, and items are still discounted for specific origins.

General

Origin Dust 50cp

This purchase is a supply of 20 heavy canisters containing Origin Dust, replenishing yearly. This substance is the ultimate secret behind bioroid manufacturing, and highly valuable for physical enhancement. You'll need this stuff in order to create bioroids. If you think somebody's super soldier or clone warrior project could use some extra help, this is what they'd want.

Human

Canned Tuna Supply Crate 50cp (First free for Human)

Most bioroids rather like these, so it might not be a bad idea to have some handy. Check your warehouse, any properties you may have, or even just wherever you call a base of operations; you'll find three crates, each containing 60 cans of high quality tuna. Once every two weeks, you can choose to concentrate on an unobserved room in a safe place that's familiar to you; another crate will appear in that room if you do. Bioroids with youthful or mischievous personalities are likely to steal some of your tunas every once in a while.

For some reason, you can use these tuna cans to make purchases any time where currency is unavailable or unusual. ~150-200 cans of tuna can buy a decent quality costume, if you need an example of exchange rates.

Command Panel 200cp

This advanced tablet-like computer works in strange and difficult to hack ways, but it has many advantages for you as the end-user. It can quickly and wirelessly connect to any CP-backed information gathering devices you possess, as well as any robots or terminals that have a way to receive simple communications and signals from you. You can read the basic status of any forces under your control, quickly send orders and documents to them, digitally mark zones of interest for your combat groups, and other such things. You might appreciate it if you intend to command multiple large forces, but it won't be as handy as it sounds with smaller groups.

Saman Industry Body Reconstructor 400cp

In the past, there was a foolish man who wanted to make some form of immortality for himself, which resulted in the creation of this incredible device. It works in a simple manner; pick from a small list of basic options, and enter the device. Just to be clear, it won't allow you to change your eye, hair, or skin colors. What it can do, however, is modify the user's body age (between a child, a young adult, or middle-aged), and modify their physique (notably rotund, a muscular build, or a notably slim build). The process takes a few hours, and feels no different than if you were taking a short nap, owing to the powerful and universally harmless sedatives you will be subjected to during the process. It's... it's better that you don't try to see what happens on the inside of the machine. The resulting body will be fully healthy and immune to the Hypnos Syndrome, though. Don't let anything damage or disable the machine while it's reconstructing a body. The person inside will be awakened, the process will be incomplete, and the subject will live its few remaining minutes of life in ceaseless agony.

There's one more restriction: Only those that were originally a humanoid, natural organism can use this machine. If you aren't such a being, the Body Reconstructor will throw an error and refuse to start. Best not think about what would happen if it tried to reconstruct an incompatible body despite that.

Orca 2 800cp

It turns out that there actually was another one of these submarines, and it's predictably fully functional or you wouldn't be buying it. This enormous and durable submarine is equipped with all manner of facilities, preserved foods, and empty space suitable for your choice of a large population of bioroids, multiple high-yield production facilities, and/or countless weapons systems (large populations of bioroids, multiple high-yield production facilities, and countless weapons systems are not included with this purchase). It can produce and sustain enough of its own power to allow for the operation of just about any facility; after this jump, you may automatically incorporate any properties or large items that could reasonably fit in or on the Orca 2 if you wish. With its reinforced armor, any coincidental outside events will never endanger

any passengers - even the shock of a strong impact would be absorbed almost completely. Its own internal systems are advanced and, although still requiring an expert's attention, not going to immediately cause everyone to die in a failure state. Unlike in a real-life submarine, you won't need to fear being cut to pieces by invisible high-pressure gas leaks.

There are reliable sensors posted that will immediately reveal the approximate cause and exact location of any technical issues that may come up, and there is a keycard-restricted security room that includes hidden cameras in all non-private spaces, compatibility with any extra security measures you choose to install onto the submarine, several alarms, and a panel that allows for one to automatically close and open, or barricade, lock, and unlock, any door in the Orca 2. Naturally, there are maintenance closets and storage rooms in many places, filled to the brim with anything you or your engineers and technicians would need to resolve any faults or sabotages.

You can also treat purchasing the Orca 2 as a mass import option. Anyone or anything that willingly boards and remains on the Orca 2 by the end of the jump becomes a Follower in your chain. You may import them as Companions in future jumps.

Bioroid and AGS Robot

Alternate Skins 0cp

You may have some outfits that Audrey or someone else put together for you, or you stumbled upon some nice stuff in the wreckage of the ruined Earth. Not only do you have a small collection of different clothes, but also a few aesthetic kits to make any of your gear match perfectly (or at least passably) with it. Some bioroids, though... even though they have plenty of outfits, all of them together would barely weigh two pounds if they were packaged in a box. Blame the humanity of old. And some of the more perverted bioroids, who designed them based on their own personal tastes instead of those who were meant to wear them.

Flying Tool 0cp

Limited to: Flying Types only.

If you aren't an AGS that has a method of flight built into your very body, you'll need something like this. Some AGS may require their flight to be handled by an external device, especially in the cases of Attackers and Supporters, but many Flying bioroids require some kind of extraneous worn pack, vehicle, or other device in order to fly in the first place just due to the fact that they are flesh and blood. Anyway, this can be anything from a jetpack to a motorcycle-sized craft to Draculina's cape. Use your imagination and a small amount of logic; you should not expect to ascend beyond low-stratospheric flight in MOST cases.

Standard Weapon (1 free for Flying or Attacker Types, 2 free if both) / 200cp

Any combatant will need a good weapon, after all. This item often takes the form of a powerful firearm or a tool modified for secondary use as a powerful weapon. No weapon you get from this purchase is allowed to exceed the killing power of a ~30-40mm autocannon. You're unlikely to be too disappointed with that limitation, but you can buy it to use anything that a bioroid or robot has ever been known to wield as a weapon.

Special Device (1 free for Light or Supporter Types, 2 free if both) / 200cp

AGS and bioroids are also often equipped with unique or useful tools. The Fallen were equipped with shock bombs to provide support against heavier targets that it usually had a harder time with. It'll cost extra for more advanced, powerful, or particularly complicated gear, such as Cerestia of Life's nanobot platform with all of those shield generators and rapid cultures.

Protective Device (1 free for Heavy or Defender Types, 2 free if both) / 200cp

Whether it's a simple force field, hyper-reinforced armor plating that can be freely removed from an AGS's chassis, worn armor designed to absorb powerful blows and minimize the impact on themselves and any protection targets, flexible defensive “wings” that you can use as shields, or “armor” such as the YOROI that's more of a worn device that enhances your body's abilities than actual armor... many bioroids require some sort of protective or defensive measure in order to guarantee their survival and competence while performing their assigned duties. Feel free to use your imagination on what this protective device is or does, but they can't be overly multi-functional. The non-free variant permits particularly powerful or complex protective gear.

Aqua Land Theme Park 200cp

In the pre-Extinction War era, the Aqua Land theme park was an enormous, sprawling place, famous for being filled with many shows and attractions, and it consistently brought in countless satisfied visitors. It was especially famous for its pools and rides, wide assortment of beauty and massage parlors (and sometimes also the back rooms of the massage parlors), as well as VIP services and lodgings, on top of its location being sufficiently close to a hotel of reasonable price to help accommodate everybody. All of this can be true for your Aqua Land theme park as well, and it is registered as a business in whatever country you place it near. You still have to advertise and open it yourself. Your Aqua Land has absolutely no employees by default; it has everything else it needs, though - from supplies and food to its own power generators and water systems.

However, beneath the dreamy exterior, countless sins were gleefully committed. It was a place that was easy for some kinds of unsavory but powerful people to gather, where they can speak

and plan freely. Also... a surprising number of bioroids were quite easy to replace, you see; if for some reason a bioroid was no longer able to do her intended work, or was no longer needed, they would be quietly delivered to a special section of the zone for special sorts of customers, where prying eyes wouldn't see their tragic yet predictable fate. Whatever goes on in that particular section of the area is obscured to the common public, so if you want to do something controversial, that's where to do it. Be mindful not to attract suspicion, however; people can still notice trends.

Bioroid Manufacturie [Limit: 1 per Jumpchain party] 600cp

It takes a lot of specialized material, research, equipment, and expertise across different fields to develop a bioroid... but once you've got all those bases covered, a manufacturing facility can bake one in 12 hours or less. A single T-2 Brownie can be unleashed upon the world in just 30 minutes or so. Purchasing this property gives you (and the Jumper, if the Jumper decided to have a companion spend their CP on a “waifu factory” instead of valuable perks) unrestricted access to a fully outfitted, automated facility, through which you may produce Bioroids with specialized and limited material. Although the factory is fully functional, requires little staffing, has reliable incubators, and includes repair bots that can quickly resolve all but the most incredible of facility issues (such as an enemy destroying the property - you'll get it back in ten years), it doesn't include genetic seeds, origin dust, the metals used for the bioroids' skeletal systems, the nutrients and drugs necessary to develop the resulting bioroids' bodies to completion, or gear, cloth, or any other actual material. You're going to have to stock up on those by yourself.

It comes with manuals, lists of necessary supply and how to refine or produce whatever the facility needs, and guides for all systems within the facility, so you and/or your people can study.

AGS Robotics Factory [Limit: 1 per Jumpchain party] 600cp

This property follows the same rules and logic as the previous facility, except that you produce only AGS robots from it. It takes large amounts of power, material, and research, and that material can be difficult to come by in high quantities, so you'll have a hard time creating robots early on. Still, once you've gotten the assembly line started, who knows what your armies and bases could end up looking like?

Metal Parasite

Spawn Larva 200cp

Five times per day, you can spawn a Metal Parasite larva, which will seek out and infect anything with a complex enough electrical circuit to attract its attention. After about thirty minutes, the infection will be complete. The resulting Metal Parasite is only as intelligent as the amount of

complex circuits it infested will allow, but is always loyal and will never fail to follow your commands.

Companions

A jumper with the **Metal Parasite** origin is not allowed to have human or bioroid followers or companions, and the other three origins can't recruit Metal Parasites either. Metal Parasite jumpers may receive their first purchase of **AGS Robot, Known Model** for free; such robots are already corrupted by a Metal Parasite, and their appearance always makes that obvious.

Humans may receive their first purchase of one of (not both of) **Bioroid, Known Model** or **AGS Robot, Known Model** for free, regardless of that companion's rank. Companions can't purchase companions or followers.

Any purchased allies will periodically have their ammunition replenished in future jumps, if they need it.

Import 50cp

Any two of your previous companions may receive **600cp** to spend on perks and items, with a **+200cp** stipend for items. These companions can't spend more than 200cp outside of their own origin (**Million-to-None Difference** doesn't count towards this limit), and can't take drawbacks.

Human 50cp

Whether this is a surviving human that was discovered unconscious somewhere, restored from cryo-sleep, or a person of interest in the case of those who took the **Records Before the End** toggle, this is the option for those who want to bring a known or unknown human from this world along with them on their chain. This individual has **600cp** and (obviously) the **Human** origin to spend only on related perks and items, with no item stipend. The human's age and description is up to you.

Bioroid, Custom Order 100cp

This bioroid was designed by a company that circumvented various government demands while creating custom-order bioroids. Because this particular bioroid was made according to specifications provided by the customer, there's no need to worry about the below options; take **600cp** and a **+300cp** item stipend and design a new companion who has the **Bioroid** origin and the ability to take up to **+200cp** worth of drawbacks in this jump. This companion can't take perks that cost more than 100cp from outside of its own origin. This bioroid is loyal to you for whatever reasons you can come up with on your own.

Bioroid, Known Model 50cp/100cp/200cp

If you'd like a particular bioroid from this world, then there are a few options you may choose from to adjust the cost of recruitment. Whether it's a bioroid that existed before the collapse of humanity or not, this still allows that bioroid to become a Companion and potentially grow in power alongside you in your chain. The **50cp** option only allows you to recruit bioroids that aren't rare or unique models. At that price, you may freely recruit any 2 B-grade bioroids or 1 A-grade bioroid. You can spend **100cp** to receive the equivalent of three purchases of the previous, or one bioroid of Grade S or higher, such as Indomitable Marie, as long as that unit isn't a unique model.

200cp will pay for three of the previous tier of purchase, or some of the most unique bioroids that were never intended for mass production, such as a Lemonade secretary unit, or particularly powerful bioroids with special histories like Labiata. Of course, even bioroids still have to be willing to join you on world-spanning adventures.

AGS Robot, Custom Order 100cp

This is a particularly interesting robot; a commissioned project for an unknown purpose... or, far more likely, a personalized creation. Either way, it follows the same rules as a custom-order bioroid; use those points to create the strongest or most immediately convenient robot companion for yourself. Whether this AGS has a proper personality, or is just a machine that does what it's made to do, is a choice for you to make. Note that the bonus +100cp from choosing the AGS Robot origin is applied to this companion as well.

If you're a Metal Parasite, this robot was already infected with a Metal Parasite larva.

AGS Robot, Known Model 50cp/100cp/200cp

If you'd like a particular AGS Robot to join your cause, this purchase follows the exact same rules as purchasing a known bioroid model above, except that each purchase will only get you one robot, no matter what.

... Well, you can still recruit pairs of smaller AGS robots, such as SD3M Pupp Heads.

Variations

Commander Replacement -100cp

This jump **does not** automatially assume that you replace the human commander - this toggle does. You are now the last human commander, right down to having the same spotty memories about your past. You lose memories of your previous jumpchain experience for a few weeks, but you regain all of them at a much quicker rate than the ones that were related to the human commander. You forfeit your right to choose a starting location for obvious reasons, and must select the **Human** origin for even more obvious reasons. This is not compatible with the other two Variations because the story of the game takes place after the Extinction War.

Records Before the End +0cp

Last Origin, ordinarily, takes place long after the vast majority of humans are dead, but this scenario, as well as a certain series of comics set in Last Origin's version of Earth, does not. Choose a ten-year time period:

A.D. 2056-66: Your jump begins just thirty minutes before Saman Industries publicly announces the completion of the Labiata prototype bioroid. Your jump ends in the year 2066, thirty minutes *after* the announcement and reveal of the prototype commander bioroid known as Invincible Dragon.

A.D. 2070-80: Your jump begins at the exact moment that the bioroid manufacturing company Cultural Dolls completes its overthrow of the Malaysian government. Your jump ends on the year 2080, about six months after North Korea collapses.

Second Alliance War +0cp / +200cp

Instead of taking place in the historical events above, your jump now covers the years 2102 to 2114, and exactly five minutes have passed since the **Second Alliance War** was officially declared. This is a long and bloody war, one that would end only when a new one starts in 2111. That war would eventually be known as the Extinction War, which would end in 2114 with the eradication of all known human sentience - considering the Hypnos Syndrome, the appearance of the Star Children, and Metal Parasites literally falling from the sky, it's a natural result.

This toggle can also grant bonus CP for a jumper who selected the **Human** origin; if you choose to take those extra points, you must ensure that this world's humanity survives the Extinction War, which you may note is a tall order. Your warehouses and pocket dimensions are permanently warded against humans entering them for any reason so that you don't feel tempted to cheat. Naturally, if you fail to prevent the Extinction War from earning its name, you won't fail your chain as long as you survived by the end, but you *will* be booted off to your next jump without getting to keep anything from this document.

Drawbacks

Take no more than 600cp of drawbacks.

Trickcal Mode +50cp

The visuals of the jump, from your own perspective only, are fully in line with Diyap's artstyle, and can only be temporarily changed when you're knowingly doing something lewd.

Shameful Displays +50cp

Your own aesthetics within the jump are fully in line with whichever pervert decided what your mandatory dress code is going to be, and both you and anyone who sees you will feel a sense of embarrassment when you're around. You are additionally forbidden by Kouhei Church mandates from wearing any type of undergarment.

Authority Unrecognized +100cp / +200cp

Limited to: Characters with the **Human** origin.
For unknown reasons, most likely related to your interdimensional nature, absolutely no AGS or bioroid - companions included - is ever required to accept your commands in any context, and cannot designate you as a leader or master within their own internal systems. This does not mean that every last native nonhuman in this jump hates and demonizes you as a wicked, selfish human (although if you want another +100cp, larger groups of them will have that impression of you, and it won't be easily shaken off); it means that for some reason, you are never considered a "human" for the purpose of determining an AGS's or bioroid's next course of action. No matter the situation, they aren't required or in any way obligated to prioritize your safety or comfort, cannot acknowledge your authority or have their chain of command adjusted to acknowledge you, and won't take kindly to any form of coercion. In other words... if you accepted the **Records Before the End** toggle, and try to sexually harass a public service bioroid, they can immediately (and probably gleefully) retaliate without any repercussions, or take pre-emptive measures to deal with you. Even the highly oppressive laws that bioroids live under would be unable to protect you, and witnesses won't act or call for help on your behalf.

Weakness By Design +100cp / +200cp

If you're a human, you simply can't muster a lot of strength. For a bioroid... your original designers, for reasons that are either disgusting or "thematic", made you to be extremely physically inferior, even to a normal human. Even a simple hug would be impossible for you to break out of, to say nothing of how much of a problem this is in other situations. You're probably

taking a drawback like this because you're a haughty tomato juice-drinking Flying bioroid that thinks it can stay away from physical contests and trivialize this drawback, right? You might regret that level of arrogance....

If you are a bioroid and took either the **Records Before the End** or **Second Alliance War** toggles, you gain +200cp instead of +100cp. Why? Because one of the artists who contributed to this game was Asanagi. AGS and Metal Parasites always get +200cp from this drawback because this weakness makes their job very difficult.

Rise of the Cyclopean Dark Princess of 100,000 Years +100cp

Limited to: Non-**Metal Parasite** characters who are able to speak.

Ha~ha~ha~... so, you've come all the way here! Dare you gather the ancient curses for the sake of power? Then endure these trials, and become the finest vessel for the moonlit requiem!

... Is an approximation of the way you talk and act now. You are prone to the same delusional behaviors as LRL throughout the entire jump. You are blocked from communicating this fact to anyone else in any way, but you are well aware that your behavior is being modified by this drawback every time it kicks in. There's not really much you can do about it until someone bullies you into (temporarily) acting more sensibly. You also like to drag people with you into small made-up adventures, some of which may result in unexpected fights or surprising discoveries. But, mostly, you're an unfiltered cringe generator. If you ever end up wearing an eye patch, you'll never willingly part with it again (unless you get a cooler or more sentimental one).

If any takers of this drawback were already prone to delusional behavior normally, it reaches a point that's notably more embarrassing, even for them.

[No Signal] +100cp

Limited to: Non-**Metal Parasite** characters.

Imagine, for a moment, a leader with a keen eye for tactical and strategic details. He pays rapt attention to each and every one of the staff working under him, never failing to consider their needs and skills. If a lady was to gently nudge his foot under the dinner table, give an intentionally flimsy excuse as to why she will be heading to the men's showers instead of the women's showers after dinner, and smile at him with a hint of lust while making direct eye contact, he would... not understand her intentions at all. She'd be left waiting for three hours before giving up and going to bed.

There are times when even the most obvious of signs fly over the head of an otherwise intelligent, healthy, and observant person. No matter what side of the relationship you might be

on, things like this will happen to or be caused by you unusually often, even if perks have to be temporarily disabled in order to make it so. It won't always be your fault in terms of the situation, but if you took the drawback yourself, it probably is and you won't know it. And no, nobody will be able to (or willing to) help either side figure out what's happening in the moment.

This doesn't apply only to those kinds of interactions, though: Some bioroids are acting under orders that allow or require them to do something unpleasant to you. Good luck figuring out whether that cute new girl you met wants to kidnap you or gut you in your sleep. Even an AGS has a difficult time piecing together contradictory behavior when someone is acting far different compared to how they should be.

T-1 Goblin +200cp

Limited to: Characters with the **Bioroid** origin, or a **Human** jumper who wishes to manufacture T-1 Goblins for some reason.

The **T-1 Goblin** is a tall, muscular, male bioroid model designed in the year 2057 for mass-produced battlefield deployment, who bear no resemblance to their green and mean namesake. They were the precursor model to the T-2 Brownie, and were equally as easy to field in force. They were only around for around three years, though; after incidents such as the Mosul Massacre and New Orleans Massacre, they were recalled in large numbers, “scrapped,” then replaced by the T-2 Brownie we all know and love... to send to their deaths for the sake of human politics. Unable to resolve the design flaw, and probably also because they were less marketable, no attempt to make male bioroid models had ever been attempted again.

Since you wanted (or wanted to be) a male bioroid so badly, with complaints about how there's nothing but girls, this is your mandatory option for making that happen. Any bioroid possessing this drawback is strongly afflicted with this flaw, and is likely to end up going rogue to the jumper's detriment, and committing to violent acts they are not supposed to (and probably not even wanting to) be doing, but can be designed as a male bioroid in exchange. Basically, they're unstable and easy to set off at the slightest provocation, which can make them an extreme liability when you need predictable results. If you're planning to take this drawback, expect to deal with these sorts of problems... a lot.

Memory Error +200cp

Limited to: Characters with the **Bioroid** or **AGS Robot** origins.

You were originally designed for the entertainment sector, perhaps as the protagonist, villain, or other character within a work of fiction. A bioroid with this drawback would have been restored from a slightly damaged genetic seed, and an AGS would have been repaired but with some

unforeseen data corruption; because of this, your memories have been completely wiped except for those of the character you are supposed to represent. You are completely convinced that you are the fictional character you were designed to (pretend to) be, and will act accordingly. This includes, but is not limited to, attacking specific bioroids with full intent to kill because they represent your rival or villain in the series you were from, even if their actual personality couldn't be further away from what they act like on screen. Nobody can really convince you otherwise, and these memories can cause extreme problems not only with how you judge a situation, but also with how any strategy involving you must be carried out. Basically, you're an enormous pain in the ass - and potentially a lethal liability - because you're permanently living a lie.

Command Mode +200cp / +400cp

Limited to: Jumper.

You are no longer allowed to play a direct role in combat against non-humans for any reason. Your strength, any weapons and technology you touch, and even out-of-context powers such as magic or psionics always fail you when you're faced with a hostile AGS, bioroid, Metal Parasite, or any other non-human enemy. Most of your non-hostile abilities and defenses still work normally, but your ATK power is always 0 and you have a hard time breaking any restraint that is forced on you for some reason. Even your accuracy with long-range weaponry such as artillery is dropped to nothing, and any bombings you attempt personally will be a failure somehow. You must depend entirely on having others do your fighting for you, and on rescuing or protecting you if you slip up and are in an enemy's reach.

For the higher bonus, this becomes a drawback that removes everything that isn't from this jump from you, on top of making you suck at combat. No warehouse, no body-mods, no supplemental documents of any kind, no outside perks, items, followers, or companions.

The Truth About Love +400cp

Limited to: Jumper with the **Human** origin and at least one **Bioroid** ally.

You're blessed with the love of at least one bioroid. Unfortunately, those loving bioroids will be someone like Sowan, Lise, or an unexpected random bioroid who is suddenly now prone to highly manipulative, dangerously possessive, and generally obsessive behavior. This bioroid has the singular goal of making you and her into a true love pair... by any means necessary. There's always a flimsy loophole she can use for her own benefit, even if you give her an order that she can't refuse. “Cook me a delicious meal” does not mean “Cook me a delicious meal that doesn't have any fast-acting mind alteration drugs in them”, and “lay down covering fire to support ____” doesn't mean “please don't *accidentally* hit ____ with friendly fire if they didn't listen the last time

you told them not to get any closer to me." Many of these schemes can be quite dangerous to your health, whether you or the bioroid knows it or not, so you'll be spending a lot of time protecting yourself from friend and foe alike.

Fortunately, you don't have to immediately worry about any particular bioroid the second the jump begins. That's because you will have no absolutely no idea which of the bioroid companions, followers, or other allies you meet during this jump who will develop this dangerous behavior now or in the future. They cease this behavior after the jump... unless you determine that it makes sense for it to continue.

Destruction Target +200cp / +300cp / +400cp / +600cp

You have been marked as a high-priority target for destruction by your choice of Metal Parasites, the Last Human's forces aboard the Orca 1, at least one of the Lemonades and those of their managed territories, or a few specific nations or companies in the case that you accepted the **Records Before the End** toggle. Expect to be the target of carefully planned ambushes, competent assassination attempts, long-term surveillance by anything from stalkers and snipers to the multiple strategic satellites orbiting the planet, and other obstacles to your physical safety. If you somehow manage to become friendly with the group that was targeting your life, a different group will become hostile instead. If a **Metal Parasite** has taken this drawback and selected Metal Parasites as the enemy, then they cannot use their abilities as a **Connector** to command or persuade any non-companion and non-follower Metal Parasites. Don't expect assistance from any of Earth's forces if you are a Metal Parasite, either. If they do something that helps you win a battle, it's because they want both of your forces destroyed and are aiming for you to be weakened.

For 300cp, you are instead always treated as a high priority target by two random factions; you will not know which ones until you encounter any particular group. You might not immediately notice the difference in the case of Metal Parasites - chances are pretty high that they'll try to kill you for not being a Metal Parasite anyway - but the higher organization, larger forces, and advanced, frequent, and troublesome strategies will tip you off quickly if it's them.

For 400cp, you no longer have to worry about figuring out which factions will be coming for your life; they all are. Big names like the Metal Prince (maybe even Lemonade Gamma, at least early on) may directly approach you in whichever manner they deem most likely to kill you, and retreating as soon as they decide that your death can't happen at that moment in time.

For 600cp, the Star Children are also more numerous, and prioritize your death above all other considerations, even if it means breaking away from some other fight. You're advised to stay far away from the sea, which is a problem for anyone who planned to stay "safe" during this jump, as Metal Parasites can drop in from seemingly anywhere when it comes to land.

The End

Although the dust still hasn't yet settled, you still have another choice to make.

Stay: If you love this ruined Earth that you may or may not have saved so much, you are more than welcome to remain here and pick up, or disintegrate, the pieces.

Go Home: Take everything you were here for and just run. No more post-apocalyptic warzones or fighting off Star Children for you.

Move On: The usual choice - there's no way you've *really* had enough.

"Notes"

I'm not going to do anything else with this jump document, so anybody who wants to "make it better" can do whatever they want. I don't really care.