

Dragon's Heaven (Makoto Kobayashi)
By BatsuAnon
Jumpable Edition (v 1.0)

Long ago in the year 3195, humans & rogue machines waged violent battles against each other which quickly accelerated into a worldwide war. Despite the machines' firepower & ruthless determination, humanity was able to match their forces with robot partners of their own. Eventually humanity was able to successfully turn the tides to their favor, sending the remaining hostile robots into retreat. As the years passed, the twilight of the war seemed to approach closer & closer with each passing day. One of humanity's soldiers, a mech named Shian, was tasked with eliminating the last of Elmedine's forces which would deal a crippling blow to the remaining machine army. However during the mission, his pilot was killed in battle, forcing Shian into hibernation until reinforcements came to retrieve him once more…

…Over a thousand years have passed since then…

…The great war has been over for quite some time now…

…The abandoned mech Shian would not reawaken until his sensors would detect the lifeform of a girl named Ikuru. The world has changed significantly since then, but some things still stay the same. Elmedine is still active, serving as a commander for the Brazilian Army which seeks to control the nearby area Ikuru lives in. With the reactivation of Shian, it's only a matter of time before a chance of confrontation arises between them, a final battle to finish an old grudge once & for all. While Ikuru willingly draws herself into the inevitable fray as Shian's newest friend/pilot, I wonder what you will find yourself drawn into during your 10 years here? Here's **1000 Choice Points** to help you on your way.

Location

1)Las Katas Castle: A settlement that has seen better days by the time you have arrived here. As you can tell by the burning surroundings & the over abundance of machine forces, the Brazilian Empire has taken over the area. While the soldiers haven't noticed your presence, staying here is extremely unwise regardless if you're a robot or a human. Beware of the machine general known as Elmedine, he has a low tolerance for those that cross him…

2)Kerutoria: A large missionary city located in the middle of a desert. Although there have been reports of bandits lurking outside its large walls, the people inside are relatively friendly & are willing to help as long as you're willing to give them a helping hand. Ever since the "Lampe Adams Incident" that occurred during the Imperial Era Year 2860, the Brazil Empire has targeted Kerutoria for conquest after the latter stole their precious treasures from the wreckage of the fallen ship. While their mighty dirt walls & partnerships with mercenaries from the north have managed to hinder the Empire's attempts at complete victory, they are still at unease & will accept any that will step up to serve as their city guardian. Ikuru lives nearby in her own self-made home outside of the walls of the town.

3)Brazilian Empire Capital: An ominous looking city that's directly under the control of machine forces & the Emperor that leads them. Unlike Kerutoria, you would not be greeted with open arms upon being sighted. If anything you would be killed if you were a human or forced to join their army as a machine under the threat of death by the Emperor himself. The loss & theft of the Lampre Adam's treasures in the past have driven them to declare war against the religious city of Kerutoria, a war that to this day has the potential to escalate into the same world razing conflict of old. Their recent crusade to capture & destroy nearby cities of all kinds in the process has made traveling rather *"difficult"* to say at least…

4)Anies Beta: Another city that is currently under the Brazilian Empire's sights for a planned attack. While talked about within their communication lines, little information is known about the place, location & the surrounding area. Very upsetting news if you're more of a person that likes to explore far & wide, however I can offer you an opportunity to *freely pick from the 3 previous locations mentioned above* as a consolation prize.

Races

Human (Free): You're a human alright. 2 hands, 2 arms, 2 legs & made of flesh. Despite the long lasting legacy of the war driving most cities to ruin, you & your race has managed to keep moving forward despite small setbacks here & there. While you live harmoniously with most machines after the war, the rebel robot forces haven't been entirely wiped out & still seek to eradicate your way of life…

Robot (Free/200): Made of metal, wires & given a form… You're definitely a robot, although are you one made for war? Upon taking this option for **Free**, this doesn't appear to be the case as you lack the weapons & modifications to make you into a proper fighter, let alone stand against one unarmed. There's nothing stopping you from trying, but you'll need to put in a lot of work if you ever want to have the chance to contest with the survivors of the Great War.

If you can cough up **200cp** however, then it appears I made a mistake! Born during the great war from long ago, robots like you stand tall among others thanks to your massive frame that can shrug off lesser bullet fire. Due to your existence being built purely towards combat, you are also armed with a smaller built in weapon or two best suited towards damaging other war-era robots of your kind. You're free to choose what your new form looks like for either option, I'm sure the locals won't freak out as long as you can provide something useful to the table.



Origin

There are no defined origins to be had here other than the life you're living right now
Feel free to choose the age that best suits you, although in the case of robots:
"Does it really matter?"

Perks

*You will receive **TWO** discounts on each price tier for perks, discounted 100cp perks are free*

Moebius in Motion (Free): Earthly, heavy, colorful & yet… *unique*. These are simply the best words to describe the lands around here. The cities may look like mere mounds within this blasted desert but the details shown within the streets, their citizens & their lifestyles give it an atmospheric aesthetic that can be described as a wonderful handmade storybook. It would be a shame if such sights would be limited to a decade of your stay here, so I will bless you with a small gift. You can now change the overall style of how the world looks to that of Makoto Kobayashi's art style, complete with a toggle to turn this perk on/off as you see fit.

Easy Livin' (100): You know, despite the Brazilian Empire's gruesome campaigns against every city, the noticeable bandit problem & the lack of some resources forcing people to rely on black markets for supplies, it never really feels as if things have become truly grim. You carry around an aura of optimism & serene calmness, allowing you to treat everything as it was another chapter in the slice that is life. This aura of peacefulness is not just limited to yourself as you can easily spread this feeling to those around you, although expect its effectiveness to suffer greatly in the face of serious matters or events that demand your full attention. It's ok though, as long as you can deal with them properly, the good times will come back to ease you once more.

Search Shifter (100): The aftermath of the Great War has done no favors to the surroundings of the land outside the cities. With the constant bandit attacks & Brazilian Empire's forces warmongering, it seems like the only ones that bother to venture beyond the walls are the mercenaries from the north, merchants traveling to sell wares, & people like you searching to make a quick buck finding something worth of value. Just like the locals around here, you have a knack for quickly finding the shortest routes towards sites of interest or safety in the rare cases where avoiding incoming conflict is not an option. To you, every little nook or cranny is merely a stepping stone towards your current hiding goal in mind, some more easier to reach than others depending on how prepared you are. Of course it's a terrible thing to gain nothing from your current outing due to outside interference, but it's better to come home in one piece than in pieces!

Timeless Image (100): Your reputation is like a painting in the eyes of those that look upon you. On one hand, acts of kindness will make you look welcoming & beautiful. On the other, committing acts of cruelty will cause revulsion & disgust. In the end just like all paintings, the eternal march of time tends to cause your amassed image to eventually fade away… at least for everyone else but you! Much like the surviving mechs of old that still managed to retain enough prestige to be seen as valuable assets in combat, you can still retain some semblance of an enduring reputation as long as it's already been established to a sizable public. With a simple "lock" upon a trait that you wish to keep immutable, you'll find that the likes of rumors & unlucky events that could cast you in a bad light fail to warp it into something unrecognizable. Such actions such as your paranoia will not undermine your rep for being a terror on the battlefield. If anything it could attract a few that would like to know more about you. Maybe this could be the start of a new friendship if you make the right moves.

Novice Wielder (200): Despite the widespread amount of old relics & ruins you can find around here, it's a surprise to see people of the current era unable to truly make use of them. No matter how many relics they can refurbish back to a shred of their glory, people around here are always seen entrusting them to the local mercenaries & warrior monks in exchange for protection instead of arming themselves. While there is a nice form of mutualism to be had here, it's meaningless in the end when you're on your lonesome against another threat. While you haven't exactly grasped how to use these relics to their fullest extent either, you at least managed to retain a decent grip on identifying & understanding how to use items at their most basic level. You'll have a nice head start on how to take advantage of any mysterious tech should the opportunity come, however you must make sure not to neglect further honing your newfound skills past this point. You're still a small guppy in an ocean full of sharks if we're talking about experience here…

Dormant Speed Tactics (200): Ambushes, hit-&-runs, diversions, & retreating… While they aren't the most honorable or glamorous ways to engage in combat, they have become the most prevalent when combating large scale invasions as displayed by the Brazilian Empire forces' failed attempts at capturing Kerutoria. To the mercenaries, warrior monks & even bandits, this has always been the best way to deal with such matters as many lack the firepower to stand their ground against oppressive armies. Whether you have read through historical reports of the old war or you have survived through enough present day skirmishes, you now carry enough knowledge to execute flexible, multi-scale operations on the battlefield just like the countless nomad tacticians of the past and present. Opponents will find it hard to stop you as your plans could be easily changed on the dime without suffering a serious loss in some form.

Ride on Time (200): You can feel it can you? That gut feeling that lets you know that things are about to get interesting nearby… You won't be able to tell if it's good or bad, but you will know that if you're not going to get involved, things could turn out ugly for you or your friends & allies if they happen to be in the area. It's not enough to just simply race towards the incident as fast as you can & hope for the best. No, if you want to get things from truly getting out of hand then it's best to start keeping tabs on what's happening around you. You're quite bright when it comes to recognizing & planning around any noticeable routines from watching your surroundings & eavesdropping on nearby conversations. From a soldier's patrol to watching the local mercs make their resupply trips, you can easily take note, spread the news & take action when the daily rounds have gone amiss. This pumped up urgency can be spread to others as well, but it only lasts as long as they manage to follow you to where you're trying to go.

Opportunistic Seeder (400): To be an overachiever in this era is to walk on a tightrope of failure more often than not if you're making the first move. Too many times eager warmongers & wannabe raid leaders alike have tried to make their mark only to be routed by the folly of failing to preserve their own safety. An action that never fails to enrage a human-loathing robot like Elmedine. Whether it be due to sharing the same precarious nature as said robot or learning from past experience, you managed to develop a habit of minimizing such mistakes… even if it means setting up others close to you for failure. With each blunder you make as you try to achieve your goal, as long as you can make someone else take the brunt of consequences, you'll find yourself unscathed enough to continue onwards, although a little bit worse for wear. It's a bit of an open secret within the Brazilian forces as a tatic, sending their men to areas near the objective in hopes of finding a faster way to achieve the goal. If they survived, they could still be used as sacrificial targets while their leaders swooped in to deal the final blow & take credit. Yes such actions could create "friction" when mingling among other members if they find out how little you care for their well being… but it pales to the benefits in progress you'll receive in the aftermath.

Robo Doctor (400): When it comes to restoring old relics & robots to their former glory, careful hands & accurate eyes are needed to give each of them the love & care they rightfully deserve. In the cases that such relics cannot be made whole again, it's best to repurpose them while salvaging every piece of metal it provides to the forges that await. As one who's gotten involved with machinery for quite some time now, your talent for repairing now rivals the professionals that work within the geothermal factories of Kerutoria's center. Diagnosing issues with robots come to ease as you can spot tiny abnormalities that can initially be looked over at the first glance. Your skill in forging is also remarkable as you're able to make the best with what scraps you're given in order to fashion the right replacement parts for your mechanical patients in need. Under your steady hands, the length of these repair operations tend to go by faster than with others at the helm, although expect to spend an increasing amount of time the larger & more complicated the subject's functions tend to be.

Lucky Little Guardian (400): Look at you go you brave little runt! Even though the enemy that stands before you could reasonably thrash you if they wanted to, your display of defiance seems to put them off their groove! Maybe it's due to being completely fed up with the immeasurable opposition, but whenever you dare to take a direct stand against a leader of an opposing group in person, the initial impression you give off is enough to make them consider the rare, but valuable option of talking to you. Yes indeed such standoffs tend to start like this now that you find your nerves become steel & your will harden in proportion to how much of a threat you tend to interpret the enemy you're interacting with. While this could be easily used to set up deals or peaceful negotiations with your foes, it's also a great way to buy time for allies to rescue you if you lack means of defending yourself. Of course if you overstep the fragile peace created with fumbled, enraging words or additional violence, expect the leader to take back such attempts to broker understanding in favor of putting you into the grave.

Standing Tall, Rising Down (600): So, you were shot down. Defeated. Left for dead. And yet despite all that, you're still clinging to life as if you've received a second wind. Considering how frequently dead bodies can be found in the aftermath of conflict, it seems as if death is turning a blind eye to your serious injuries killing you quickly. Unlike others who fall dead from the shock of receiving egregious wounds such as a lost limb or charred skin, your endurance when dealing with this type of imminent pain is remarkable enough for you to stay conscious for a few hours longer than the average civilian that gets caught in the crossfire. Even the likes of robots can find themselves from shutting down instantly despite being reduced to a mere head after taking a direct hit to their body! This won't keep death from claiming you if you fail to get help in the end or even worse, get fatally injured. However, rescuers & allies alike can both agree that your ability to survive for so long is nothing short of miraculous.

Hands of Hearth (600): The walls of Kerutoria are a testament to how much civilization has managed to endure the aftermath of the Great War. Tall & imposing, they have managed to successfully defend generations of its inhabitants from those that would seek to conquer them & make them into slaves. While building long lasting walls has become a dying art as time passes, you're one of the lucky few that the city elders saw fit to pass down the full architectural knowledge of creating these massive walls in case the worst scenario has passed. Designing firm structures with nothing more than the loose sand & rock is no longer a nightmare to deal with as you know the method to compact the raw materials into a sturdy layered form capable of resisting sustained fire & natural erosion. Structural concerns are also a thing of the past as long as your newfound knowledge has also given you a knack for pointing out, repairing & building around embedded weaknesses that lie within. While the actual construction process will require a significant amount of materials, time & labor to complete, the finished results of your work will often show as it's very resistant to total collapse.

Partner Interconnection (600): You see, the thing that separated the rogue robot forces from the sentient mecha humans used back in the old days were well…their mechanical personalities were “tamed” by the pilots that served as their foils. In Shian's case, his model series performed better for it as due to the synergy between the two, the duo were able to mix their various strengths to take down enemies much stronger than them. A trait you too share when dealing with others that share a strong bond with, no matter how friendly or hostile they are towards you. When working together with another, you have a knack for using your existing talents to bring out the best of others skills without getting in each other’s way while fighting as a team. The skills you possess don’t exactly need to synergize well with your partner in terms of power, more often than not they can create additional opportunities for your partner to take advantage of. In long term situations, it’s definitely possible to even pass on proficiency in skills either partner might lack in an effort to ensure that neither falls behind. But for now it’s best to ensure that you’ll always push each other forward when the odds are against you.



Items

*You will receive **TWO** discounts on each price tier for items, discounted 100cp items are free*

Box of Tenshi Amakuri (100): Welcome! Welcome dear traveler! It’s not that often you can rest easy around here! In the rare cases we can take a break from such stressful matters, the locals often celebrate with this Tenshi Amakuri here. It's a delicacy around these parts & indulging in these delicious treats is often said to uplift ones spirits no matter how down they are. Unfortunately they're quite hard to get these days, the only way you can reasonably buy some is from the black markets if you're lucky. If you're willing to hear me out, I can set you up with a monthly supply of them though. One box containing a dozen of these marvels should be more than enough to satisfy anyone here. Consider it a gift from one fellow nomad to another.

Modest Cloak (100): You can't simply travel through these lands without some form of protection to wear! The harsh sun can be blinding during noon & the nights are often cold with nowhere to hide away from the sharp winds! Not to mention the sand, it's coarse & gets everywhere… Here, what you need is a cloak at least. It may not be the most protective type of clothing, but it will certainly protect you from the elements at least. It's also big enough to cover your entire body, in the rare cases you're looking to hide a wound or a surprise sneak attack upon enemies that are ready to take advantage of your weakened state. If you are not satisfied with having a basic colored cloak, I can put a custom emblem design on it to make it stand out. It may be an old & outdated tradition these days, but I can respect the idea of having something to represent yourself with…

Sandy Runner (100): There's not a lot of choices to offer in terms of domesticated animals to own when you live in a world such as this. While we do have the usual fare of dairy & meat for food, most of us would rather use the vehicles we managed to salvage to traverse the land. Not only do they tend to be faster than the local wildlife here, but we can easily defend ourselves when the time comes. That being said, pack animals like this rideable red emu here are a real keeper to own in terms of traveling. Their flighty nature lets them keep up with some of our smaller vehicles & their curious tendencies tend to make them the perfect searchers when scavenging for more scraps to reuse. Their only shortcoming is that they won't respond well towards incoming threats. All it takes is a small explosion to set them fleeing if left unattended, though this bird here has enough of a steel nerve to run back to you after escaping the initial incident.

Scrap Camp (200): Sometimes, there are those that do not bother to live within the city walls due to wanderlust, aversion towards crowded areas, or for more *personal* reasons. While they're free to live the lifestyle they desire, one cannot underestimate the need for having a place to shelter themselves from the elements or to have a place of comfort. That's why in the end, most travelers have decided to compromise by building little camps like this set right here. Don't be intimidated by its primitive, junkyard style. It's relatively easy to put together & take apart due to the instruction markings on each part. When fully complete you can create a bed, a roof, & even a small well to collect water to drink or clean yourself if you desire! Obviously if you're looking for a camp that's more "secure" in defenses than you came to the wrong place. In fact you would be better off living within the city or creating a heavily armed base of your own, anything else that fails to meet those qualities would become decimated & stripped bare after a few encounters with the wandering bandits around here….

Mechanist Mementos (200): The setbacks of the present may have prevented many from taking advantage of the technology of the past, but there were still people back then that have managed to preserve the finer details behind their creations into a format that can be passed onto the next generation. These handmade instruction manuals here cover a variety of topics in regards to maintaining machinery from the past as well as some of the newer refurbished models people have managed to salvage around here. The beginning of each short manual is concise enough for a novice to understand while the more detailed explanations & models near the end are saved for those that are truly ready to take their first steps into becoming a great mechanic. If you're still having difficulty trying to understand, it seems that the maker of these books left behind their own notes & modification ideas on the backs of the cover pages. I can't guarantee that following through with some of these notes in practice will lead to success, but if you can get some use out of them, you'll already have a nice head start in utilizing machinery compared to the illiterate majority.

Market of Meetings (200): With resources looking scarce & trade routes becoming disrupted thanks to the ongoing conflict, there are some that find it hard to make a living exchanging & buying goods around here. Not to mention that in the case of rare delicacies or treasures, one could easily expect the city officials to get their grubby hands into the mix. Often they would take a huge cut of the profit, or even worse, outright forbidding it from being sold to the public. It's no wonder that in the end, seedy black markets have begun to emerge in places such as Kerutoria… On the bright side, their continued existence has made life easier for shoppers, especially when you have a permanent membership to a small black market that also functions as a trade hub for many of their customers. They may lack the wide selection of goods to sell thanks to their focus towards quality, but in return you'll find yourself well off in the long run compared to the stragglers that rely on the circus that is the public market. There are also a few mercenaries that offer their services here. While they can help out in a pinch if you're looking to form a squad, expect to pay upfront if you truly want to convince them to join your operations.

Custom Battlesuit (400): It's not that common to see anyone decked out in armor unless you're part of a large army. Even most people these days would stick to light armor in order to preserve their mobility or reuse said armor's metal for more weapons or ammunition. That being said, there's always an exception to be found here & there…especially when robots are involved. If you truly desire some means of protection, then look no further than this custom combat suit specifically tailored for you to wear! While it lacks any innate form of weaponry, its main function is to amplify the wearer's strength & movement. It should be just enough for a regular human to use some of the larger weaponry once equipped to robotic fighters of old. For robots, this armor will make you more suited into the role of a maneuverable tank like Shian than the slim reaper Elmadine himself. The power orb on the back of the armor serves to absorb pressure, diverting it evenly along the body. Even in the situation one part of the armor fails, the rest will still be operating well enough to maintain your balance as you continue to fight against your foes.

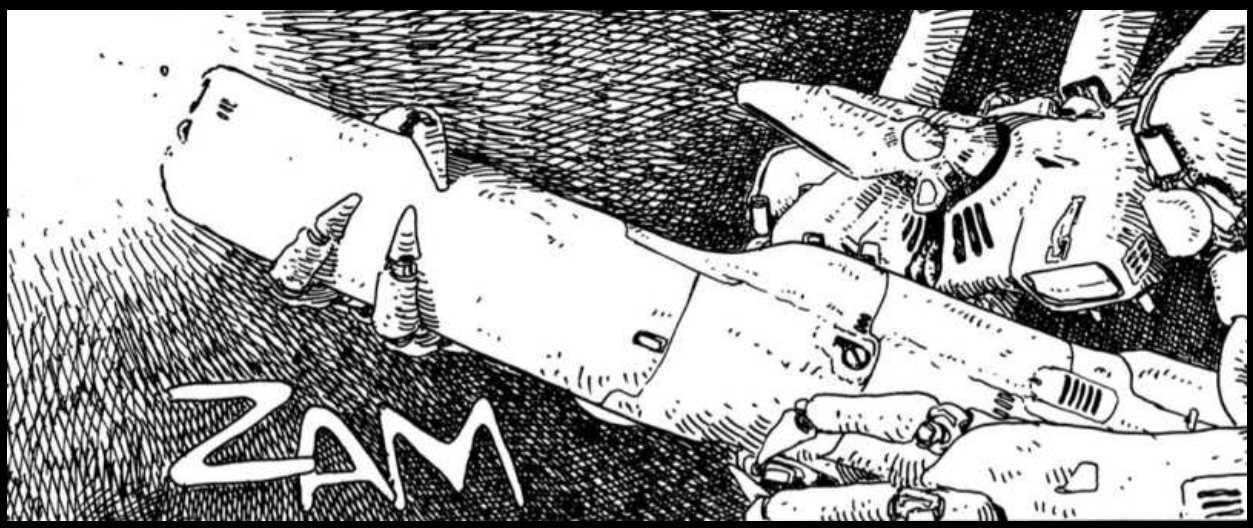
Gampe Squad (400): Whenever word gets around in regards to a surviving robot that was active during the era of the Great War, it is not an announcement to be taken lightly. Due to the way many are built to be more armed than the average human, many of the existing cities here desire to obtain their services as a form of having a way to defend themselves… or in the case of the Brazilian Empire, enacting total conquest of the land surrounding them… In your case it could go either way considering you managed to find not just one, but *FOUR* of these robots held in stasis within a small bunker hidden near your starting place in the world, ready to serve as your personal bodyguards when awoken from their slumber. These jackal-headed robots known as Gampes are the equivalent of attack scouts, relying on their speed & their small bodies to traverse wide areas of land without getting stuck in its natural hazards. While they can pack a punch with their piercing miniature laser cannons, they're very fragile when it comes to taking strong hits across their spine & neck. Still with the rarity of war-era robots, you have quite the leverage to pull if you make the right moves…

Labyrinth City (400): Isn't it beautiful when people from all walks of life come together to live as one? Especially with the aftermath of the war allowing for a new wave of civilizations to rise in various forms. In this city's particular case, the inhabitants living here have become fond of building massive walls within & outside their city as a means to deter invaders. They have also managed to ensure a steady supply of food & a decent milita against bandits, although their lack of a centralized leadership prevents them from properly expanding any further. It's a nice place to settle down if you're not the nomadic sort & the people are friendly enough to look to you as a leader if you can manage the hardships that come with it. With enough effort, I'm sure it could even rival the cities of Kerutoria & the Brazilian Empire's Capital. Maybe you can even usher in a new golden age for the people here, one far away from the threat of the ongoing conflict engulfing us all…

Old Repair Facility - Oceania 2 (600): In the past, human armies made their descent into enemy territory using large support cruisers capable of safety dispatching their larger mech allies. While they fulfilled their jobs in delivering further reinforcement to their allies on the surface, it's inevitable that some would be shot down & left to rot in the desert for decades to come. Very tragic for such relics to go to waste, but it appears that in this case the locals that once roamed this area were one step ahead of you when it came to this formerly buried beauty. Upon closer inspection, this cruiser's insides have been repurposed to function more akin towards a makeshift blacksmith facility considering the number of geothermal furnaces, machinery & piles of scrap metal strewn about. It's a pretty damn good one too considering even large robots of old can be brought back to their prime with just a few hours of dedicated repairs & enough materials. There's at least enough usable metal here to keep a Shian-class mech in working order for at least a month under heavy demand & it seems to replenish slowly if left alone for a time. As a final word, it's still possible to re-repurpose it back to its original state, but it would obviously require a significant amount of work to pull off considering the new additions within the cruiser.

Dragon's Fire (600): Of all of the weapons one could find around here, I never expected for you to obtain a sibling of the infamous "Dragon's Fang" the Kerutorians were able to recover as a possible ace in the hole! Thankfully unlike the Fang, this one's still sturdy enough to not break after a single shot in exchange for a long cooldown period. This cannon of calamity could easily tear apart the war machines of old with a shot or two… Even the war cruisers the Brazilians are fond of would be forced to embrace the earth upon intercepting its wrath & the lands itself would be scarred with destruction in the aftermath. Others are right to fear it, a human armed with one could easily become a one man army. At the same time… this weapon was not built for human hands. Large as a person & twice as heavy with a nasty recoil in each shot, a normal person would find it near impossible to even wield what a mech of Shian & Elmedine's class can do with ease! If you could find another way to manipulate it as a mere human, the firepower you could gain from this would be more than enough to give even experienced war-era robots a long pause. Maybe even recruit you into their forces as well?

The Emperor's Cruiser (600): There's a reason why the Brazilian Empire has managed to retain a strong presence in the area for years now. While their general aggression & ability to make use of old relics contributed towards their rise to the top, their *REAL* key to success lies within their salvaged war cruisers they use to annihilate those that stand in their way. Utterly massive, carrier of over two dozen "fighter jet" like tanks, multiple cannons & installed with an invisible barrier capable of deflecting a shot from a war robot's own gun when activated… trying to attack directly would be tantamount to suicide! Even more terrifying is its ability to contact & hail down structures as far as the Earth's orbit, making the possibility of getting nuked from the sky into a reality… Of course, being armed with this much power as an old ship comes at a price. For starters it's obviously slower to operate than most vehicles in the area, even a support cruiser could out speed it in a chase given enough time. Another more noticeable & worrying defect lies within stabilizing its own cooling systems should it ever become seriously damaged, although I don't see it as a problem as long as you can prevent others from getting the jump on you.



Companions

Canon Companion (100): There's quite a few people of interest here that can show you the ropes as you settle into this world for the next decade or so. While they aren't too accustomed to the idea of traveling to other worlds, a convincing little nudge in the form of friendship could be just the thing to have them stand alongside you by the time you leave. All it takes is a donation of 100 CP for you to end up in favorable conditions with the ones you desire to meet.

New/Individual Companion Option (100): Just like the previous option, a payment of 100 CP is all you need to bring one of your companions with you or create a new one entirely. Each companion will receive 600 CP to spend on perks & items to their liking. Companions can take up to 800 CP in drawbacks, although they cannot take **"Dragon's Hell"** as a drawback unless the Jumper themselves have taken it.

Group Companion Option (200): Is traveling on your own such a concern that you need to rely on additional assistance? There's nothing wrong with asking for a little backup after all. For 200 CP, you can import up to 8 companions into the setting with you. Each companion will receive 600 CP to spend on perks & items to their liking. Companions can take up to 800 CP in drawbacks, although they cannot take **"Dragon's Hell"** as a drawback unless the Jumper themselves have taken it.



Drawbacks

How far are you willing to endure? No limits except your own.

Quicksand Bandits (+100): For as long as anyone can remember, the bandits have roamed the desert in search of food, shelter & valuables from those that fall victim to their ambushes. While the great walls of established cities have prevented them from unabashedly ransacking wherever they want, for some reason you tend to be a popular target in their eyes. Some of them tend to be bold about it too, going as far as to try & rob you within the cities themselves! I don't know what you've done to warrant this reaction from the likes of these lowlifes, but you shouldn't let your guard down anytime soon lest you get "picked" & "pocketed" by the time you step foot into the main street!

Expect to Protect (+100): You there, yes ***YOU!*** You may not believe it at first, but you'll do fine as a guardian or bodyguard of some sort. Even if you refuse to believe my words, it will not stop others around here from asking for your assistance in some form. Nor will it stop you from accidentally falling into situations where you're expected to protect others from harm. Don't fret, most of your outings will involve low risk escort missions or similar tasks of danger. If you're the type to get involved in greater conflicts, let alone live near them however… expect to be "suddenly reassigned" to the frontlines every other month or so. A small price to pay for preventing chaos from disrupting our way of life, but look on the bright side! You'll be famous if you can keep this "gig" successful!

Neanderthal Builder (+200): Even though the long lasting war has dwindled to a close, the effects have been devastating to the survivors & their descendants that seek to benefit from the relics of the past. While replicating the technology is certainly a possible feat, understanding the mechanisms behind their existence is another challenge entirely. A challenge that as of now, you too will be forced to contend with during your time here. You will quickly find out that your efforts in using any old/war-era technology in this world are a struggle as you lack the means to understand how they work, right down to the littlest detail. While this can eventually be alleviated with lots of practice & memorization, expect for your first few attempts at innovation plagued with failure & hardships.

Impudent Ningen! (+200): Your words are as harsh as the ruined cities! Your temper is as short as a bomb's fuse milliseconds from detonating! A wretched garden of fury where metal is planted instead of seeds, your temperament can now be compared to the likeness of the infamous war robot Elmedine. With a dash of paranoia & little tolerance for failure of any kind, you will find your interactions with others very volatile unless you can keep a tight lid on your anger issues.

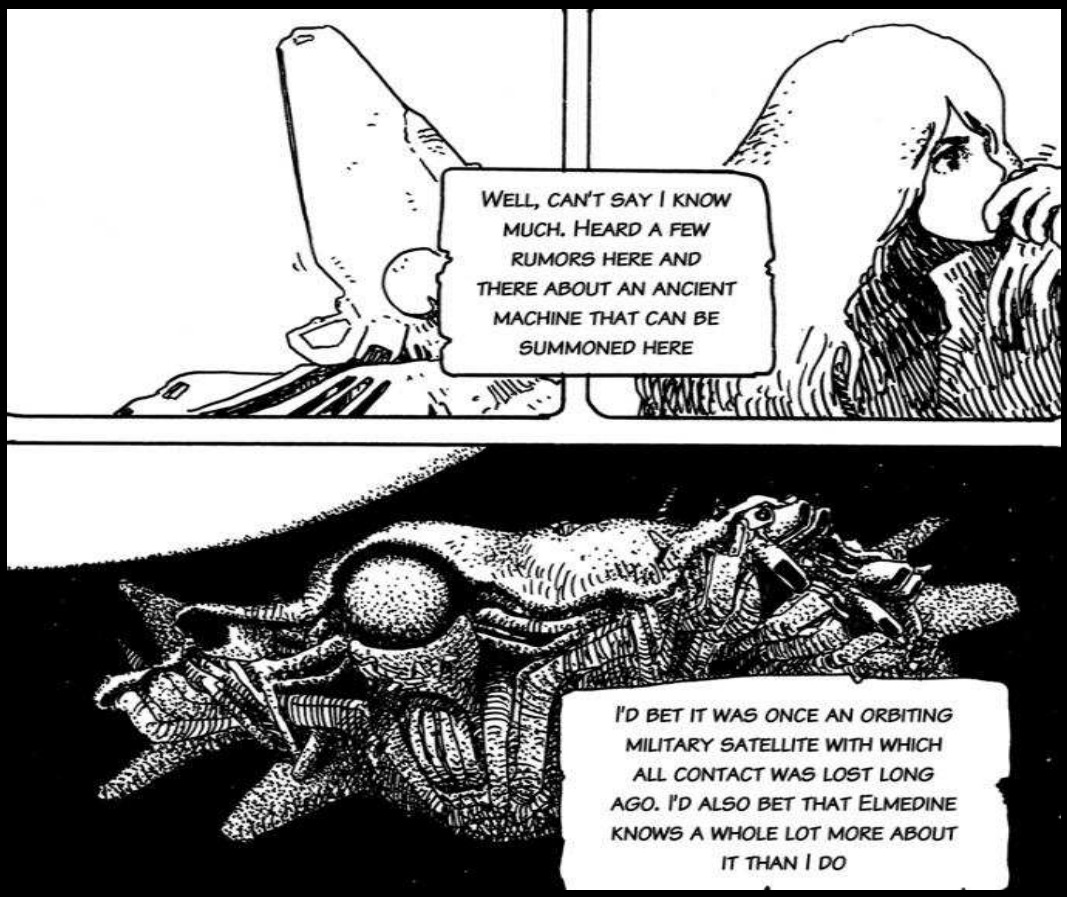
To Self-Preserve… (+300, Robot Only): It was quite the miracle when we were able to revive you back to the waking world dear traveler! And yet… as much as I want to celebrate before leaving you to your devices, unfortunately your resurrection came at a very steep catch… The energy generator behind your operational state has been badly damaged to the point where it's no longer possible to keep yourself alive on your lonesome. Instead, you'll find yourself pressed to recharge your damaged generator as it leaks the very energy keeping you alive. We couldn't even replace it with a functional one if we tried, your specs are simply too unique & convoluted that your body would shut down without it. You have just enough to last a year without a single charge before dying off for good, although our best mechanic predicts that the lifespan of your core will slowly dwindle to the point where it's hard to last for more than a day after a decade's worth of use. If you can keep out of combat & secure a nice energy source, there's no need to worry. At the same time I wouldn't be surprised if you were forced to partner with another to make ends meet. Resources are fleeting & finding the right people to make them useful are even more scarce…

My Home, in Flames (+300, Human Only): You had a hard life from the moment you were born, forced to flee from your hometown as it was devastated by warring forces & left to burn to ashes. I wouldn't be surprised if you lost a close one in the process, such events have probably left a heavy weight on your soul. Though the passage of time can heal such wounds, you find that more often than not the longer you tend to stay within an area, the more it seems like the world is trying to keep you trapped reliving that devastating moment of your past. Dangerous incidents will slowly escalate around you as you try to carve your little hole of safety, eventually resulting in an event that will culminate in the destruction of your newfound haven. It matters not how these incidents begin or who's responsible, somehow you'll always end up in the crossfire. If you want to avoid falling victim to the echoes of the past, then perhaps it's best to take on a wanderer's lifestyle into the unknown…

Hello Old Friend (+300): In the past, you once crossed paths with another that rivaled your status & skills. Although it might have started with friendly, ambivalent or even respectable terms, somehow things became violently heated & eventually the both of you parted ways. It has been years since your last encounter with them & while your mind may have shelved such memories into the background, your rival has not. In fact your rival has been preparing for the *perfect* opportunity to meet you once more to *"settle the score once & for all"*. When word got around that a peculiar person such as yourself has returned back to the stomping grounds, your rival immediately jumped on the opportunity to hunt you down for a 1-on-1. From the moment you begin your time here, your rival will be trying their absolute best to strike you down & they will not accept any other ways of defeat other than the grave's embrace. Trying to rely on others to get rid of your rival will only lead them to retaliate in kind & "*peaceful methods*" will be responded to in the form of a bullet to the head.

Dragon's Hell (+400): Can you see the sky? ***It's red & filled with smoke.*** Can you smell the air? ***There's nothing but burning metal, flesh & oil.*** Can you hear your surroundings? ***There's explosions & screams everywhere!*** Good, it seems that you have caught up to what is happening right in front of you. Since you're still out of it, I'll get you up to speed. You have been in the middle of a global war between rogue machines & humans working together with other ally machines of their own. This war has gone on for so long that both sides have lost count of the years & tensions are high to the point where being neutral is simply not an option. Instead, this war has devolved into a vicious rat race to take any advantage you can get while denying their enemies the chance to inflict the same fate onto you. The only way this brutal war could end is the complete eradication of one side, however that is easier said than done when we're still in the prime of this war & everyone is using top of the line weapons instead of refurbished, remodeled, or remade hand me downs…

~SCENARIO: To Summon A Dragon~



The word "Dragon" was a name of the past to describe flying, wrathful, & mythical lizards of old. Slaying one was considered a challenge that brought great renown & prevented further disasters… Nowadays it's used to describe old weapons capable of mass destruction. If a fragment such as the "Fang" could decimate armies, imagine the potential an entire "Dragon" could bring…

Did you know, dear traveler? The Great War of the past wasn't just limited to the boundaries of the Earth, they also took place around its orbit as well! In fact when humanity made their initial assault upon descent, they relied on their military satellites to protect them! Of course due to the intensity of the war along with the passage of time, it's unclear just how many still survived to this day… Fortunately for you it seems like there's still one orbiting around the area between Kerutoria & the Empire of Brazil. Having lost contact with the Earth centuries ago, it watches aimlessly from the sky. A monstrous weapon that could nuke an entire city with a command & some preparation, not many surviving relics could hope to land a dent on it, even if it could make its descent to the Earth's surface. Not even the likes of the Dragon's Fang world kill it in one go. Unfortunately for you, you're not the first to learn about its existence. The Brazilian Empire has been prepping to contact & take control of this satellite for quite some time now. They failed last time in the infamous "Lampre Adams" incident caused by Shian, but this only motivated them even more to try again. And unlike last time: ***They have a real shot of claiming this very satellite for their own desires.***

~First Step: Assulting a Dragon's Nest~
*(Requires Drawback: Dragon's Hell **NOT** taken)*

Rumors have been going around that the Brazilian Empire's forces have been making their way to a mountain city to set up some sort of landing base. The Emperor's Third War Cruiser has been seen near the tallest summit & fleeing refugees have said that soldiers now occupy their former homes as lookout points to spot potential invaders. Supply cruisers have been seen near the base delivering an assortment of traps & explosives to further hinder sabotagers. The infamous Elmedine was also said to be patrolling the area as well, further supported by a large group of Gampe-class robots serving as his personal bloodhounds. Any further details pass this point are left a bit murky, however if we can consider what is already known: ***This operation is expected to last at least 3 days, less than 2*** if the Brazilians are allowed to take advantage of the harsh nighttime conditions making it harder for any sabotager or opposing army to ascend the steep mountainside without being spotted & shot dead for their troubles.

As you can already tell, simply waltzing by your lonesome is bound to lead to a quick death. If you actually want a chance to snag the “Dragon” away from them (let alone establish a hold on said mountain) you’ll need to recruit others into your cause. It’s easier said than done as the recent rumors have piqued the interests of a lot of people within Kerutoria, especially Shian, his partner Ikuru & the eager mercenaries that have been trying to formulate a plan to raid the compound for quite some time now. Whether it be through bribery, force, true friendship, or false promises, the only thing that really matters in the end is that you manage to recruit & organize a sizable force ready for the challenges presented once you begin your attempt. From here on out there are at least 2 ways of securing the “Dragon” from the Brazilians.

The 1st option is quite obvious: ***Storm through the mountain base & secure the Empire’s War Cruiser at the top in order to signal down the “Dragon”.*** It will be a hellish race to the peak as the traps lying within the mountain can create dead ends or drive your forces into an unavoidable pincer maneuver to be slaughtered by Elmedine’s squad… Getting pushed back too many times from the summit might also leave you unable to take the War Cruiser, with the panicking Brazilians buying enough time from your squabbling to relocate to a nearby point to continue their plans to summon the “Dragon”, rendering your attempt to hijack the damn vessel useless unless you have any last tricks to pull out of your sleeve.

The 2nd option is far more difficult & invites failure against the clock, but will undoubtedly solidify your claim over this weapon of mass destruction should you succeed: ***Let the Brazilians take their sweet time signaling the “Dragon” down to the surface. Instead of taking over the War Cruiser, you & your forces will directly hijack the “Dragon” instead!*** Having lots of cruisers & other various aircraft under your command would be vital to completing this operation as the main stage of combat will be held in the sky instead of the heavily guarded mountain base below. While stealing enemy aircraft would also go a long way if you lack your own, the enemy forces onboard will eventually pick up on what you’re trying to do & begin to sabotage their own vessels as a last resort should you fail to incapacitate them quickly. The only slight blessing in choosing this path is that Elmedine & his squad will not be able to hunt you down as efficiently if you can maintain air superiority. Then again if they manage to snipe your forces out of the sky or catch a ride on the War Cruiser…

~Alternative First Step: Assisting a Dragon's Flight~
(Requires Drawback: Dragon's Hell)

With the selection of embracing the Great War at its seemingly eternal peak, the situation that lies before you has changed significantly. While securing the "Dragon" is still your main goal, the challenges you'll face will be much harder now that there's more organized groups with their own fleets trying to snag the war machine for their own desires. Even though military satellites are plentiful in this era, the "Dragon" is considered something of a "super prototype" considering its massive size & ability to multitask several deployment operations at once.

Anchored to an abandoned launch tower within a razed mountain city, it's hard to make out a solid plan to claim this WMD as a mere "nobody" due to the ongoing dilemma. Even though this city has been emptied of civilian life, the findings of this "ready-to-launch super prototype" has caused the opposing armies of rogue machines & humans within to splinter & fight among themselves to the **point where telling friend from foe is becoming impossible.** Simply executing either modified version of the 2 plans within the previous section will not do… heavy improvising is needed when desperate men & robots are willing to kamikaze themselves if it means denying their enemies the slimmest opportunity to control the "Dragon". The only solid idea that comes to mind for a situation like this is to ***race to the "Dragon" through any means necessary while eliminating any opposition in the area until no one is able to reach it.*** It's crude, being reduced to pulling off a "King of Hill" victory if you want to make it out in one piece with the "Dragon". Unfortunately, given that this fighting has been boiling over for quite some time now, trying to play the waiting game would eventually attract extremists that would prefer the "Dragon" to be reduced to a pile of scrap metal. At best I say you have ***less than 2 days*** before the situation degrades badly enough for the idea of the "Dragon's" complete destruction to become enticing towards everyone in the area…

~Second Step: Taming/Desecrating a Dragon~

Regardless of the steps taken & the methods used to secure this satellite, the fact that you managed to overcome the odds is bound to earn you lots of attention. But not all attention received will be good as you'll quickly find out from the growing number of people trying to get closer to you as a sad attempt at swindling the "Dragon" you rightfully fought for. If anything, it might be better in the long run to make it completely unusable & destroy it as to send a message towards the wannabe warmongers that desire power above all else. The "Dragon" in itself has become too significant to be ignored & if you want to be finally rewarded for your efforts, you must ensure one of these conditions is met by the end of your stay here.

Rightfully protect your ownership over the "Dragon": Many people will flock to you, desiring to use your power of the massive satellite for their own ends. But they will know that in the end, this weapon of mass destruction shall belong to you & ***ONLY*** you alone. While many are willing to respect such claims, others brimming with dissatisfaction will erupt into outright hatred & look for ways to take you down. Deny them such satisfaction. Prevent your "Dragon" from becoming completely destroyed. Should you & your weapon of war survive mostly unscathed by the end of the decade you will be rewarded with official ownership over the "Dragon" satellite itself as it follows you to new worlds, usually orbiting around the planet you're on or in a hanger on the surface.

Destroy the "Dragon" & deny others that seek its revival: Its existence has become such a blight to the people who want to move on from the WMDs that have decimated their cities into rubble. Sealing it away would merely delay the inevitable blowout from escalating into another world war…so why not destroy it entirely & render all available methods of bringing it back null? Piece by piece the "Dragon" should be ripped apart, its metals turned into unusable slag as you try your best to fend off those who try to salvage what should have been left for dead. Those who manage to rebuild even so much as a fragment of its glory must be punished, their notes burned & their creations trampled to shreds. By the end of the decade should the "Dragon" be rendered completely worthless to the point where even the most eager warmongers have abandoned it for better opportunities you'll be rewarded with the title & reputation of **Dragon Killer** following you to future worlds; a sign of your immeasurable hatred towards weapons of mass destruction & your dedication towards destroying all traces of its existence.

As a **Dragon Killer** you'll find it much easier to plan & organize an assault against a massive weapon as long as you're fueled by the single-minded desire to see them completely eradicated. Even if you lack the means to stand against one should you encounter another weapon of mass destruction in the future, it will not stop your mind from picking apart its structure in an attempt to find ways to hinder its full potential from being manifested. In the rare cases that the main target of your ire has managed to inspire successors, you'll have an easier time tracking down those responsible for their existence. Whether you manage to persuade them to use their talents for other ends or cut them down in order to prevent the spread of more copycats is up to you. One thing's for sure; as long as you're around, a warmonger's conqest is never guaranteed.

Ending

First Casualty: It's probably for the best if you retire, I can see the hardships in your eyes…

Another Tomorrow: You have found a nice life here, why uproot yourself now?

Marching Onwards: Wanderlust still grips you? Time to move to better pastures traveler…

Notes

Please don't confuse Makoto Kobayashi of Dragon's Heaven/Gundam designs with the Makoto Kobayashi of "What's Michael", although you should watch/read both if you can.
Both are enjoyable for what they are.
(Yes, both men share the exact same name…)

Dragon's Heaven is a pet project to Makoto Kobayashi & it shows considering how the story of the OVA isn't really fleshed out at all & the little nuggets of world building could be found within his other works such as the short manga version of Dragon's Heaven, the *Hyperweapon* artbooks, & another old book called *City in Labyrinth* (which was said to possibly take place within the same universe as DH although this came from a secondary source, so the legitimacy is debatable). As of March 2022 an English translation of the entire Dragon's Heaven manga exsis on MangaDex, however both the *Hyperweapon* artbooks & the *City in Labyrinth* book remains untranslated & will likely stay JP only with no decent ENG translations in sight (let alone *City in Labyrinth* getting a reprint). Getting solid information on the latter works is currently nigh impossible at the moment & will likely stay that way unless Lady Luck, further searching or someone else's efforts says otherwise. All material in the jump will be restricted to OVA & manga content to reflect this.

Changelog

Jumpable Edition (v 1.0): Jump is finally done! Scenario is finished with 2 routes to choose depending on a specific drawback taken! Discounts have been chosen to be 2 per tier in both perks & items. "Memory Interconnection" name changed to "Partner Interconnection".

Valley of Ten Thousand Smokes WIP Edition: Document has been renamed to **Dragon's Heaven (Makoto Kobayashi)** instead of **Dragon's Heaven (1988 OVA)** due to adding the short manga as jump material alongside the OVA. Blessed be to the man who uploaded the ENG translation of the manga on MangaDex in March, link has been provided in notes (it's pretty short though). Races have been detailed. Initial drawbacks from previous WIP are all done, might add more if I could find ideas for more… Potential scenario added based on Ch1 of the manga & a remark of said subject once again on Ch2 & then mentioned in the OVA. More details have been added to the locations of Kerutoria & Brazilian Empire thanks to manga. # of discounts per tier still undecided between 1 or 2 since I'm planning on 3 perks/items per tier (or maybe I can just do 2 perks per tier & 3 items per tier…) Ending options & companions options added. You want more *FORMATTING, let alone PICTURES?* You must *WAIT! (Until everything is more complete, sorry.)*

Celebrating in 5K WIP Edition: Happy 5000th (or so) thread /jc/! This WIP has barely been fleshed out besides the intro & locations, still planning out/finalizing perks, items & drawbacks. It's not much but it's a start.