Gundam Future Century Jump

Well, welcome back once again Jumper. Lots of these to get through, aren't there? Don't worry; I'm here to help you along the way! (Whether you think I'm nice or not.)

Anyways, welcome to the first-made Gundam Alternate Universe, in the first AU Century in the first AU Series. This one is a full-on super robot anime, for you are heading to **G Gundam**, where Gundam Battles decide who runs Earth from space for a while before going down and destroying it with a Gundam Battle again! The story's protagonist is one Domon Kasshu, who is forced to be Neo Japan's Gundam Fighter in order to clear his father's name and free him from the cryogenic sleep he was sentenced to as penance for his crimes against humanity.

The truth is…not that simple. Politicians are assholes. But I'm sure you'll be able to make things right! (Or make them worse, your choice as always.) Here's your usual spending cash-

+1000 CP

-and remember to always better yourself, whether that be for others or atop the bodies of others.

Part I- Country

Yes, everyone has a country they will identify as, or in the case of a certain background below, will be identified as. Pay 25 CP to choose any Neo-Country you desire, or roll d8. Rolling a country that already has a Gundam Fighter and picking the Gundam Fighter background means you are officially designated as their 'backup', though in actuality this doesn't mean you're below them in any way.

1- **Neo Japan**
2- **Neo America**
3- **Neo Australia**
4- **Neo France**
5- **Neo Russia**
6- **Neo China**
7- **Neo Germany**
8- **Free Choice**

Part II- Identity

So, who are you in this world of massive battles, undermining politicians and devilish machines? You will start 1 year before the start of the series as standard- roll d8+16/d8+34 for age or pay 50 CP for a change of age and genitals of your choice.

Challenger (Free): A Challenger has appeared! That is you in a nutshell- you have appeared out of nowhere and inserted yourself into the world. You will be 'identified' as a member of a Neo Country and treated as such. You start on Earth, waking amongst plenty of self-collected survival gear.

Bureaucrat (50 CP): Gundam Fighters may get all the glory and credit, but you're the one making sure they can actually Gundam Fight down on Earth. You give them supplies, directions, support and make sure the other countries 'play nice'. You start in a well-decorated office in your country.

Groupie (50 CP): You're a support member who has been assigned to accompany a Gundam Fighter as a multi-purpose assistant- expect to do any number of odd jobs ranging from grunt mechanic work, to minor surgery and doctoring to being ordered to take a Gundam yourself to assist them. You start in the garage holding your country's Mobile Fighter, evidently having worked through the night and fell asleep atop some toolboxes and toppled-over chairs.

Gundam Fighter (100 CP): You've trained for this (hopefully- some countries like Neo-Russia aren't that nice about it), you've worked for this, you've EARNED this honor. You've been chosen to pilot a Mobile Fighter for the sake of winning this year's Gundam Fight for your country. You start in your own room not too far from the Groupie's garage- it's sparsely decorated aside from whatever you may be obsessed with.

Part III- Skills and Special Abilities

Oh yes, now comes the fun bits. See what you can pick up and do, can't we?

Yes, I Live Here (100 CP- Free Challenger): You're going to be saying that a lot when people ask if you live in that wasteland we call Earth. Maybe rocks feel comfy to you or the sand is like a blanket, or maybe you just found a rare natural grove of peach trees- you won't survive a world intentionally out to destroy you, but your garden-variety wasteland isn't entirely wasted to you.

Politics (The Basics) (100 CP- Free Bureaucrat): This isn't your first Gundam Rodeo, and you can maneuver the political disasters of the worlds you head to with the precision of a veteran- it won't help you if you decide to do something extremely ballsy and stupid, but for making sure people get what they need and for getting dirt on other politicians and countries' ballsy acts, you know what you're doing.

I'll Do What I Can (100 CP- Free Groupie): You can't always be an expert in everything you'd possibly encounter down on Earth- you may not know every wire and component of the advanced Gundam Fighters, not know the precise amount of force needed to excise a bullet or how these Gundams even operate, but you can pick up the slack when you have to. This will give you a bit of 'buffer' when working with things you know the basics of but not the particulars- you may not EXACTLY know how this

particular model of joint is supposed to operate, but you know how they work in general, and you can apply enough general knowledge to keep going.

Country's Finest (100 CP- Free Gundam Fighter): You have the basic knowledge of how to work the Mobile Trance system, how to fight other Gundams and the whole kitchen sink on the Gundam Fights of the past and anything any fighter would know about the current one (no restricted information). You have training in 1 modern-day fighting style (Krav Maga, Jujitsu, etc.) and you know how to apply it to your Mobile Fighter. This also comes with the physical and mental discipline to perform all the techniques of your art to perfection- but they're still just normal martial arts.

Don't Mind Me (100 CP): Let's face it- this is G Gundam, things are kind of absurd what with the stereotypical American with blue-pink hair running amuck, the kid with a red bandanna shoving a picture into everyone's face- and none of that will really make people feel strange here, because this is how this world works. Buying this, however, makes it so that to a certain point, everyone will just accept your strange and hammy actions and words as normal things that happen to everyone.

Totally Been Here (200 CP- Discount Challenger): Don't seem out of place and when formal identification doesn't matter, you'll slip right in. In Rome, do as the Romans do, eh? Basically, do what everyone else is doing and you'll seem a lot less conspicuous. It won't really help if someone asks for an ID and you don't have one, but nobody will question your presence in a Gundam Fight if you're hammy enough.

Politics (Getting What You Want) (200 CP- Discount Bureaucrat): It's the bait you lay in your words, it's the way you gently mention their children at home, it's the way you scrounge and dig for every commitment and promise they've made- you WILL maneuver past their political bullshit so you can shove your own political bullshit in their face to get people to do what you want. Granted, you can't make a man kill himself in front of you, but you can get him to owe up on those reinforcement Mobile Suits he promised you a few months ago and then 'forgot' or 'lost' the papers to.

Wrench Wench (200 CP- Discount Groupie): Alright, maybe you aren't of the female personage, but this still applies to you dude. You're pretty handy with a toolbox, and thankfully you are of the class to actually repair Mobile Fighter without accidentally switching off an important subsystem while you're at it. You also have a talent for making things work without every single one of their parts- a car still won't run without its engine, but it could be missing a cylinder or two and still run just as good. In addition, say goodbye to getting nipped by metal and catching your hair and nails/fingers in things while working!

ANSWER ME (200 CP- Discount Gundam Fighter): You know how to grab everyone in the general area's attention, and you can even challenge people to sudden duels of strength and skill with your hamminess, which if they accept they will immediately do so. Your attention-grab won't last forever, so get their curiosity going with your wonderful ham that you now have talent in using. Get them to ANSWER YOU, DOMON. (Note: People that don't like you may not give you the benefit of just standing there and gasping at your presence.)

Not Suspicious At All (400 CP- Discount Challenger): It's the little details that escape everyone- everyone except you. That spry young man carries himself like that old fart from 2 weeks ago, so they must have some reason to be walking the same- they may know each other. It's these little scraps of information you intuitively are able to use with the big building blocks of knowledge you know to form a more complete and smooth, solid whole. Never miss the obvious again!

Politics (Working The Masses) (400 CP- Discount Bureaucrat): PR is a bitch sometimes, honestly. Good things get shot down because they aren't what the majority want, whatever the majority is this time around. Good thing you're good at bullshitting them around with things. Your voice, ways and 'goals' really get the crowd chanting and working for you, and with a bit of incentive you could even get them to act on their desires- don't expect major miracles though, they're just average citizens. But they're average citizens loaded up with fervor, propaganda and righteousness!

Let's See If I Can Still Make a Straight Line (400 CP- Discount Groupie): People get hurt in Gundam Fights- that's why your country has sent you down with your own. You've actually trained to be a doctor, a surgeon and a general physician for a specific type of human (the crazy, lackadaisical ones that pilot Mobile Fighters), but you also have an odd way of improvising for things- you don't *actually* know how that bomb implanted in your fighter's chest works, but you can picture it like a heart and operate to disable it like you would perform heart surgery. You have to be prepared in this crazy world to survive, so you are.

YES I DO HAVE TO YELL THE NAME (400 CP- Discount Gundam Fighter): You've come across the strange talent of creating 'signature moves', which are powerful, single-strikes (or equivalent to single strikes- a rapid-punch attack would still work) that deal great damage. You have to yell the name- the more emotion and emphasis behind it, the more accurate the attack gets. This comes with a free aura of your choice of size, shape and color with each move. You can create more, but it takes time relative to the power of the move, and you can't use it immediately as you have to train and work it into your style. In addition, your moves can evolve to accommodate certain circumstances (such as another person or doing 2 techniques in rapid succession) and can themselves evolve, but this takes, again, time relative to the amount of power increase. This is a really time-intensive business, you know. No wonder a lot of them are just beams.

It's All In The Mind (400 CP): Men could do things like punching buildings to collapse, deflecting a bullet with their barehands or snapping the ancient blade of ancients with their 2 fingers alone. Men could do those things…if they weren't such pansies. But not you anymore! Those kinds of superhuman feats are your bread and butter- but not just having them, no. You can teach them, and they work! About anything that a normal person COULD do but can't because they're simple mortals (kick buildings, block bullets, etc.) you can teach a normal guy, and they'd learn how to do it. As a general rule: didn't have the biology, can't teach it. (Can't teach a normal-ass human how to breath fire using something you have and they simply don't.)

I Can Salvage It! (600 CP- Discount Challenger): You're really good at finding working parts of broken things- like literally, you could walk into any junkyard and walk out with a large house's worth of working appliances. Salvaging is your blood, and it's not only literal scrap you search for. Say you stumbled upon someone's old plan that didn't work. You can salvage the best parts of that plan, and merge it seamlessly with the best parts of your own plan to create a new whole! There's bits of good stuff everywhere- just need to know where to look!

Politics (The Dark Side) (600 CP- Discount Bureaucrat): You knew when you got into this business you weren't getting out with your hands clean. Thankfully, you know how to keep them as clean as you can- the darker side of politics and what nations do behind closed doors is…open to you, and comes with a free dimmer switch for your hesitation. You are not a nice man, and you can prove it. In the end, is it for you? Is it for your people? A cause? It doesn't matter. If it has to be done, you can do it. Even if someone's gotta lose a leg. The Dark Side does pay extremely well… (Also their cookies are delicious)

I'll Follow Your Lead! (600 CP- Discount Groupie): Let's face it, you probably can't do EVERYTHING. And if you're just a mechanic-surgeon-assistant to a Gundam Fighter, you probably can't pilot a Mobile Fighter too well. That won't matter much with this new hotness- if you're directly trying to assist someone in something you're not as good at as them (but still COULD technically do), you can 'ride' off their talent and skill as long as you're trying to help them. You won't be a master instantly, and you won't get to their level just from this alone, but you will go from 'mostly useless' to 'actually pretty damn useful' in the scheme of things.

Hand Calm; Mind Serene (600 CP- Discount Gundam Fighter): Your body is under your will, your control, and your mind is a clear field, blowing elegantly and gracefully. No longer does undesired rage or impulses rule your hands, as they are steady and straight as an arrow. You have understood yourself, and so you have unlocked a new level of understanding. Your Mobile Trace Suit and Mobile Fighter turning a shining gold, as long as your mind remains clear of distractions and unnecessary, negative emotion your power increases greatly and allows for an immediate boost in your technique's strength. However, this is a very exhausting state to keep up, and as a safe precaution the technique will turn off after the execution of one signature move or a talent of similar power. Only a suicidal person would activate it more than once in quick succession.

Companion Imports- All Imports Roll For Country

Survivors and Strangers (50 CP each- 2 Free Challenger): You have met a few people who like to live life without the secure knowledge of food, safety or hot water. Still, they're *survivors* and not *corpses* for a reason. Get (or import) up to 8 Earthdwellers with a perchant for survival and the 100 & 200 CP Challenger perks.

Secretaries (50 CP each- 2 Free Bureaucrat): One man is not a nation, and you know this better than anyone, so you sourced it out to a combination of cheap and effective labor. Get (or import) up to 8 people who do your paperwork and *won't* sell you out for a promotion, and the 100 & 200 CP Bureaucrat perks.

The Man (100 CP each- 1 Free Groupie): Well, you have to have SOMEONE to help, don't you? He/she's kind of…weird, but they're all a bit special. Get (or import) up to 4 people who pilot Mobile Fighters and kick asses, and get the 100 & 200 CP Gundam Fighter perks. Buying multiple Fighters means that they are an alliance of Fighters of different countries united for some form of cause.

The Help (100 CP each- 1 Free Fighter): You're trained to fight, not to fix whatever's wrong with your machine today. So your country assigned to you an assistant to help you. Get (or import) up to 4 buddies who are experienced with machines, and get the 100 & 200 CP Groupie perks.

Section IV- Items and Equipment

Alone, you will be destroyed. Take some of these, if you have the CP necessary…

Absurd, Recognizable Outfit (One Free All- 25 CP): This gives you a strange outfit- one that most likely relates to your country of origin or placement. Granted, this includes such oddities as German Ninja Greatcoats and the like. Regardless of how impractical or absurd these outfits are, nobody will ever question you more for wearing them than they already would your presence. Everyone gets one free, and can buy as many more as they like.

The Bandanna (50 CP- Free Challenger): Man, this is one badass bandanna! Coming in any regular color you like (vantablack WOULD be allowed, iridescent would not), this flows dramatically in the wind upon mental command- even if there's no wind around, and is actually extremely durable. If it would catch upon something, it would loosen itself and even come off your head automatically. It doesn't do much else, but you'll never lose it- if it was to fly off into the wind, once the dust has settled it will float back down into your hand ready to be tied on again.

Dramatic Mask (100 CP- Discount Challenger): This one…is a full-face mask. (If you're boring, it's just a plain mask- if you want to have a bit of fun, it's colored like the flag of your Country) You associate an identity to the mask, and you can easily 'conform' to the identity you have on the mask- not doing things they wouldn't do, keeping secrets they would keep, etc. This makes it a lot harder for people to tell who you actually are under it. Good for keeping a reveal for until later. Or never revealing yourself at all…

Convenient Clipboard (50 CP- Free Bureaucrat): This is a very, very nice clipboard to have around. No matter how many documents you seem to clip onto it, it never visibly shows more than 15 papers, and you can always find the one page you need that you clipped on by flipping through it for a few seconds. It also comes with a pen that, while it won't write anywhere but on the clipboard, has infinite basic-color ink, and will never break.

Hovering Cameras (100 CP- Discount Bureaucrat): These 6 floating cameras are too light to mount any form of meaningful weaponry on, but why would you want to? They have a massive broadcast range and each are equipped with a spotlight that can change to any basic color. They also are capable of playing any music they have downloaded very loudly, and the remote is a discrete wristband which operates off of electrical signals so you don't even have to move to operate them. They seem to be solar-powered with a very large battery, and have an extremely large memory capacity- said hard drive

is also made of the same materials aircraft black-boxes are made out of. They have safety features against using any of their inbuilt technology to harm anything.

Diagnostic Multitool (50 CP- Free Groupie): This is a handheld diagnostic machine- it's capable of scanning an entire Mobile Fighter by touching it with the short prongs on the top of it, but it can only display information relating to needed repairs. As a bonus, this also works on the human body- it will scan and display information regarding 'repairs' needed on the subject. You'll not be confused about what's wrong with something or someone with this- though admittedly it's not the best at studying non-human biology.

Tuning Kit (100 CP- Discount Groupie): This is a selection of parts that when installed on a Mobile Fighter (or any machine, after the jump) will improve its performance…at the cost of decreasing its performance somewhere else. You could improve its attack, but its defense would suffer. You could improve speed, but its attack would suffer. You could improve all of its stats, but it would leave it either a 1-hit-wonder or constantly damaging itself. The effect of the downgrade increases with the effect of the upgrade. The downgrade will be at or near the same importance of the upgrade- you cannot decrease the bass to upgrade the firepower.

Memento (50 CP- Free Gundam Fighter): This item means…something to you. Maybe it's a reminder of past failure, a testament to a creed you swore yourself to or maybe it's just a picture of someone you care about. Either way, holding onto this and looking at it in your free time slightly strengthens your resolve to continue on, and can even slowly help to repair it if you were discouraged. It's not a miracle worker, though. (You may also import an object that is personally important to you in this item's steed. Remember, something that is a Memento you probably don't want to lose or endanger every day.)

Absurd Custom Touches (100 CP- Discount Gundam Fighter): This is…an order form. 'For use only with Giant Robots- G GUNDAM CERTIFIED'. How odd. It has spaces for 'what I want it to be based off of, what the weapons should be styled after, and if any crazy touches or flourishes should happen when I do certain things'. You stick it to a Mobile Fighter (or any 'giant' robot, actually) and leave it alone for a few hours. You return, and it has been tricked out like the Gundam Maxter or the Rose Gundam- really, it can get as crazy as you like, but it won't improve function. It won't *decrease* functionality either. You get a new order form a few days after the old one was used up.

Inert UG Cells (600 CP- Nondiscounted): This containment unit holds the only correctly-functioning DG Cells left in the Future Century. They were the original form of the Devil Gundam, the Ultimate Gundam, designed to terraform Earth back to habitable and cure disease and sickness. They aren't as combat-focused as the DG Cells, and do not have the same kind of insane healing and infection powers, but injecting them as-is would still give you a great deal of regeneration (enough to regrow arms within a few minutes) and defense, and as a side-effect the hexagonal cells that would cover your body up to your head will stop at the neck, and then turn clear- you can still see the lines, but they will still feel like skin. You will have to program and work on this biotechnology for centuries to ever have something approaching the Devil Gundam's level of self-repair, self-evolution (such as turning the Kowloon Gundam into the Master Gundam) and get any form of replication, but it is a start, and they can only

improve. As a bonus, you can work on them while they're in your body, and they have no will of their own to enslave you to. They only serve to help.

Section V- Mobile Fighter

Welcome to your own personal fighting robot, Jumper. See what you like. Once again, import an MS to turn into a Mobile Fighter for free, any other giant robot costs 50 CP.

Standard Construction Fighter (100 CP): This is your basic, humanoid fighter with one or two gimmicks that describe it, like the Gundam Spiegel with its twin blades and spinning, or the Kowloon Gundam with its beam ribbons. It is balanced, easy to use but is nothing special-yet.

Gimmick-Based Fighter (100 CP): This is a…strange fighter. Instead of being based around fighting, it's based around a gimmick that changes its body. Such as the Mammoth Gundam, being a Mammoth, or the Nether Gundam disguising itself as a windmill for 11 months or so, or the Walter Gundam being a ball with arms. (Though that last one was created by the Devil Gundam.)

Mobile Fighter Customization

Core Lander (One Free): This is a small vehicle that docks and forms into the backpack of the Mobile Fighter, and contains the cockpit. The cockpit then can be entered from the front of the MS, or simply from the Core Lander's own cockpit. The Lander can also be used as personal transport, and seats one.

Mobile Trace System (One Free): This is a control system designed to use the pilot's body to replace traditional joysticks and pedals, and it does this via 'tracing' the user's movements. It can improve tracing by encasing the user in a 'spandex' suit, usually colored after their country and having 2 tesla coil-like antennae on their shoulders. It can create an infinite amount of these suits, but they aren't durable in the slightest, and are uncomfortably form-fitting. A person not fit for combat may even be injured by the system. However, a fighter truly in-sync with his Mobile Fighter can even disregard the 'glove-suit'. (One that cannot, will have any clothes on them shredded upon activation and before the suit encases them.)

Head Vulcans (One Free- 25 CP): Designed to control other suit's movement and to shoot down small, fragile attackers, they won't do much against a Fighter but they do hold a lot of ammunition.

Beam Sabre (One Free- 25 CP): One basic beam sabre- it won't do an incredible amount of damage but it's a reliable weapon nonetheless, still in wide service. It's also capable of being concealed a lot easier as an emergency weapon.

Fitting Melee Weapon (50 CP): This is a basic melee weapon created specifically for your suit- it's not the greatest, but it is a weapon you know how to control. This can also be a pair of weapons, and can be any melee weapon. Do note that it's hard to use 2 halberds without dying.

Machine Cannons (50 CP): More powerful than the Head Vulcans, these are more able to control where an enemy fighter can go due to actually being able to penetrate their armor in a reasonable amount of time.

Martial Upgrade (100 CP- Discount One Fighter): Your Mobile Fighter is specially tuned and designed for use of one weapon style or martial art that you know. This makes it easier to control, and allows you to use techniques you already knew in that art in the Mobile Fighter.

Shining Shot (100 CP): A forearm-mounted beam weapon, it's able to destroy a Death Army with 1 or 2 shots depending on location, and it has decent capacity, but it's simply a bit too slow for use against most Mobile Fighters.

Battle Mode (150 CP): This is an upgrade which allows your MS to enter a high-powered mode. It increases speed and offensive capabilities, but lowers defense and sensor capability, as well as making it more focused on attacking- usually in melee. This causes a cosmetic change in the suit, an example being the Shining Gundam's faceplate opening up and covers over its body opening to vent heat.

Powered Melee Weapon (150 CP): These weapons are designed to be used with a technique or style of combat you're familiar with, such as dragon heads that bite down like claws or 2 custom beams swords, or even extendable pole flags. They're also much more durable, and have a secondary function such as breathing fire or having a beam emitter hidden in it for long-range attacks.

Berserker System (200 CP): This is a special system that normally is only installed in the Nobel and Walter Gundams- it increases strength and speed greatly, and overclocks the pilot's talents and natural abilities to 120%, at the cost of turning the pilot mad, and I don't mean angry, I don't mean pissed, I mean **2000% MAD** mad. Normally you wouldn't even be able to control it due to the activator being in the hands of someone else, but this model allows you to activate it from the cockpit- though it DOES sometimes activate spontaneously in the heat of combat if you're not careful about keeping under control. Comes with extra cooling systems to not cause the Mobile Fighter to melt.

Mobile Assistant (200 CP): This Mobile Armor is capable of transforming into a transport platform capable of reaching space, but its most odd form is its animal form. Yes, this turns into a Mobile Fighter-sized mount, anything that could technically be ridden as such. Tigers, wolves, horses, they're all good. What's more, they can be ridden and assist in combat techniques like this, and if you have a friend or companion with the form of the animal this turns into, they can even pilot it with their own Mobile Trance suit!

DG Cell Infusion (300 CP): Your Mobile Fighter was secretly allowed to be infected with the Devil Gundam's cells, however due to being given to a fighter with no DG Cells it could not control it- that fighter would be you. The infusion has trapped the cells inside the suit's construction with no way of getting them out, but has increased your Mobile Fighter's overall combat capacity quite well- the main advantage this gives however is that your Fighter is able to regenerate itself. However, it is much slower than the actual Devil Gundam's regeneration- it's still fast enough to be noticeable during combat, however. You just won't regrow an arm instantly during combat.

Victor Engine (300 CP): This is an exceptionally powerful reactor normally only found on the Bolt Gundam, and a secret kept by Neo-Russia. You have it now. This reactor was able to make the Bolt Gundam the most physically powerful Mobile Fighter in the 13th Gundam Fight alone, at least in raw strength. The Victor Engine increases the weight of a Mobile Fighter, making it a bit slower, but can be overcome with stronger, larger engines. This makes any MS into a powerhouse in punching power alone. Don't let Neo-Russia find out you've got a model of their one-off, only one made reactor- they won't be pleased, to say the least.

Emotion Energy System (400 CP): This is a special system only found on the Shining Gundam, but now you have it. It can translate the raw emotion of its user into power, which depending on the strength of the emotion can cause a very, very high increase in overall power- and that 'calm' is an emotion, as a reminder. Someone with no emotion would gain no benefit from this, someone who has complete and utter control over their emotions would be able to push this system to its limits, even turning the Mobile Fighter completely gold in a True Super/Hyper Mode. While it's active, however, the pilot is being emotionally and physically drained in order to keep it running. Internal failsafe systems prevent it from killing the pilot, but if used incorrectly it could leave them in a bad way.

Section VI- Drawbacks

And sometimes you have all you want, but you can't pay for it. I understand. Have a look, see what suits you, Jumper. Once again, +900 CP from drawbacks and that's it- no more points after that.

Family Friendly (+0 CP): You can't mention any connection to the Christian God, the Devil or Death- you will have to replace these references with something else. Maybe substitute 'God' for 'Light', or Devil for 'Dark'? Other names may also change for little reason. Maybe they don't want their kids to know other countries besides America exist?

-Moral Correctness (+100 CP): Forget changing references, you can't even use anything referring to God, Devil, Demon, Killing, Blood or extreme violence. This includes any abilities you have relating to those, and mentioning sex or even romance sometimes is out of the question.

Followed By Death (+100 CP): No matter where you go, the Death Army will follow. Granted, they just send their grunts and maybe one or two more powerful units, but as long as you can get into your Mobile Fighter and fight well they won't be too much danger. They're annoying as all hell, though. They also don't like to fucking die, they ARE zombie robots after all. Prepare for 10 years of constant attacks.

Old Master (+200 CP): Somehow, the man or woman that taught you everything in this world will find you- they will do their best to assist their favorite pupil, as if you were their child, and you will rekindle a friendship and mentor relationship with them after so long. **And then they'll die. You cannot avoid this. It will cut deep, it will cut hard, and you will not see it coming.** At the very least, you can know that they are proud of you for whom you've become, and that they will rest easy. You won't though- not for a long while.

Country Rivalry (+200 CP): A Gundam Fighter from another country has decided to make it personal. They will not stop following you, they will not stop chasing or fighting you and they have a disturbing

tendency to live through the worst punishment you can throw at them. They always seem to have their Fighter repaired at least to working condition the next time you find them, or vice versa. They don't really hate you, they just want that fight, that end that keeps escaping them, and they want you to give it to them. You may take this up to 3 times. (They are different for each background- Challengers have hostile ultra-survivalists, Bureaucrats have hostile political enemies willing to go to the dark side of politics, Groupies have hostile helpers of other Fighters and Gundam Fighters just have Gundam Fighters after them.)

Devil's Delight (+300 CP): You were attacked by the Death Army, and you and your Mobile Fighter (if you have one) was partially infected by DG Cells. Thankfully, you were able to escape and were rescued- given a decontamination to remove the DG Cells from your system. Not-so-thankfully, the Devil Gundam **remembers**. Even if you don't have a Mobile Fighter, it remembers your combat style and techniques, and it will copy them to use against everyone- which includes yourself. If you HAD a Mobile Fighter? Now, members of the Death Army will sometimes appear with custom parts only YOUR suit had, and they will be able to use them as well as you did. Depending on how you customized your suit, this can get bad very, very quickly.

Devil's Core (+300 CP): As it turns out, someone's eyeing you for a part in their plan. They will do their damn best to make sure the Devil Gundam is able to absorb Neo Japan, and then Major Ulube will turn his attention towards you. As it **also** turns out, regardless of gender, you are the *perfect* core for the Devil Gundam, and he will do everything in his power to capture you and have the Devil Gundam absorb you as its core. As a jumper, you will cause it to be even more powerful than if Rain had been absorbed, and unfortunately circumstances may not work out in your favor as they did for Rain. Domon may have to put you down if you can't resist the possession and control- if he can even reach you at all.

The Master/The Student (+400 CP each): You've really done it now, Jumper. Either Master Asia, or his student Domon, wants you dead. No, not the 'friendly' rivalry of the Country Rival above. Deader than dead, as dead as you can be. They will hunt you- Master Asia in his Kowloon/Master Gundam and Domon in his Shining/God Gundam. They will not stop until one of you dies, and they are both users of the Undefeated of the East martial arts style that allows a mortal man to catch MS-sized bullets, run on lasers and kill a Death Army with a scarf. And yes, you can take both of them. They will work together to take you down and kill you. The only upside is that picking The Master means that Master Asia will survive his in-series death, only to use it to still hunt you down.

Devil Halo (+600 CP): This is bad. This is **really, really bad, Jumper.** A dimensional fugit has happened, and the Angel Halo WMD from Victory Gundam has appeared in space, near the colonies- Major Ulube will instead decide to install the remains of the Devil Gundam into THAT instead of Neo Japan, forming the Devil Halo. It can use the Angel Halo to regress the minds of all people on Earth and in the colonies into a state of mind where they simply sit around and scream/cry/yell until they die of starvation or exposure. Unlike the Angel Halo, the Devil Halo can defend itself perfectly fine from attacks without help- and it will have help due to the Death Army. You'd better strike quick and fast, because you won't be able to stop the Devil Gundam from taking it over, only destroying it before it can destroy humanity.

Section VII- The End…of this Stop

So, you've survived 10 years and at the very least avoided getting killed and reanimated by the Devil Gundam. Good work, Jumper. Now, choose your destiny.

Homeland- It's time to go home, for you at least. You walk off into the falling red sun, and reappear back at your home, all the powers and items you've collected still with you and your companions still by your side.

Trust Me- So, you wish to stay here? Well, depending on what you did there may not be too many more Gundam Fights in the future, but there'll always be a place for you here. To home, it's like you simple vanished- every loose knot is taken care of and you can spend the rest of your days here.

Fly into the Sky- You decide to not stop walking, and as the red sun rises over Eden once again, you disappear, time stopping in this universe and you reappearing in the next destination- the next adventure.

/NOTES/

The Gundam Fight is held every 4 years. You will start during Neo-Hong Kong's time of controlling the Earth. You'll have time for the 14th and 15th Gundam Fights during your time here in addition to the 13th which comprises the anime plot.

Yes, this tournament has rules- read them below.

Rules and Regulations of the Gundam Fight

The following are the seven articles of the Gundam Fight International Regulations:

1. A unit whose head section has been destroyed is disqualified.
2. A Gundam Fighter must never aim at the cockpit of an opponent's Gundam. **Supplement**: Accidental harm inflicted on a Gundam Fighter during a match is acceptable.
3. A Gundam Fighter may repair any damage to their Gundam as often as they desire and move on to the championship league, as long as the head section has not been destroyed.
4. A Gundam Fighter must take full responsibility for protecting their own Gundam.
5. A match shall only be held on a one-on-one basis.
6. A Gundam Fighter shall not taint the honor and dignity of the nation they are representing.
7. The Earth is the ring! **Supplement**: Destruction of property on Earth due to the Gundam Fight is not considered a crime.

During the finals of the 13th Gundam Fight, some new controversial rules were added by Wong Yufat.

1. Unlimited repairs, improvements, and substitutions are acceptable during the final tournament.
2. Victory may be obtained through any means (including targeting the cockpit).
3. The final winner of the Battle Royale will be awarded the title *"Gundam of Gundams."*