

INTERNATIONAL ERA

Welcome to the world of Super Robot Wars! Some time ago, people decided to make a game series about a whole bunch of mech series that people know and love crossing over, with things like Mazinger Z fighting the Zaku's of Zeon; and people loved it! Now, it's one of the most popular game series ever made, in Japan at least. This jump shall focus on the International Era of games.

Origins:

Drop-in: You literally just turn up at around the first stage of the plot, and are quickly accepted into the main group of heroes.

Super Pilot: You stumbled across your machine one day, or perhaps it was given to you by a greater force. Either way, you focus more on power than speed.

Real Pilot: You were trained for your life to pilot machines. You are part of either a military or a mercenary company, and have had training with modern weaponry.

Ship Captain: You are in charge of a powerful battleship, for whatever reason, whether the ship is privately owned or from a military force. You will be commanding the brave souls fighting alongside you, as well as providing transport for them all.

Mechanic: Mech fighting? Oh, no, that sounds a bit too dangerous for you. You're not really the type to put your life in danger like that. You'd much rather support your allies by making sure that their mechs are in the best condition they possibly can be.

So What's Happening Here?

That, my friend, is a very good question! The answer is that so far, the international era has featured three seperate games, and you get to choose one to drop into the start of. I'll give you a brief summary of the overall plots of each game, the main plot being, of course, driven by the series in the game, which I go over in the notes section.

Super Robot Wars V: Earth, weakened from the war with Jupiter and Char's rebellion, is suddenly attacked by Gamilas! Their planet bombs vaporises the oceans, level major cities and drive humanity underground. Most predictions give Humanity only a year to live, however, the space battleship Yamato seeks to find the planet of Isecandar. However, it is soon revealed that there is more than one Earth, and a mysterious alien fleet called the Gardim have nefarious intentions with Earth Fleet Tenku.

Super Robot Wars X: The nefarious Doakdar Army seeks to take over the fantasy land of Al-Warth, so the people of Al-Warth summon the legendary hero, Wataru, to defeat the evils of Don Goro and the Doakdar Army. Meanwhilst, a sorcerer of the Keepers of Order runs away from them, seeking answers to the questions that burn in their mind.

Super Robot Wars T: The giant corporation known as the VTX Union sends out their latest prototype to see what it can do. Eventually, after being hired for some missions involving the hunting down of various outlaws and bad guys, the Union and their allies encounter the mysterious Company, who seem to seek the destruction of Earth.

Perks

Generic

Free - Basic Piloting Skills: You know how to pilot your machine, whether it is a mech, a ship or something else.

Free - Keeping Myself Grounded: You can create a pseudo-ground beneath you and your opponents, which is useful if you have any techniques that require you or your opponent to be on the ground instead of in the air, or in space. It only lasts for a small amount of time, though.

Free/500CP - The Realm Of Infinite Possibilities: This series features a lot of different power levels, from "this is literally just a tank" to "let's just casually toss galaxies around." Of course, that second one is usually only done in the final parts of the plot, but still.

With this perk, you will be able to keep up when things start getting out of hand. Your mech, assuming you didn't import something stronger, starts off at around the power-level of a low-tier Gundam, but as long as you keep upgrading your mech, you'll eventually end up with a machine that'll be able to keep up with even Tengen Toppa Gurren Lagann, assuming, again, the plot gets that far.

You can pay 500CP to keep this perk.

50CP - Welcome To The Jam: You have a toggleable version of the soundtrack for Super Robot Wars, including songs from the component series. You can have others hear the music too, and toggle whether or not they'll think it at all strange.

100CP - Listen To My Song: You have your own theme-song, which is very fitting to you, perfectly encapsulating who you are as a person, even if it doesn't have lyrics. You can have others hear the music too, and toggle whether or not they'll think it at all strange, as well as whether or not it overrides any other background music that might be playing.

200CP - Spirit Commands: You know those moments where a character defies impossible odds, or pulls some trick out of nowhere? Well these sort of function similar to those type of "plot moments", but with a few more mechanics. You have a sort of energy about you, which you can use to perform incredible things, such as healing your mech, granting you attacks better range or automatically dodging an enemies attack. The more impressive a feat you cause to happen, the more draining on this energy source it will be.

300CP - Magic Knight: You have become an existence similar to the magic knights summoned to the realm of Cephiro to save Princess Emeraude, although you don't have to be an actual Magic Knight unless you want to. This grant you the power to cast powerful elemental magic, such as fire, water, wind or lightning.

300CP - Will Of Lord Ende: You are trained in the usage of Dogma's, expressions of the will of Lord Ende, the creator of Al-Warth. This does raise the question of how exactly you pulled that off if you aren't from Al-Warth, but never mind. Dogmas seem to be mostly elemental magic, but I'll be kind and also grant you the knowledge and ability needed to make a Voluntas, which is basically an automatic mook, with magic gatling guns. Your mech will also be altered to allow you to utilise this power though it with no troubles at all.

300CP - Cybernetics: Through scientific experimentation, whether willing or not, most of your body has been replaced with mechanical parts. You gain 1000MP to spend on yourself.

400CP - A Whole World Of Tech: You can easily reverse-engineer the various technologies you will find in this world, such as Mazins and the biomechanical evas.

600CP - I Think You're A Clone Now: Isn't this strange? Feels like you're looking in a mirror. I wonder what people would say if only they know you were part of some geneticists plan; born to be a carbon-copy man. Yes, anon, they took a donor's body cell and fertilised a human egg so I say, I think you're a clone now. And what that means, friendo, is that you can be replaced. By default, this only acts as a one-up a single time, but if you have other one-up perks, feel free to say that those, too, work by replacing you with another clone if you feel like it.

Drop In

100CP - Dropped Into The Cockpit: You have an amazing knack of getting the hang of foreign control systems. With just a few hours work in a mech's cockpit, you'll be piloting it like a pro, assuming there aren't any special conditions required to pilot it.

200CP - Demo Mode Off: You have an ability to mentally condense your perception of time down, so that an attack, no matter how flashy it may seem to people not using this power, will be condensed into "the enemy attacked, my ally attacked back" This is good for ensuring you don't get distracted by flashy light-shows.

400CP - Support Unit: Through some strange methodology, you have the ability to grant buffs to your allies, but only as long as you aren't actually fighting. As long as you can see your allies, whether with your eyes or on a screen, you can grant them bonuses, such as increased speed and range. Getting involved in the combat, however, causes you to lose these bonuses.

600CP - Kurogane Jumper: You can fight on your own, without needing the help of pitiful things such as mechs. When fighting opponents that are bigger than you, you gain a bonus to your physical condition, such that you can hit them with about the same amount of force as you would impart if you were the same size, as well as a boost to your speed, so that you can keep up with these giant assholes despite them having a way larger stride than you.

Your sheer awesomeness also grants you the ability to survive in outer space, neither suffocating, nor suffering decompression or freezing for the sheer cold, and you can improve yourself in much the same manner as you can improve your mech using The Realm Of Infinite Possibilities.

Super Pilot

100CP - Burning Love: You have an incredible amount of lung power, allowing you to shout as loud as you want without any risk of damaging your lungs. Just be careful not to damage your friends hearing, okay?

200CP - Believe In Me: You have an inspiring presence about you. Just by hanging around you, people tend to be inspired to do great things, greater things than perhaps they themselves might consider possible. They can find the courage to do what must be done, even if it scares them, and that is what life is truly all about.

400CP - The Light Of Friendship: Friendship is a wonderful thing! It strengthens all that it encompasses, bringing out their true potential! Those without friendship will tremble in fear when they see how strong a force it is! To be a bit clearer, by forming bonds with others, you can make them stronger. This also assists you in coming up with effective combination attacks to take down the enemy.

600CP - For Great Justice: You have an incredible amount of determination. No matter what hardships you encounter, no matter how many obstacles life throws at you, you shall keep at it, never giving up, never surrendering, always believing that you can reach your end-goal and that is what being a hero is all about.

Real Pilot

100CP - A True Soldier: You know how to handle guns and other weaponry, including futuristic ones that use things like beam technology.

200CP - Combat Training: In your training as a soldier, your superiors drilled into you a form of martial arts, such as judo, taijutsu or Close-Quarters Combat. You were also taught how best to apply it to when you are fighting in your mech.

400CP - Newtype: Through exposure to the void of space, you have become the next step in humanities evolution, being able to synchronise with your mech and pilot with skill far beyond what an ordinary human would be able to bring out. You can also detect other newtypes, and can pick up on hostile intentions, allowing you to react to an attack faster than an ordinary human would.

600CP I'll Just Pick Flowers: You have a real knack for scheming, don't you. In fact, you can set up a plan to make a super advanced artificial intelligence believe itself to be a god, without ever figuring out your ruse, even over decades. Furthermore, your plans seem to basically run themselves, leaving you with plenty of free time to yourself. Maybe you'll take up flower-picking?

Ship Captain

100CP Open Communications: You are a skilled diplomat, which is presumably why you were given this job in the first place. Assuming you are talking to a reasonable person, an extended dialogue with your enemies will most likely lead to, if not a ceasefire, then at the very least, a mutual understanding.

200CP - The Great Spacefaring Library: You can easily comprehend and understand concepts unique to the various series that this world is made out of, such as A.T fields and lambda drivers.

400CP Electron Fairy: You are skilled with all manner of computer systems, easily being able to examine and write the coding of space vessels as well as, potentially, other computer systems. You are quite adept at hacking, too, being able to penetrate the security systems of even the local government without too much trouble.

600CP The Napoleon Of Space: You are a master strategist, easily being able to come up with ingenious plans to exploit the weaknesses of your enemy, and twist them to your own nefarious purposes. Heck, if you find yourself in a situation where there is a third party involved, hostile to both your allies and your enemies, you might be able to keep your enemies focused on taking out the third party, and vice versa, leaving them wide open for finishing off.

Mechanic

100CP - A Technological Eye: Just from mere observation, you can get a general feel for the general strength and capabilities of any kind of vehicle, whether its a tank, a battleship or a giant robot. This also allows you to more easily figure out if they have any weak-points that you can exploit.

200CP - Tune-Ups: You have an almost instinctive understanding of how any kind of mecha works, easily being able to identify how best to improve the performance.
If I had to put it into numbers, I would say you would bring it up to 150% of the performance it would get from someone else working on it.

400CP Custom Prototype: Your mind is on that incredible precipice between genius and madness, allowing you to understand how each pilots machines could be altered to better suit them. For instance, if a pilot is a big fan of both going fast, and having lots of firepower, you could build something that was essentially a glorified brick made out of guns as well as, more importantly, being able to make it work despite the fact that it is incredibly impractical.

600CP To Become A God Or A Devil: The archetypal example of a super robot, Mazinger Z, was made by the brilliant Dr. Juzo Kabuto, and he included a rather troublesome feature on it. You see, once it reaches the seventh Black Box, Majin Change, it will become the formidable Mazinger Zero, a literal manifestation of the power of the fate.

What this perk allows you to do is to follow his example, granting you the ability to grant the machines you build the potential to become pseudo-conceptual items, and granting a significant power boost in the process.

Items

Free - Pilot Suit: In case you can't actually breath in outer space, there's this; an easily-donned suit built to allow survival in outer space.

50CP - Super Robot Wars Jump: This is a copy of all three of the International Era Super Robot Wars Games, for any consoles you happen to own that can handle them. They also have any changes you may have made, such as featuring you if you jumped into their plot.

50CP - Mook Mecha: Perhaps you have your eyes set on one of the little guys? In that case, you may take any of the mook mechs that are featured within the series. Just keep in mind that these things are mook mechs, and as such, aren't that great compared to things like Gundams.

100CP - Stylish Mask: This mask conceal your identity from all who gaze upon it. As long as you wear this mask, you are not considered to be your normal self, but rather, someone matching an identity that you choose upon first putting on this mask.

100CP - Personal Sidearm: This is a gun that never seems to run out of ammo, as well as seeming to have a lot more power than it reasonably should sometimes.

100CP - Escudo Armaments: This is a suit of armor and a weapon that are both made of a magical material known as Escudo. This property allows them to grow in power to match the wielder, as well as letting the wielder summon them onto themselves and into their hands at will. You may import any armour you have into the armor and any melee weapon you have into the weapon.

200CP - Combat Simulator: This is a detailed combat simulator, able to emulate all kinds of mechs, from Gundams, to Mazingers, to Evangelions! This can also detect supernatural and psionic energies being used by the player, and keeps an automatic record of all who enter it.

Any number of people can use it at one time, and it can easily be set up to simulate an encounter against a collection of all the enemies you have fought against so far, if you feel like your comrades-in-arms will appreciate such a challenge.

200CP - Mech Workshop: This place automatically stocks up with the parts that are needed to repair any kind of mech you place inside, no matter if its a Gundam, an Eva or even some kind of magical golem you acquired from a previous jump. Not only that, but it also has the parts needed to upgrade it to become better than it previously was. After this jump, you may attach it to your warehouse, or have it show up in a reasonable location.

100CP - Weaponised Vehicle (free Drop-In): This isn't quite as cool as a proper mech, but it'll still get the job done. This vehicle is either meant to travel on land or in the air, although it will still function just as well in space, is air-tight, and is equipped with some basic weaponry to make sure you can at least defend yourself from basic mooks. You gain 500MP and 500SP to spend on the customization table.

100CP - Mech (free to Super Pilot and Real Pilot): This is a mech. It'll be quite useful in this world full of mech battles. You gain 1000 MP to spend on the customization table.

100CP - Battleship (free to Ship Captain): This is a powerful battleship. It is equipped with powerful weaponry, although it doesn't come with escape-pods; it's assumed that you wish to go down with the ship. You gain 1000 SP to spend on the customization table.

Companions

50-400CP - Import: You may import up to eight of your companions, giving them a background and 600CP to spend.

100CP - Canon Character: You may take a canon character with you, assuming you can convince them to come along. If they are a mech pilot, they automatically take their mech along with them.

Mech Customization

Free - Redesign: Maybe you feel it's time for a new look. In that case, feel free to redesign your mech and give it a new form.

Free - Head Vulcans: These guns are mostly just used to shoot down incoming shots, but I suppose you could try to take down an enemy with them if you're feeling particularly brave. These can only be attached to things that MP can be spent on; mechs, weaponized vehicles and jumpers and companions with the cybernetics perk.

100MP - Import: You may import a pre-existing mech into this.

100CP - A Better Mech: If you want, you can convert CP into MP, but not the other way around.

100CP - Animalistic: You can choose to have your mech take the shape of an animal. All the parts work fine, it's just shaped like an animal now.

100MP - Enhanced Sensor Equipment: The stock stuff is fine, but sometimes, you'll need to be fielding something with a bit more power to iut when you're looking for something in particular. Hence, this! This equipment will improve the range of your sensors, as well as their penetration and targeting capabilities.

100MP - Blade: A large chunk of metal with no special properties. This is what you use to give your mech a sword, a tonfa, claws or just reinforced fists. Can be taken more than once.

100MP - Beam: This is a basic beam weapon, such as a beam rifle, or eye lasers. Can also be used to acquire a beam sword. Can be taken more than once.

100MP - Ballistic: Your mech is equipped with a medium-caliber ballistic weapon, such as a shotgun or an assault rifle. Can be taken more than once.

100MP - Missiles: Your mech is armed with a missile pod. Can be taken more than once.

100MP - Rocket Punch: The signature weapon of a wide range of super robots, this alters the fist of your mech so that it can fly at your opponent at great speed, at which point it is retrieved through some means. Shouting the name is not mandatory, but is highly recommended.

100MP - Shaped Charges: These explosive charges, shaped, for some odd reason, like a rat, can easily be deployed from any mecha, or even a weaponised vehicle. They aren't all that great, but they do certainly pack a punch.

100MP - Non-Traditional Controls: Your machine isn't controlled in a typical fashion. It could have motion feedback controls that mimic what you do, have a bunch of complicated interfaces that require smarts to figure out, be a biomechanical monster that needs to be convinced to do what you want, have automated mental control where your mechs reflexes are your own, have the ability to interpret your mental orders with intense focus or literally run on money. Either way, it's hard for those lacking the proper fitness, intellect, empathy, awareness, willpower or resources to control it.

200MP - Funnels: Funnels, Bits, Dragoons, Options, Blaster Bits or RS Hoppers, call them what you wish, these things are drones that attack the enemy, and you have twenty of them. You can purchase this multiple times, in case you want more.

200MP - This Is A Drill: Your mech is now armed with a drill! Drills are truly amazing weapons, too, since they are apparently impossible to build specific defences against. Not only that, but you'll also gain the ability to burrow underground using this drill, although whilst burrowing, you'll only be able to move about half as fast as normal.

200MP - Extending Arms: Your mech is equipped with arms that can reach further than those of most mechs. This is useful when you want to put the squeeze on your opponents. If your mech is a weaponised vehicle, then obviously this gives it arms in the first place.

200MP - Repair And Resupply Modules: Your mech is equipped with tools to enable it to perform on-field repairs and resupplying of allied mechs, no matter what kind of materials or ammunition they may use.

200MP - Elemental Weaponry: This is what you take to get stuff such as flamethrowers, ice bombs and Great Mazinger's Thunder Break. You may purchase this multiple times.

200MP - Special Diamond Attack: Your mech has a special compartment installed, that allows it to shoot out a spiked ball on a chain at your opponents. I don't really get why you thought that was a logical decision to make, but whatever.

300MP - Nanomachines: Your machine will automatically repair damage, even in the heat of battle! Of course, this pseudo-healing factor isn't strong enough to be of much usage in battle, but every little helps, you know?

300MP - Rune God: Your machine is now set up to be able to use your magical spells on a much greater level.

400MP - Hyperdimensional Step: Your mech gains the curious ability to teleport. With just the push of a button or the flick of a switch, you can take your machine from point A to point C without ever going through point B!

400MP - Chest Blaster: You have a highly powerful, energy-intensive beam installed in your mechs chest, which will melt through most weaker mechs.

400MP - Alternate Form: Your machine was built with the ability to transform! It can turn into a plane, a tank or a beastial form, such as a tiger or something. You can take this multiple times, with a discount for every purchase past the first.

500MP - Overboost: This system, when activated, will supercharge your mech to the point where its speed, attack and defense are all going to be about three times faster, although this is, of course, very energy intensive. Incidentally, this will cause your mechs appearance to change.

600MP - Black Hole Cannon: This is a rifle that gathers gravitational waves all up into a point until it is fired, at which point, after having been launched a safe distance away, it shall collapse into a black hole.

800MP - A Truly Outstanding Power: Mecha anime can come up with some rather overpowered stuff at times; spiral energy, getter rays and buster technology. As such, this option will grant your machine one of these amazing energy sources, or something similar, as well as the ability to use it to bring destruction to your enemies.

Ship Customization

Free - Redesign: Maybe you feel it's time for a new look. In that case, feel free to redesign your ship and give it a new form.

Free - Anti-Aircraft Guns: The most basic of defenses, these guns may not be strong, but at least they'll never run out of power.

Free - It Even Works Underwater: Your ship can operate just as well underwater and in space, as can your weapons.

Free - Transport Carrier: Your ship's hangar can carry a fleet of mechs along with it quite easily, which'll be a great help to your allies. Can't be taken by Weaponized Vehicles.

Free - Mobile Base: Your ship has the facilities necessary to support a group of mechs and the pilots for at least one month, including repair and medic bays, food and ammo storages, holding and sleep cells, and at least one cafeteria and one entertainment room. Can't be taken by Weaponized Vehicles.

100CP - A Better Ship: If you want, you can convert CP into SP, but not the other way around.

100SP - Import: You may import a pre-existing spaceship or submarine into this item. If you import a submarine, it gains the ability to take off, acting as a spaceship.

100SP - Anchor And Chain: Huh? It seems your spaceship has, for some reason, been outfitted with a giant anchor. Normally, this would be mostly useless, but it seems that your ship is, in fact, set up to be able to fire this anchor at the enemies. Don't worry about the anchor getting damaged either, it's a lot sturdier than it looks. Still, this is certainly an interesting way of dealing with your enemies

100SP - Missiles: Your ship is equipped with an assortment of missiles, although you are free to call them torpedoes if you feel like it. Either way, they will home in on the target, and blow them to smithereens!

200SP - Energy Field: This advanced energy field protects your ship, neutralising a full quarter of all damage done to it. It might not seem like much, but it will really add up.

200SP - Homing Lasers: This advancement in laser technology allows your ships lasers to turn mid-shot, making it harder for your enemies to evade your attacks.

200SP - Anchor Tube: These metal tubes can punch straight through a machine's hull, allowing for you and your crew to perform a swift and easy boarding, or just shoot the pilot with a gun.

200SP - Recon Drones: These drones aren't armed with weapons or anything. However, they are perfect for scanning the surrounding area of where you are, which in turn will be an invaluable tool in the collection of data points, if such things are ever needed.

200SP - Fighter Squadron: Your ship is equipped with a fleet of minor pilots, either of mook-level machines or of spacecraft, who can easily be deployed to shoot down the enemy in your stead. Any pilots lost in battle will be replaced within 24 hours, although any upgrades made to a pilots vehicle will be lost. Can't be taken by Weaponized Vehicles.

200SP - Type-3 Shells: Your ship comes equipped with cannons to fire these munitions at the enemy. When they hit a target, there will be a short delay whilst the shells arm themselves, and then a truly magnificent boom! Just be sure that you can actually hit your target with all the shells you load- you don't want to cause unneeded collateral damage, after all.

400SP - Main Beam Cannon: Alright, here we go! This is the most powerful weapon available to any spaceship, this cannon fires a powerful energy beam to annihilate anything unlucky enough to be in the way.

400CP - Gravity Blast: Of course, there is also this option, based off of the Nadesico-C. This weapon distorts gravity waves into a destructive beam, which is then fired at the enemy.

Drawbacks

0CP - Fanfiction: Of course, it is entirely possible that some of these series are displeasing to you in their current form. This toggle allows you to change any of the series in your jump to a form shown in certain fanfictions.

0CP - Mechs Of Jumps Past: You may import mech series from previous jumps. For a jump to count as a mech series, it must feature a mecha or spaceship, fighting either mechs or giant monsters.

0CP - Extra Series: You can add a low-powered mech series to the plot.

100CP - Super AI: You are no longer a pilot of your machine; rather, you are an artificial intelligence integrated within your machine! For the duration of this jump, you are part of your Weaponised Vehicle, Mech or Battleship, and cannot take on any other forms. You may take this multiple times.

100CP - A Social Pariah: For some reason or another, there is a certain part of the world that you are very much not welcome in. Perhaps the empire of Misurugi know you as a filthy, barbaric Norma, or Britannia consider you just another uppity Eleven. Perhaps you just have a crapload of debt. Whatever the case it'll be a moderately-significant part of the world that you are barred from.Of course, nowhere else particularly cares.

200CP - Isn't Boss Barot Just A Transport: As machines go, yours isn't exactly the best. Sure, you can just about keep up with your allies, but you can definitely tell that you're not exactly the best. No matter what you do, you just can't seem to match up to the greats, like Tetsuya and Amuro Ray.

200CP - I Am A Soldier: When the jump starts, your will isn't exactly your own. To be more precise, an antagonistic faction has kidnapped you and forcibly taken control of your mind, in order to force you to fight for them. If you're a drop-in, this happens shortly after you arrive in this world. Hopefully, your companions can break the hold these guys have on your mind. If not, don't worry; the heroes of these worlds are quite astute, and when they eventually meet you, they'll figure it out and bring you to your senses.

300CP - A Twisted Kind Of Love: Oh dear...it appears that one of your enemies was lovestruck with you from the day that he first laid eyes on you.. As such, they will try to twist your mind to fit their will, and sway you with masterful manipulation, although, of course, they're not above taking what he wants through force. By taking this, you are guaranteed to only be able to kill them for good on your ninth year in this world. You may take this multiple times.

300CP - Just A Background Character: Much like the ones who perform the maintenance work on the pilot's mechs, you're really kind of forgettable. Unlike those guys, this seems to be incredibly persistent. To be more precise, no matter what you do, no matter how hard you try, you'll never seem to be able to get anybody to recognize you for your accomplishments; no, not even if you single-handedly wipe out an entire enemy fleet. Yes, jumper, you truly are just another NPC.

300CP - If I Shoot That Prototype Down, I'll Get A Promotion: You know that mech or ship you spent all those points on? You don't have that yet. Nor do you have any other vehicles you may have acquired beforehand, and if you took Kurogane Jumper, you don't have that either.

No, instead you are in the cockpit of one of the more worthless mechs, the Zaku's, the Fromage's and the Mugann's. You will probably die if you try to take on a proper machine in a straight-up battle; although that's not to say that you can't be useful to your chosen side, of course. You will gain back your mech (and Kurogane Jumper) after the jump is done.

Endings:

Well, after all is said and done, what path do you choose to walk down?

Quit: You go back home, keeping all of your powers and your warehouse

Save: You stay here, in this collision of worlds.

New Game: You keep jumping on, travelling more and more worlds in your search for your final ending.

Notes:

You may freely choose whether the protagonist is the male or the female option, which is normally of little consequence, however, it should be noted that for the plot of V, Souji, the male, canonically chooses to upgrade the VangRay to the VangNext, whilst Chitose, the female, goes with the GranVang. Below is the proof.

https://www.youtube.com/watch?v=WkO9TYBX9nI

Series List

V:
Cross Ange: Rondo of Angels and Dragons
Full Metal Panic!
Getter Robo Armageddon
Invincible Super Man Zambot 3
Invincible Steel Man Daitarn 3
Mobile Suit Zeta Gundam
Mobile Suit Gundam ZZ
Mobile Suit Gundam: Char's Counterattack
Mobile Suit Gundam: Hathaway's Flash
Mobile Suit Crossbone Gundam
Mobile Suit Crossbone Gundam: Skull Heart
Mobile Suit Crossbone Gundam: Steel Seven
Mobile Suit Gundam Unicorn
Mobile Suit Gundam SEED Destiny
Mobile Suit Gundam 00: A Wakening Of The Trailblazer
Martian Successor Nadesico: Prince of Darkness
Mazinger Edition Z: The Impact!
Shin Mazinger Zero vs The Great General of Darkness
Mazin Emperor G
Evangelion
Space Battleship Yamato 2199
The Brave Express Might Gaine

X:
The Unchallengeable Daitarn 3
Aura Battler Dunbine
New Story of Aura Battler Dunbine
Mobile Suit Zeta Gundam
Mobile Suit Gundam ZZ
Mobile Suit Gundam: Char's Counterattack
Mobile Suit Gundam F91
Mobile Suit Crossbone Gundam: Steel Seven
Mobile Suit Gundam Wing: Endless Waltz
Gundam: Reconguista in G
Mashin Hero Wataru
Nadia: The Secret of Blue Water
The Brave Express Might Gaine
Tengen Toppa Gurren Lagann
Code Geass: Lelouch of the Rebellion R2
Shin Mazinger Edition Z: The Impact!
Buddy Complex

Cross Ange: Rondo of Angels and Dragons
Masou Kishin: The Lord of Elemental

T:
Arcadia of my Youth - Endless Orbit SSX
Armored Trooper VOTOMS
Aura Battler Dunbine
New Story of Aura Battler Dunbine
The Brave Express Might Gaine
Cowboy Bebop
Expelled from Paradise
Getter Robo Armageddon
Gunbuster
GUN×SWORD
Invincible Robo Tryder G7
The King of Braves GaoGaiGar
Magic Knight Rayearth
Martian Successor Nadesico: Prince Of Darkness
Mazinger Z: Infinity
Mobile Fighter G Gundam
Mobile Suit Zeta Gundam
Mobile Suit Gundam ZZ
Mobile Suit Gundam: Char's Counterattack
Mobile Suit Gundam: Char's Counterattack – Beltorchika’s Children
Mobile Suit Crossbone Gundam
Mobile Suit Crossbone Gundam: Skull Heart
Mobile Suit Crossbone Gundam: Steel 7